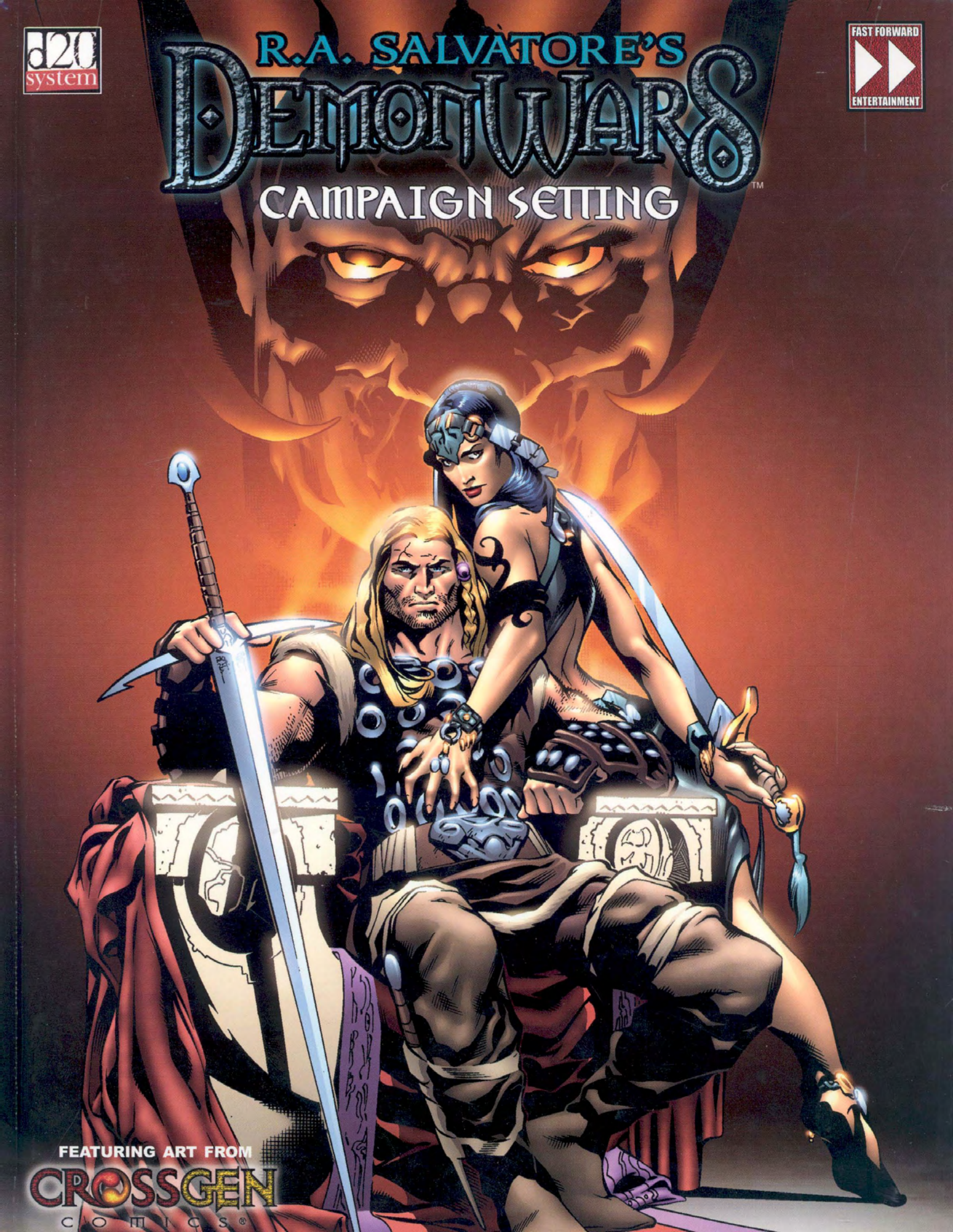
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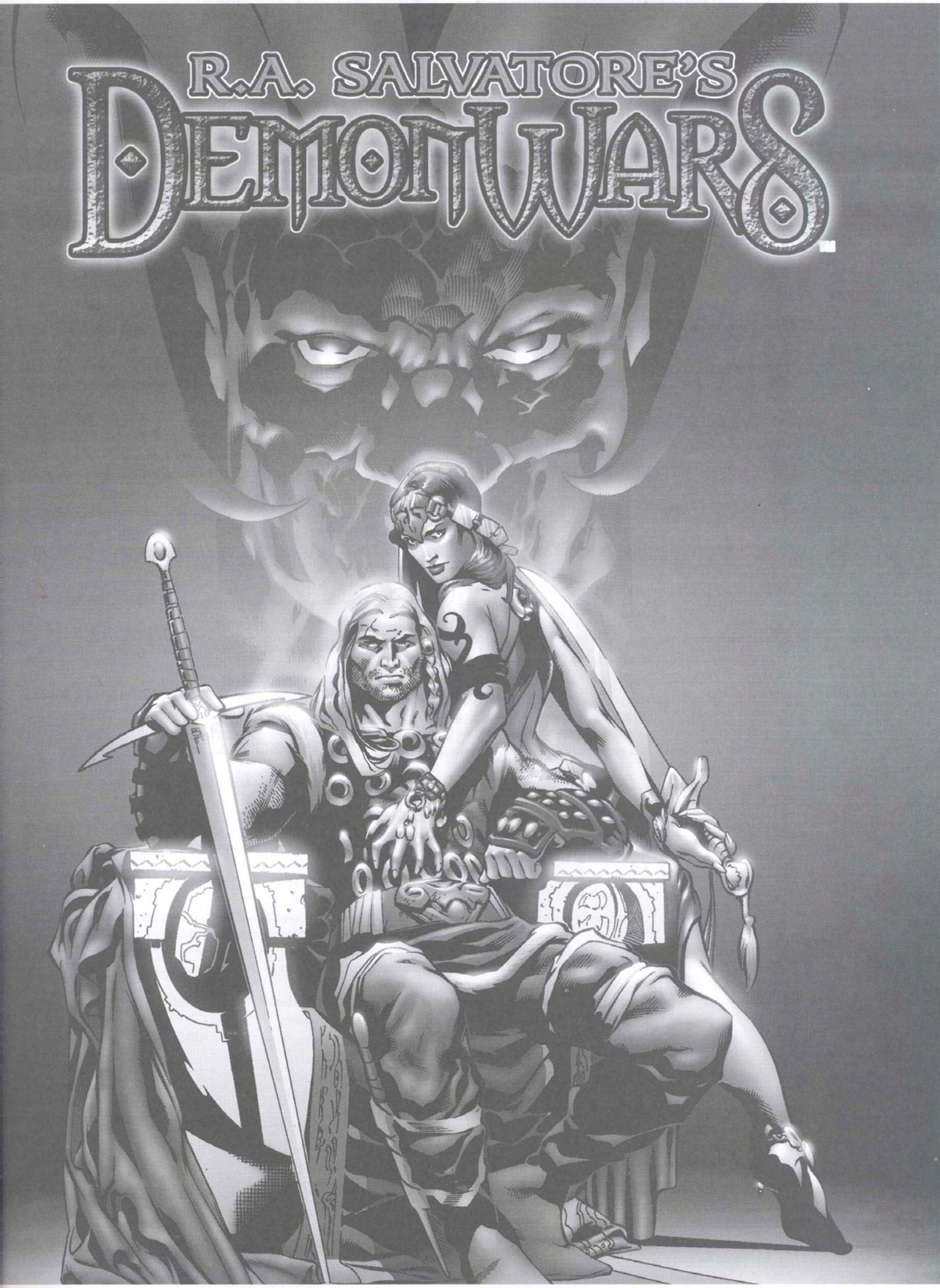
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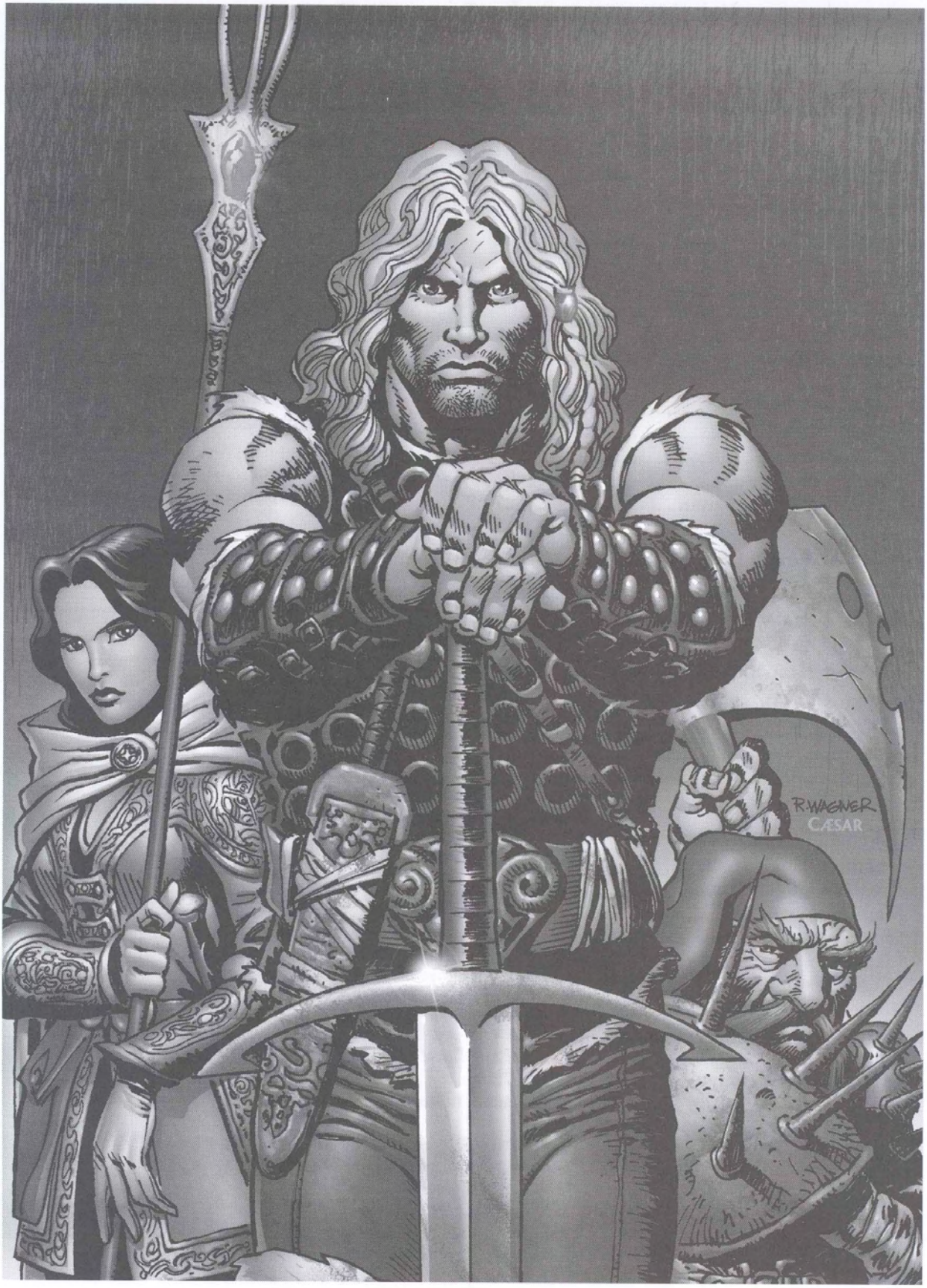
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R.WAGNER
CÆSAR

A SONG FOR SADYE

Old Orrin Davii entered the smoky room with his face in his hands and his thin shoulders hunched. Across the way, sitting against the wall between a pair of large crates, the teenage girl watched his every move, her eyes wary, her every muscle ready to propel her away if he moved threateningly toward her.

But he didn't. He never did, and gradually, as he moved to the side of the doorway and sat down on another large box, Sadye relaxed. She scolded herself for her paranoia – Orrin had made no moves against her in the weeks of her indenture to him. When the court had ordered her so indentured, Sadye, more a young woman now than a girl, had thought his desire to take her from the court wrought of salacious intent. It usually was, after all, from everything the young street thief had heard. Many of her running mates had been caught and indentured to one or another influential Ursal landowner, and the stories of their subsequent existence after the indenture had rung out a similar, lewd note.

So far at least, Orrin Davii had thankfully not fit that mold.

Sadye regarded him now without the prism of her fear clouding her vision. He was much older than she – four times her fifteen years, she guessed – and obviously wracked by the decades of a difficult existence. His face was leathery and thin, with the stubble of a grizzled gray beard always visible, and his eyes glowed a dull gray. But while those eyes didn't have the sparkle of excitement common to one of Sadye's age, the woman did see some life yet within them.

"Your time here is almost finished," Orrin remarked, drawing her from her contemplation. "Would that you had committed a more serious offense!"

"How touching that you will miss me," Sadye said. She didn't completely fill her voice with sarcasm, at least.

"Indeed," Orrin replied. "And a pity it is, too, that you were so headstrong and tight with your thoughts when first you came to me. I had big plans for you, young Sadye, but alas, by the time I came to trust in you our time together had already run short."

Sadye couldn't help but tilt her head at that, though she knew that she was perhaps revealing too much of her intrigue. Never play your hand – that was the lesson she had learned on the streets.

"Did you move quickly enough to put it away this time?" Orrin asked, and he grinned at her and narrowed his gray eyes. "Or did you simply tuck it behind the crate again?"

"I know not of what you speak."

A burst of laughter escaped Orrin, mocking her where she sat. Sadye instinctively glanced all around, seeking some escape route, should she need one.

"You know indeed," said Orrin. "I have heard you play."

"Play?"

"Sadye...."

She couldn't resist his disapproving look. It made her feel little, like the look her father used to give her before the Rosie Plague had taken him. At the same time, though, and in a strange way, that look from Orrin now offered her some measure of comfort. There was no maliciousness in it, and no promise of retribution. Orrin seemed almost amused.

Without any further hesitation, Sadye reached behind the crate on her right and produced the delicate lute, bringing it across her lap. She couldn't help herself, and gently touched its strings, sending thin notes into the air.

"You like it?" Orrin asked.

Sadye smiled and nodded.

"It is very valuable, you know," the old man remarked.

Sadye stopped touching the strings and looked up at him, suddenly fearful that she had overstepped her place here.

"You do not even understand its worth, do you?" asked Orrin.

"It is beautifully crafted."

"Look deeper."

Sadye rolled the lute in her hands, feeling its weight and balance, running her fingers along the length of the carved and delicate neck, about the meticulously crafted pick-ups and ties. She saw the small gray stones set into the instrument, edging the circular hole beneath the strings. They didn't sparkle like rubies or diamonds, and hardly added to the beauty of the lute.

"Now you see the truth," said Orrin, and Sadye looked up at him curiously.

"Gemstones," Orrin explained. "Hematite, which the monks name the soul stone."

Sadye looked back at the gray edging of the hole, her fingers gently feeling the smoothness.

"They are enchanted, of course," said Orrin. "Abellican stones, brought from an island in the south Mirianic."

"The lute is magical?" Sadye asked, looking up at him once again.

Orrin paused and looked at her hard, then looked all around as if he was torn. Sadye, ever perceptive, sensed that he was trying to decide whether or not to let her in on his little secret, and judging from the intensity of his expression, she figured that secret to be no minor thing!

"You looked through the crates, though I told you not to?" Orrin said at length.

Sadye didn't answer, figuring the question to be rhetorical.

"Of course you did, for the lute was near to the bottom, I believe," Orrin went on. "Most of the goods are what they appear to be: instruments and tools, trinkets and the like. But did you not notice that several were set with gemstones?"

"Ornamental."

"Magical," Orrin corrected. "Every one. The Abellicans are tight with their sacred stones, so it's said, but in truth, they've sold many of them over the years. Merchants pay quite well for them, you see, especially for the ones set in that lute. Soul stones can heal various maladies; it is no accident that many of the wealthy folk of Honce-the-Bear live longer than the peasants."

"They use Abellican magic?" Sadye looked back down at the lute, at the soul stones, with even more curiosity.

"They try to," said Orrin. "Using the stones is no easy trick, even for those so trained. And few are trained, for the Abellicans guard those secrets even more tightly than they control the stones. That is where we come in."

"We? You and I?"

Orrin laughed again. "No, no, of course not!" he said. "Not you, at least."

"You said 'we'."

"We, yes, we of the brotherhood," Orrin explained. He laughed again and again looked all around, shaking his head. "What spell have you put over me, pretty young thing, to get me to divulge this to you? Ah, perhaps it is merely my own loneliness – keeping such secrets weighs on the heart, you know.

"And so yes, Sadye, I will tell you. But before I do, you must agree to stay with me when your indenture is ended."

Sadye's striking brown eyes popped open wide, and she reflexively shook her head so forcefully that her long black hair whipped about her angular features.

"Do you have a better life awaiting you among the children of Ursal's streets?" Orrin asked.

The question steadied her, and reminded her that the last few weeks with Orrin hadn't been so bad.

"Do you agree?"

"How long?"

"Three years."

"No!"

"Then a single year," Orrin replied. "Yes, one year will suffice, for I am certain that if you stay that long, you will be more than willing to remain. I could use a hand now in my business. A protégé – yes, you will be my protégé!"

"For what, old Orrin?" she bluntly asked. "What business?"

Orrin gave her a smirk.

"You're a smuggler," Sadye stated.

"Of course, though few understand the true value of that which I purvey."

"And yet, the court of law, the ruling authority, grants you a servant." Sadye looked away and blew a sigh, somehow not even surprised.

"It is a wonderful system. And you did not come cheaply, I assure you. Many of the bidders were eager to purchase your pretty face and that young body."

Sadye found herself recoiling, moving deeper within the crevice between the two crates.

"I was more interested in your clever mind," Orrin went on, and that calmed her a bit. "I heard of your confidence games and deceptive exploits and was quite impressed. One does not succeed at such a craft without being observant and perceptive, two traits I greatly admire and desire."

"And you trust me enough to tell me all of this? Are you not afraid that I will betray your secret?"

Orrin's face went suddenly grim and he sat up straighter and glared down at her. "No, because you are smart enough to understand that if you betray us, we will utterly destroy you. There are weapons more deadly than a sword, dear Sadye, and evils that make strong men beg for death."

Sadye didn't blink or shrink, but the point had certainly been made.

"Consider the soul stones set in that lute," Orrin went on, mellowing his tone only a small bit. "With it, any of my brethren could enter your dreams and turn them to haunting horror. With it, any of us could drive you mad and deceive you into tearing your own flesh from your bones."

Something in his tone told Sadye not to even question, and not to doubt.

"But enough of these unpleasantries," Orrin said with a wave of his hand. "I tell you because I believe I understand that which is in your heart. Sadye wants more than to survive on the street. Sadye wants wealth and power. O yes, that is the sparkle in your pretty eyes. That hope. That burning desire."

"Tell me, then."

"The monks have their gemstones, and sell many to wealthy merchants, because they believe that the merchants will never be able to utilize those stones in any manner which would threaten Abellican supremacy. But there is another facet of the gemstones which the monks do not even completely understand. If I handed you a soul stone and bade you to heal even a minor wound, you would surely fail. But if I took that stone and prepared it correctly and embedded it in a magically prepared item – a lute, perhaps, or a wand – then you would more likely succeed with that healing task. The items – and they are not easily prepared, I assure you! – bring the powers of the gemstone and the wielder into focus."

Sadye looked down at the lute with even more admiration, her eyes glowing, her fingers trembling. "How can the Abellicans not know of this?"

"Preparing the items is no small task, my young protégé."

"You will teach me how to do it?"

This brought the greatest laugh of all from Orrin. "I will teach you how to smuggle, and if you are clever, how to keep your mouth shut," he explained. "There are two, perhaps three, in all the world who understand how to craft such an item as the one you hold in your hands. The man who made that very lute, centuries ago, spent a decade and more on that single piece! Fortunately, the process in creating such items also helps them survive the ages, and so there are quite a few of these devices secretly floating about Honce-the-Bear and even Behren in the south.

"Secretly," Orrin emphasized. "The Abellicans would hunt us down and slaughter us..."

"Us?" Sadye pressed.

"The Brotherhood of Wise Men," Orrin said. "We have existed for hundreds of years, each of us finding a single protégé to carry on our work. We keep our numbers steady and we keep them small. My last student met with an unfortunate end, and so I have been searching for his replacement."

"Sadye."

"Sadye."

"And if I do not want this?"

"You already agreed. There can be no change of heart."

He spoke the words casually, matter-of-factly, and without any overt malice. But Sadye felt the weight within the simple statement, the clear and uncompromising warning.

She looked down at the lute again as Orrin exited the cellar. She felt its balance and its workmanship, and for the first time, she felt its power. Yes, she had agreed.

Why would she not?

The young woman began to softly play the strings, feeling their vibrations deep within her heart, focusing her thoughts on the magical gemstones.



"It will split the Brotherhood!"

Orrin's shout wakened Sadye late one night a few weeks later. She sat up and heard voices in the adjacent main room of Orrin's small house, but she couldn't make out any words. Always curious, Sadye slid her legs over the side of the bed and let her bare feet touch down softly on the floor, then eased to her feet and moved slowly to the curtain that served as a door.

She mustered her courage and peeked out.

Orrin sat at the small table, hands crossed before him, staring into the three candles that burned in the table's center. Across from him, another man, smallish and hunched, with curly red hair and a patchy, scraggly beard, paced back and forth.

"Bah, the Brotherhood," he chortled and Sadye half-expected him to spit right on the floor. "Half the brothers are dead of the plague anyway! We can make more gold – and without drawing Church notice! – by selling the stones apart from the enchanted items."

"Items centuries in making," Orrin quietly protested.

The other man snorted again and stopped his pacing even with the table. He turned to face Orrin directly and leaned forward, planting his hands firmly on the wood and making the candles shiver. "Hiding in shadows. Fearing that some Abellican will discover us – like that damned Bishop who ruled in Palmaris some years back. You want a fight with the Church, do you now? You want some Brother Justice monk knocking at your door, Orrin, and kicking it down when you don't answer quickly enough?"

"Men gave their lives to craft these pieces of... of art, by St. Abelle!"

"O, but there's a rightly proclamation if ever I heard one," the red-haired man remarked. "By St. Abelle. Aye, that one would approve of our work."

"We carry on a tradition," Orrin argued.

"What's tradition against the likes of the Rosie Plague? In the plague's wake come opportunities that wise men seize, Orrin. Surely that you can see that! The gold will come easily, if we're smart."

Sadye could see Orrin's fists tightening into balls, and the old man slammed them on the table suddenly and rose up so forcefully that his chair went skidding out and toppling behind him. Sadye wisely ducked back behind the shade, figuring correctly that the sudden noise of the falling chair would make Orrin look toward her room.

"This is not about gold coins, you fool!" Orrin said in a voice that seemed to Sadye to be a controlled screech, words spat out with conscious muting behind teeth clenched so tightly that Sadye could almost hear them grinding.

"No? Then what's it about? Are you looking for higher purpose, then?"

With no answer forthcoming, Sadye dared peek out again, to see Orrin and the other man leaning over the table at each other, practically nose to nose, with neither blinking.

"If you're looking for a higher purpose with those gemstones, Orrin, then it seems to me that you're in the wrong brotherhood. Might that the Abellicans will welcome you into one of their abbeys. Perhaps St.-Mere-Abelle herself. Aye, wouldn't you cut a fine figure in one of those brown robes."

The two stared at each other for a long while, then the redhead spun about and snorted again. He didn't look back as he went to the door and out into the night.

Sadye watched Orrin's shoulders slump, his head drooping.

"Well, you might as well come out and ask the questions I know you're going to ask in the morning," the old man remarked.

Sadye caught herself and put aside her surprise, and pushed through the curtain as if she had meant to do that all along. "Not about gold coins?" she asked. "Never did I imagine hearing those words come from your mouth."

Orrin swiveled his head to consider her, and more than that, to show her the angry look in his old eyes, to warn her in no uncertain terms that this was a road of questioning she should not travel.

"Who was that?" Sadye asked when she managed to clear the lump out of her throat.

"An idiot."

"Of the Brotherhood?"

Orrin's snort sounded much like the one's the redhead had just thrown his way. "He is a facilitator, and nothing more," Orrin explained.

"A smuggler? Like yourself."

"Yes and no."

Orrin paused, his gaze drifting past Sadye until he was focusing on nothing at all. "There is more to this than money, dear Sadye," he said after a lengthy pause. "You say the word, 'smuggler,' with such contempt, but in this connotation, it is not such an ignoble pursuit. At least, I tell myself that. We of the Brotherhood are the keepers of ancient secrets and important knowledge and more important ideals."

Sadye found herself drifting over to the table, taking a seat to the side of Orrin.

"There is no alternative to the Abellican Church in Honce-the-Bear, of course," Orrin went on. "And events of recent years have shown us that the Church is not as stable as many believe. They covet their gemstones as proof of their god and as their source of power."

"The Brotherhood does not seek power from the stones?"

"Always, there is the sarcasm of young and pretty Sadye."

That statement put the woman back in her seat, and she felt a flush come to her cheeks.

"Power and wealth, yes," Orrin explained. "Of course, there is always that, and to some, it is the ultimate goal."

"Like your red-haired friend."

"Indeed. But to others, the luxury afforded by the items is the penultimate goal. Behind the understanding, you see, and the craftsmanship, and the delving into the secrets of magic itself. That is the real purpose of our little network of wizards. The rest of it, moving and selling items, is all to provide the environment we need. Most of us aspire to comfort only because in that wealth we can find the time we need to try to craft an item of our own: our legacy, and our gift to those who will come after us."

Sadye didn't quite understand everything Orrin was talking about, but the man's demeanor struck her profoundly. She had never seen him this intense, and the weight of his words and his involvement with them pressed on her.

"Worry not about my redheaded comrade," Orrin assured her, and that alone clued Sadye into her own slack-jawed expression. She straightened and composed herself.

"He is a blustering fool, the likes of which you will meet often in your life, I assure you," Orrin went on, and his face brightened and he stood straight. "The world has changed so dramatically over the last years, with the coming of the demon and its minions and the advent of the plague. But the Brotherhood has survived greater trials in the past! We must hold firm to the principles that have so long guided our way, though some would seek an easier course. Fear not the fools."

Sadye nodded, not really knowing how to respond, not really understanding what Orrin was talking about.



Sadye let her head roll with the bouncing of the wagon as she sat up on the bench beside Orrin. Her thoughts remained on that meeting with the red-haired man and Orrin's explanation to her that his was a calling beyond the promises of wealth offered by smuggling.

In her youth and inexperience, Sadye couldn't quite grasp the depth of that argument, and honestly wasn't sure that she could even understand why anyone would want to spend a decade or more in the sole pursuit of creating a single item, no matter how beautiful or powerful that item might be. Still, something about Orrin's oration – perhaps it was the sheer intensity in his old gray eyes, an uncharacteristic flash of true life – had caught Sadye's attention and had held it through all the days since the meeting.

For his part, Orrin had said no more about it, nor about the red-haired man. "Do not fret about it," he had answered Sadye's every question, and usually with a dismissive wave of his hand and a denigrating chuckle.

What he had done to mitigate Sadye's curiosity, however, was to allow her open and continual access to the hematite-lined lute. She even had it now, on the open road, safely tucked under the bench seat, instead of in the crate settled in the back of the wagon. And most amazing of all, Orrin had told her that he would not sell it unless the purchase price included another lute of master craftsmanship, if not magical enhancement.

As she thought about the lute now, Sadye's eyes drifted down to the hollow below the bench seat.

"Do take it out and play," Orrin bade her, and when she looked at him, he was smiling widely. "I so enjoy your music, girl. You bring the exuberance of youth and the passion of life's love to every string you pluck."

"When I can decide which string I should strike next," Sadye replied.

"Ah yes," Orrin said with a laugh, "and the indecision of so many wondrous possibilities! You are not tied to the designs of those who came before you, nor the adult's fears of humiliation."

"So you believe that my playing humiliates me?"

That brought another laugh, this one straight from Orrin's belly. "If I did, would I beg you now to play for me?"

Sadye reached under the bench and produced the lute, bringing it reverently to her lap. Despite her little jibe with Orrin, the young woman knew that she had talent. Orrin called it "an ear for the strings of natural music playing all about her," and Sadye considered that an apt description. It was almost as if she heard music in her head and had a natural ability to filter that music through her fingers and into the strings of the lute. She wasn't a great player – she knew that all too well – for she had only begun to realize some of the musical possibilities the lute presented to her. Nor could she yet manipulate her fingers quickly enough and with enough rhythm take advantage of the few possibilities she did understand.

Sadye quieted then and sat up straighter in her seat. She closed her eyes and found those songs flitting all about her, the rhythms of the world, and then she began to play.

She found melody quickly and settled into a cadence, and was barely aware that her cadence was being strengthened by the percussion of hoof beats.

It took Sadye a long while, and even took the pressure of Orrin's hand clenching her arm, before she stopped her playing and opened her eyes to the world around her.

"Riders?" she asked.

Orrin nodded and motioned with his chin behind, and when Sadye turned, she noted the approach of a trio of riders, charging hard to catch up to the wagon.

"Kingsmen," Orrin explained. "Fear not, for they'll believe me to be an honest merchant." He tossed Sadye a wink. "Especially since I'm traveling with my beautiful and talented daughter."

Sadye grinned; she understood that this was one of the reasons Orrin had bade her to stay on, after all. "Your beautiful and talented daughter who is not possessed of an adult's fears of humiliating herself."

"Yes, there is always that," Orrin quipped without the slightest hesitation, and Sadye's grin widened.

She began to play again, but couldn't help but glance back as the trio came thundering by the wagon, two going left, past Orrin, and the third galloping his mount right beside Sadye. She watched the soldier with sincere interest, even awe. He wore a full helm and a metal breastplate, with sleeves and a skirt of interlocking chain links, and shiny black boots that sported large spurs. A broadsword was strapped on one hip, bouncing as his horse galloped past. That horse, a chestnut whose coat glistened with sweat, was tall and strong, an impressive creature, though not as much so as the magnificent To-gai ponies used by the more elite of Ursal's soldiers, the Allheart Brigade.

To young Sadye, this soldier, this dashing warrior, elicited the dreams of wide horizons, the thoughts of adventure and freedom. She watched him ride up alongside the wagon's trotting horse and grab it by the bridle, then bring it and the wagon to a fast stop as his two companions rode up beside him.

"Whoa! Good soldiers of King Danube!" Orrin said, and he pulled back his reins, halting the progress of the wagon completely. "All you needed to do was ask, of course! I am an honest merchant, bound for Maer'kin Duvval with my beautiful and talented daughter.

The soldier centering the trio lifted the faceplate on his great helmet. "Your name, good sir merchant."

"Orrin Davii, of the Ursal Daviis."

"I know not your family."

Orrin shrugged. "We are not of noble blood. Merchants, one and all, serving in loyalty to the line of Ursal." He stood up and bowed as he finished.

"Then serve him now, Merchant Davii," said the soldier. "Come down from your seat and show us your wares."

"But they are all packed!"

"Then unpack them."

The seriousness of the soldier's response set off an alarm within Sadye, a sudden feeling that not everything here was as it seemed. She glanced at Orrin for consolation, but found that, despite his smile, his movements betrayed a similar uneasiness.

Apparently feeling her stare, Orrin subtly motioned her to stay calm, then stiffly descended from the wagon, his old joints creaking after hours on the bouncy road. He moved back, followed closely by two of the soldiers, while the third, the one who had passed by Sadye's side, continued to hold the bridle of the draft horse.

Again Sadye felt her heart flutter at the sight of him, so tall and strong in the saddle on so fine a mount.

Sadye finally managed to tear her gaze away and look back, to see Orrin leaning over the back of the wagon, trying to pull one of the crates back. The two soldiers had dismounted, but made no move to help, standing to either side of the old man.

Something about their posture, about the way one's hand kept moving near to the pommel of his sword, had the hairs on the back of Sadye's neck standing up. She widened her scan instinctively, looking past the pair, and noted a fourth rider back down the road, milling about in the shadows under a few trees they had just passed. From this distance and under that cover, she couldn't make out his features, but she could hardly miss his red and curly hair.

Eyes wide now, Sadye glanced back at Orrin, and saw the man beside him draw forth a short sword.

"Orrin!" she cried, but she knew it was too late and that she couldn't possibly warn the old man in time. She stood up so fast that she nearly tumbled off the wagon.

Had Orrin Davii needed her warning, he surely would have been slain, but the old man was no fool, and knew the difference between an honest inspection on the road and a pretense for a murder. He spun about, one hand on his belt buckle, the other reaching inside the folds of his robe, even as the soldier moved to strike.

Sadye screamed, and then nearly fell over again as a sudden surge of bluish-white energy erupted from Orrin's belt. That stumble actually saved her life, for the soldier up front came charging past, his sword slashing across in a swipe that would have beheaded her had she still been fully upright.

She tried to register the scene, to get past the shock and surprise. She saw the rider cut about the back of the wagon, saw Orrin produce a thin metal wand, its end open, or at least concave. Beside her master, the two soldiers squirmed on the ground weirdly, jerking in spasms the likes of which Sadye had never before witnessed.

She took it all in at once, eyes darting all about, but then they transfixed on the remaining soldier alone, one his strong posture, sword high. Somewhere in her thoughts, she heard the sharp ring of metal, and then she watched, mesmerized, as the faceplate of the soldier's helm folded in, as his head jerked back violently and as the back of that helm blew off, a crimson gore spraying into the air.

His horse kept going, brushing past Orrin and knocking the old man hard against the back of the wagon and then to the ground.

Despite her fears for Orrin, Sadye could not take her eyes off the spectacle of the rider, still sitting upright, still holding his sword, though he was obviously quite dead. His horse continued its canter far to the side of the road before stopping, and only then did the man seem to register that he was indeed dead. Slowly, he slipped off the side, tumbling hard to the ground.

Sadye looked back, and so dry was her mouth that she could not even scream out! For there lay Orrin, beside the two soldiers, one of whom was lying quite still now, while the other was trying futilely to rise to his feet, on legs that wobbled weakly and buckled. Those two hardly mattered, though, for in the moments she had been looking

away, the redhead had come in. He stood over Orrin now, a long dagger drawn and tip-in at Orrin's heart.

Hardly even registering the movement, Sadye brought her lute up and began to gently touch the strings.

"I offered you wealth beyond your understanding!" the redhead shouted at the prone wizard. "You fool! Together we could have done so much. But I need you not, you see? The soldiers are not so stupid as Orrin Davii. They see the value of gold, while you revel in the glory of the spirits of men long dead!"

The redhead spat on helpless Orrin, who closed his eyes. Behind them, the soldier fell over yet again.

"Join them, fool!" the redhead cried and he gave a growl and retracted his arm just a bit, as if to strike.

And indeed, he meant to do just that. But somewhere between his backstroke and the killing thrust, a thought intervened, a suggestion carried on the waves of gentle and beautiful music.

The redhead held there, motionless, listening, enchanted, as the moments slipped past.

Sadye watched Orrin open his eyes, to stare incredulously at his would-be killer. Finally, as if he suddenly recognized the music, Orrin turned to regard her.

She played on, filling her notes with suggestions of peace and quiet, with emotions soft and tender, denying the redhead his fury and his intent. The soul stone caught those emotions and projected them forth.

Sadye watched while Orrin slowly moved his hand out to retrieve the small wand, which had fallen to the side. He clasped it and unobtrusively turned its tip toward his attacker.

A sudden ring of stone on metal jolted Sadye from her playing. She reflexively went back to it – or started to, before she realized that there was no need.

The redhead still stood over Orrin, holding his knife, or what remained of it. The blade had been snapped in half. Eyes wide, the murderer staggered backwards and tried to straighten, and only then did Sadye realize that the snapped blade had shot straight into the man's belly. He reached down and clutched at his wound, blood and entrails spilling forth.

Orrin retracted one leg and kicked him hard in the gut. The redheaded man tumbled away, groaning in agony.

"Keep playing," Orrin bade Sadye as he shakily climbed to his feet. "Put thoughts of healing in your song, dear girl, but please aim them only at me!"

Sadye hardly knew how to react. Thoughts of healing? What was this all about? She knew that she had affected the murderer, but how? And now Orrin was hinting that she could produce some healing effect upon him alone, through the music?

It made no sense, even in light of all that Orrin had told her of the Brotherhood and the enchanted items.

She looked from her lute back to Orrin. "More than one lodestone in the wand," he said, offering her a sly wink. "A devilish gem, with a powerful" – he glanced at the redhead – "and deadly attraction to metal."

Sadye started to ask one of the million questions that was swirling about in her thoughts, but she stopped short, noticing a movement from the red-haired man. He rolled over suddenly, his face a mask of pain and outrage, and she noted a flash of red – a red gemstone, she thought.

And then she felt all hot and flushed.

And then she was flying backwards.

She hit the ground hard and lay there stunned for a long while, and when she finally managed to look back up, she saw the wagon ablaze and saw Orrin's horse galloping down the road, trailing fiery reins. She heard the screams, of three of the murderers' horses, fleeing in all directions, and of the men behind the wagon. She saw one go rushing out, flapping his arms, immersed in fire, and she looked away in horror, knowing that it had to be Orrin!

What was she to do? She scrambled to her feet and patted out some of her smoking black hair, then brought a hand up gingerly to touch her pained face.

What was she to do?

Across the way, the remaining horse reared and whinnied, pawing the ground beside its dead master.

The image of that man riding past her flashed in her thoughts again, the sense of freedom that he had evoked, so tall and sure and swift on his great steed.

They were all dead now, she knew, the murderers and Orrin, and the goods all ruined. All that remained were Sadye and that one agitated and intimidating horse.

And the lute, she realized, and she bent down and picked it up.

She began to play as she approached the horse. By the time she arrived beside the beast, it was standing quite still, and its frantic whinny had turned to a soft nicker.

PREFACE

When I first learned that R.A. Salvatore had big plans for the world of Corona, we were sitting in a restaurant after a book signing he had done near my hometown. I could see by the animated way he was describing his goals that there was a real opportunity here. His excitement wasn't based solely on the fact that he was getting new material published; it was the approach he wanted to use, the idea of entering into a long-term business partnership with the right kinds of publishers that was creating that gleam in his eye. I could tell that he not only cared a great deal about how his creative works would be expanded upon and presented to his fans, but also that he cared about the people he was going to be working with to get this new material out to the public.

I listened, enthralled, as Bob described the comic books, a role playing game, and lots of other things that I'll leave for him to unveil when the time is right. He foresaw not just a series of products tied to the same world, but something of a franchise, where everyone who was working on a portion of it interacted with everyone else, and the whole was greater than the sum of its parts.

It was at that moment that I knew I wanted to be a part of this excitement, that I realized I was just as thrilled as he was about the prospects of a role playing game based on the d20 system and his *DemonWars Saga*. Part of this desire was getting the chance to work on something with Bob, certainly, for I had always had a positive professional and personal relationship with him. But part of it, too, was the chance to work with people who feel as I do, that gaming is a franchise, where the players, the gamemasters, the designers, the editors, the publishers, the artists, the mappers, everyone involved in the process is part of something collective, and the whole of all of us in this hobby is greater than the sum of us as parts.

We are not a big hobby by many standards. There are more people out there who collect antiques, rebuild sports cars, do needlepoint, or oil paint. More people grow roses and vegetable gardens than game. But we have a closer sense of community than many larger hobbies out there, too. We play the same games, debate the merits of the same sets of rules, appreciate the same funny stories, go to conventions together, meet the other professionals and fans of our hobby, and have a sense of family that is often nonexistent elsewhere in leisure pursuits.

What this bond allows us to do is share not the just the common denominator of the rules, but the part of ourselves that appreciates the hobby. Even more importantly, it lets us all contribute to the hobby as a living organism, providing input into what we like and don't like, and hopefully making the whole thing better for both ourselves and future generations of role players. Like Bob's desire to create a business model that reflects this mutual enthusiasm, I wanted to work in an environment that did the same thing.

I have been a part of the 3rd Edition rules since their beginning, actually since before their inception. Jim Ward and Tim Brown hired me to come work for them at TSR way back in 1991, and when I joined that company, I became a part of something communal, and I learned a desire to share of myself, not just with my gaming friends, but with my coworkers—truly an extended family—and the fans who play the game. Whatever else I took away with me from my time at the company, I will always be grateful to the two of them for giving me an opportunity to be part of that community, both professionally and personally.

The d20 system and the Open Gaming License is something of a culmination of that communal spirit. It's almost like a Rosetta Stone for the hobby, providing all of us with a common language with which to share our gaming experiences. In essence, the OGL is saying, "Anything you can envision, you can codify in such a way that everyone can understand and play."

Codifying *The DemonWars Saga* was my charge with this product. I had to take Bob's wonderful prose, his vision of Corona, with its magical gems and the Abellican Church and the demon dactyl and the mysterious elves, and wrap the framework of the rules around them. Notice that I said the rules wrapped around the story, not the other way around. I truly believe that the 3rd Edition game is flexible enough and consistent enough that you can expand and bend and extrapolate its rules sufficiently to capture the feel of just about any reality you can conjure in your imagination.

I knew what the game based on the books needed to do, and I sat down with those rules and created what you hold in your hand right now. It's based upon a body of work that has had input from a great many other people. It's based on a set of books that was written by someone I know and respect and enjoy working with, and that are a fun read, to boot. So, in my opinion, these rules are the collaborative effort of many people, a franchise creation by a community of gamers, gamemasters, designers, editors, artists, mappers, authors, and publishers. The end result might not be exactly the same product someone else might have created, but when you take a look at it, I hope you can see where I was coming from, and I think you will recognize the world of Corona in there like it was meant to be.

Thomas M. Reid
March 2003

Introduction

Welcome to *The DemonWars Saga!* What you hold in your hands is a set of rules for playing characters in R.A. Salvatore's wonderful world of Corona. Inside, you can immerse yourself in places like Honce-the-Bear and The Timberlands, Alpinador or The Barbacan. You can meet people like Elbryan Wyndon, or Nightbird to the people he protects, and Jilseponie, a true mistress of the sacred Ring Stones, the magical gems that fall from the heavens. You can hunt goblins and powries in the forests, or struggle against the oppression of a corrupt church in the cities. The best part of it all is that you can craft your own stories, tell your own tales, and be a part of your own unique adventures.

This Is The DemonWars Saga

The creation of R.A. Salvatore, *The DemonWars Saga* is a tale of heroes struggling against evil both clearly defined and subtle. The characters in his novels live in Corona, a rich and intriguing world where the main source of magic hails from special gemstones that fall from the sky. Humans dominate the land, but there are also the mysterious *Touel'alfar*, the elves, who sometimes come to the aid of the men—and sometimes do not. Opposing them is the demon dactyl and his horde of goblins, evil dwarves known as powries, and hulking giants.

But it's not always evil in its obvious form that does the most damage, and the heroes of the world come to discover this all too painfully as they struggle against the great Abellican church and its unbending tenets. Before all is said and done, the landscape and its peoples will be changed forever.

Mr. Salvatore's imagination has brought us a land filled with excitement, heroism, danger, and love. It has provided us with a wonderful playground where our imaginations can run unfettered, where we can easily envision new stories rising up around the tales we read of in the novels.

This Is A Roleplaying Game

A roleplaying game is a game of the imagination, where you and a group of friends create stories and adventures whole cloth, guided by a framework of rules. With a set of dice, some pieces of paper, a handful of funny dice, and the Core Rulebooks (the *Player's Handbook*, the *DMG* and the *MM*), you can make up your own tales, almost like making a movie—except that there is no screen other than what's in your mind's eye, and there is no script so you don't know what will happen next in a roleplaying game.

One person, the gamemaster, isn't just another player in this game. The gamemaster actually wears several hats, sort of like a writer or director for a movie. The gamemaster creates the framework of the story, but it's the players, using special alternate personas called characters, that act out the story, just like actors act out the parts in a movie. But the gamemaster doesn't dictate what happens in the story. He might know what's going on in the world, but it's the players, through their characters, who actually decide how to proceed. The gamemaster then helps figure out what happens as a result, sometimes using dice to determine the outcome. The gamemaster also handles the other characters in the story—the minor parts, like a tavern keeper or a city watchman, and the villains who are working against the heroes.

A roleplaying game doesn't have an ending, and no single player wins. Instead, the gamemaster and the players all work together, accepting and overcoming challenges in order to further the storyline. In effect, everyone wins simply by having a good time. When characters suffer setbacks, or even die, the whole experience still makes roleplaying games fun.

If you aren't already familiar with roleplaying games, the first thing you need to do is get a copy of the *Player's Handbook* and the *DMG*. These two books contain all of the basic rules you need in order to play this roleplaying game. This product contains additional rules and information unique to the setting of *The DemonWars Saga*. It expands those basic rules to cover all the flavor and personality of the world of Corona.

This is The DemonWars Saga Roleplaying Game

If you take the rich setting of R.A. Salvatore's work and combine it with the boundless excitement of a roleplaying game, you get the book you are now holding in your hands. Here, you can experience your own adventures in the lands of Corona, master the magic of the Ring Stones or walk the halls of one of the great Abellican monasteries. You can battle powries in the Timberlands or visit the secret valley of Andur'Blough Inninness. Whatever else you have ever imagined going on in the world of *The DemonWars Saga* setting, this is all you need to feed that imagination, to create a character unique to the setting and join with others in adventures to fight the evils that threaten the world.

CHARACTERS

Because the world of Corona has its own unique flavor and magic system, not all of the basic character classes available in the *Player's Handbook* are suitable for use in the *DemonWars* campaign setting. However, there are several new classes presented in this book that have been designed to replace those classes, so that between the two lists, the collection covers the full gamut of possibilities for characters. Any character you can imagine from the setting is reproducible with these two sets of classes, either alone or through multiclassing.

The morning ceremony was the grandest event that Avelyn had seen in his four and half years at St.-Mere-Abelle. More than eight hundred monks, every member of the Order, including four score who were not living in the abbey any longer but were serving as missionaries all along All Saints Bay, lined the docks, lifting their voices in common song.

Races

The world of Corona is not the typical fantasy world. While there are other races that inhabit regions of the world, Humans are, by far, the dominant race. That is not to say they are the most powerful, only the most numerous. Because of this, the only race available to players creating *DemonWars* characters is human. Additional *DemonWars* sourcebooks will detail more potential races.

You should follow the rules found in **Chapter One: Abilities** of the *Player's Handbook* for generating your character's Abilities, and the rules in **Chapter Two: Races** for determining your character's racial characteristics.

Existing Classes

Of the characters available in the *Player's Handbook,* the barbarian (Alpinadorans), fighter, and rogue fit best in the *DemonWars* campaign setting without any need for alterations. In addition, the bard, monk, paladin, and ranger can be made to work within the environs of Corona, although **they lose their spellcasting abilities** in this world, as that magic system is not suitable for this setting. The monk in the *Player's Handbook* differs little from the Abellican brother presented in the next section of this book, so it's certainly possible to include a monk character that is not of the church.

As well, the assassin, blackguard, and shadowdancer prestige classes could work within the confines of Corona, though again, those with spellcasting abilities lose them. As for NPC classes, the aristocrat, the commoner, the expert, and the warrior can all be used as-is within the campaign setting.

The other classes (cleric, druid, wizard, and sorcerer as base classes, the arcane archer, dwarven defender, and loremaster prestige classes, and the adept NPC class) are simply too reliant on the standard d20 spell system to fit well within this setting and should not be used.

Future *DemonWars* products will introduce new classes, some of which will incorporate the special powers and abilities of the existing core classes into the world of Corona.

New Classes

There are several new classes available to play in the *DemonWars* campaign setting, reflecting the particular nuances of the world of Corona and the types of people who inhabit it. These new classes include the Abellican brother, the gem master, the gem sorcerer, the King's Trooper, and the *Touel'alfar* woodsman. Each of these new classes is detailed in the sections that follow. They follow the same format as characters presented in the *Player's Handbook.*

Abellican Brother

Abellican brothers are the devoted followers of the Abellican church in Honce-the-Bear, disciplined monks who spend their days in simple labor, spiritual contemplation, and strict training in the martial arts. They dwell in great fortified abbeys scattered throughout the region, living out their days striving to be closer to their deity and their notion of holiness. However, when times demand it, Abellican brothers can stream forth into the secular world to right wrongs, tend to the flock, or to aid the armies of the King in perilous times.

Just being accepted into the order of the Abellican church requires years of sacrifice and devotion, and only a small number of the most devout applicants are admitted each year. Those that do make it inside the walls of the monasteries are worked hard by the more experienced brothers and do not see the outside again for many years.

Adventures: Abellican brothers do not normally consider adventures as an end unto themselves, but perhaps as a byproduct of more spiritual quests. Some leave the safe haven of their monasteries to spread the word of their faith to the folk in the wide world, while others make holy pilgrimages to special sites, usually in the wilds of the frontier. Occasionally, certain high-ranking members of the order participate in the politics of the region, striving to keep the power of the church as formidable as the secular power of the King and his retinue. At all times, however, their goal is to refine their own purity and share their beliefs with those around them.

Characteristics: The primary feature of an Abellican brother is his ability to defend himself while unarmed and unarmored. Many a soldier has made the mistake of believing that a brother of the order was defenseless simply because he was not carrying a sword or bow. An Abellican brother's strict adherence to discipline and regimen makes him a formidable foe in any event, but many members of the order also excel in the deeper understanding of the Ring Stones, the sacred gemstones that fall from the Halo. These special individuals very often also become gem masters.

Alignment: An Abellican brother's training requires strict discipline. Only those who are lawful by nature and can accept the rigors of the training can hope to achieve the glory that is the order.

Religion: All members of the Abellican Order believe in the one deity, that which the whole church serves. The Abellican church spreads its



faith to all who dwell in Honce-the-Bear, holding sway almost as strongly as the secular leaders of the land.

Background: Beginning at age 12, each aspiring Abellican brother trains for eight years, striving hard to achieve enlightenment and spiritual peace. Once accepted into the monastery, the brother must endure the Gauntlet of Willing Suffering, passing through and into the abbey, where he at last begins his life's true work. Each initiate is assigned a master as a mentor and spends several years toiling at simple labors, all the while learning, obeying, and embracing the tenets of his faith.

Initiates grow to become accepteds, accepteds become immaculates, immaculates eventually become masters, and masters occasionally become abbots. But during all that time, the brother's focus is and always will be his enduring faith.

Other Classes: Abellican brothers are holy men by nature, dedicating their life to teaching piety and dignity to the rest of the world. They tolerate and accept most other classes, and indeed, they have a very strong bond with gem masters, as many of them branch into this field. However, they have little patience for thieves, and none whatsoever for those with vile and evil inclinations.

Game Rule Information

Abellican brothers have the following game statistics.

Abilities: Wisdom is the primary focus of an Abellican brother's training and efforts, and is the source of his strict discipline. Dexterity offers the brother the means to avoid harm even without armor, and Strength gives him the means to be a formidable foe, even without weapons.

Alignment: Any lawful.

Hit Die: d8.

Starting Gold: 5d4 gp.

Class Skills

The Abellican brother's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (arcana) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Swim (Str), and Tumble (Dex). See **Chapter 4: Skills** of the *Player's Handbook* for skill descriptions.

Skill Points at 1st Level: (4 + Int modifier) x4.

Skill Points at Each Additional Level: 4 + Int modifier.

Class Features

All of the following are class features of the Abellican brother.

Weapon and Armor Proficiency: Abellican brothers are proficient with simple weapons, but not with armor of any kind. Note that armor check penalties for armor heavier than leather apply to certain skills, and Swim checks suffer penalties for equipment carried. See the *Player's Handbook* for more information.

An Abellican brother adds his Wisdom bonus (if any) to AC, in addition to his normal Dexterity modifier, and his AC improves as he gains levels. (Only add this extra AC bonus if the total of the Abellican brother's Wisdom modifier and the number in the "AC Bonus" column is a positive number.) The Wisdom bonus and the AC bonus represent a preternatural awareness of danger, and a member of the order does not lose either even in situations where he loses his Dexterity modifier due to being unprepared, ambushed, stunned, and so on. (Brothers do lose these AC bonuses when immobilized.)

When wearing armor, an Abellican brother loses his AC bonus for Wisdom, AC bonus for class and level, favorable multiple unarmed attacks per round, and heightened movement.

Unarmed Strike: An Abellican brother fighting unarmed gains the benefits of the Improved Unarmed Strike feat and thus does not provoke attacks of opportunity from armed opponents that he attacks.

A brother may not normally make an off-hand unarmed strike, though unique circumstances (such as a broken or missing arm, etc) may dictate otherwise.

An Abellican brother fighting with a one-handed weapon can make an unarmed strike as an off-hand attack, but he suffers the standard penalties for two-weapon fighting. Likewise, a brother with a weapon in his off hand gets an extra attack with that weapon but suffers the usual penalties for two-weapon fighting and can't strike with a flurry of blows.

Flurry of Blows: The Abellican brother may make one extra attack in a round at his highest base attack, but this attack and each other attack made that round suffer a –2 penalty apiece. This penalty applies for 1 round, so it affects attacks of opportunity the brother might make before his next action. The brother must use the full attack action to strike with a flurry of blows. His damage bonus on the attack with his off hand is not reduced.

The Abellican Brother

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Unarmed Attack Bonus	Unarmed Damage	AC Bonus*	Unarmored Speed
1	0	+2	+2	+2	Unarmed Strike, stunning attack, evasion	+0	1d6	+0	30 ft.
2	+1	+3	+3	+3	Deflect Arrows feat	+1	1d6	+0	30 ft.
3	+2	+3	+3	+3	Still mind	+2	1d6	+0	40 ft.
4	+3	+4	+4	+4	Slow fall (20 ft.)	+3	1d8	+0	40 ft.
5	+3	+4	+4	+4	Purity of body	+3	1d8	+1	40 ft.
6	+4	+5	+5	+5	Slow fall (30 ft.), Improved Trip feat	+4/+1	1d8	+1	50 ft.
7	+5	+5	+5	+5	Wholeness of body, Leap of the clouds	+5/+2	1d8	+1	50 ft.
8	+6/+1	+6	+6	+6	Slow fall (50 ft.)	+6/+3	1d10	+1	50 ft.
9	+6/+1	+6	+6	+6	Improved evasion	+6/+3	1d10	+1	60 ft.
10	+7/+2	+7	+7	+7	Holy strike (+1)	+7/+4/+1	1d10	+2	60 ft.
11	+8/+3	+7	+7	+7	Diamond body	+8/+5/+2	1d10	+2	60 ft.
12	+9/+4	+8	+8	+8	Weightless step	+9/+6/+3	1d12	+2	70 ft.
13	+9/+4	+8	+8	+8	Diamond soul, holy strike (+2)	+9/+6/+3	1d12	+2	70 ft.
14	+10/+5	+9	+9	+9		+10/+7/+4/+1	1d12	+2	70 ft.
15	+11/+6/+1	+9	+9	+9	Lethal strike	+11/+8/+5/+2	1d12	+3	80 ft.
16	+12/+7/+2	+10	+10	+10	Holy strike (+3)	+12/+9/+6/+3	1d20	+3	80 ft.
17	+12/+7/+2	+10	+10	+10	Timeless body, Tongue of the sun and moon	+12/+9/+6/+3	1d20	+3	80 ft.
18	+13/+8/+3	+11	+11	+11	Slow fall (any distance)	+13/+10/+7/+4/+1	1d20	+3	90 ft.
19	+14/+9/+4	+11	+11	+11	Spirit Walk	+14/+11/+8/+5/+2	1d20	+3	90 ft.
20	+15/+10/+5	+12	+12	+12	Perfect self	+15/+12/+9/+6/+3	1d20	+4	90 ft.

* This figure plus the Abellican brother's Wisdom modifier are added to the brother's AC (if this figure plus the brother's Wisdom modifier is not a positive number, do not add it). The AC bonus is 1/5 the brother's level.

Usually, an Abellican brother's unarmed strikes deal normal damage rather than subdual damage. However, he can choose to deal his damage as subdual damage when grappling.

Stunning Attack: The Abellican brother can use this ability once per round, but no more than once per level per day. The brother must declare he is using a stun attack before making the attack roll (thus, a missed attack roll ruins the attempt). A foe struck by the brother is forced to make a Fortitude saving throw (DC 10 + one-half the brother's level + Wisdom modifier). In addition to receiving normal damage, if the saving throw fails, the opponent is stunned for 1 round. The stunning attack is a supernatural ability.

Evasion: If an Abellican brother makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, the brother instead takes no damage. Evasion can only be used if the brother is wearing light armor or no armor. It is an extraordinary ability.

Deflect Arrows: At 2nd level, an Abellican brother gains the Deflect Arrows feat, even if he doesn't have the prerequisite Dexterity score.

Fast Movement: At 3rd level and higher, an Abellican brother moves faster than normal. A brother in armor (even light armor) or carrying a medium or heavy load loses this extra speed.

From 9th level on, the brother's running ability is actually a supernatural ability.

Still Mind: At 3rd level, an Abellican brother gains a +2 bonus to saving throws against hematite magic.

Slow Fall: At 4th level, the Abellican brother takes damage as if a fall were 20 feet shorter than it actually is. At 18th level, the brother can use a nearby wall to slow his descent and fall any distance without harm.

Purity of Body: At 5th level, an Abellican brother gains immunity to all diseases except for magical diseases.

Improved Trip: At 6th level, an Abellican brother gains the Improved Trip feat. He need not have taken the Expertise feat, normally a prerequisite.

Wholeness of Body: At 7th level, an Abellican brother can cure his own wounds. He can cure up to twice his current level in hit points each day, and he can spread this healing out among several uses. Wholeness of body is a supernatural ability.

Leap of the Clouds: At 7th level or higher, an Abellican brother's maximum jumping distance (vertical or horizontal) is not limited according to his height (see the Jump skill description in **Chapter 4: Skills** in the *Player's Handbook*).

Improved Evasion: At 9th level, an Abellican brother takes only half damage on a failed save.

Holy Strike: At 10th level, an Abellican brother's unarmed attack is empowered with the blessings of his deity. The unarmed strike damage from such an attack can deal damage to a creature with damage reduction as if the blow were made with a weapon with a +1 enhancement bonus. Holy strike is a supernatural ability.

Diamond Body: At 11th level, an Abellican brother gains immunity to poison of all kinds. Diamond body is a supernatural ability.

Weightless Step: At 12th level, an Abellican brother can walk on liquid surfaces, as though he were wielding a piece of amber, for 1 round per level per day. This is a supernatural ability.

Diamond Soul: At 13th level, an Abellican brother gains gem resistance. His gem resistance equals his level + 10.

Lethal Strike: Starting at 15th level, an Abellican brother can make a lethal strike.

The Abellican brother can use the lethal strike attack once per week, and he must announce his intent before making his attack roll. Creatures immune to critical hits cannot be affected. The brother must be of higher level than the target (or have more levels than the target's number of Hit Dice). If the brother strikes successfully and the target takes damage from the blow, then unless the target makes a Fortitude saving throw (DC 10 + one-half the Abellican brother's level + Wisdom modifier), it dies, a vital organ or critical body part ripped out. If the saving throw is successful, the target simply suffers the normal damage. Lethal strike is an extraordinary ability.

Timeless Body: After achieving 17th level, an Abellican brother no longer suffers ability penalties for aging and cannot be magically aged (any penalties he may have already suffered remain in place). Bonuses still accrue, and the Abellican brother still dies of old age when his time is up (when he reaches his maximum age).

Tongue of the Sun and Moon: An Abellican brother of 17th level or above can speak with any living creature.

Spirit Walk: An Abellican brother of 19th level and above gains the ability to spirit walk as if he were using a hematite, even if he does not have a stone in his possession, and even if he does not have the Ring Stone Affinity feat. The brother can perform this ability for 1 round per level per day, on any number of occasions, during any single day, as long as the total rounds spent spirit walking does not exceed his level. Spirit Walk is a supernatural ability.

Perfect Self: At 20th level, an Abellican brother is forevermore treated as an outsider rather than as a humanoid. Additionally, the brother gains damage reduction 20/+1.

Ex-Abellican brothers: An Abellican brother who becomes non-lawful cannot gain new levels as a brother but does retain all brother abilities.

Human Abellican Brother Starting Package

Armor: None, speed 30 ft.

Weapons: Quarterstaff (1d6, crit. x2, 4 lb., Large, Bludgeoning).

Skill Selection: Pick a number of skills equal to 5 + Int modifier.

Skill	Ranks	Ability
Listen	4	Wis
Climb	4	Str
Move Silently	4	Dex
Tumble	4	Dex
Jump	4	Str
Escape Artist	4	Dex
Hide	4	Dex
Swim	4	Str
Balance	4	Dex

Feat: If Dex 13 or higher, Dodge; if Dex 12 or less, Improved Initiative instead.

Bonus Feats: Skill Focus (Move Silently or other skill).

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, and flint and steel, one holy book.

Gold: 2d4 gp.

Gem Master

Gem masters are experts in gem magic, possessing a full understanding of the power of the Ring Stones. They can draw the maximum power out of the various gems in their possession, pushing the limits of themselves and the stones. Powerful gem masters are constantly seeking new and more complex ways of combining the abilities of the gems to create new effects. To others, a gem master is a mysterious, impressive being who seems capable of shaping the very land to suit his needs and tastes.

Adventures: A gem master adventures for a variety of reasons, but in the end, there is a common sense of purpose among any who wield the magic of the gems: a burning desire to discover more about the gems they work so closely with.

Good gem masters strive to use the magic to help those around them, working to spread their works far and wide, bringing the magic to the people where it is needed. Typically, they acknowledge the divine nature of the stones, ever thankful of the blessings the deity has bestowed upon Corona, and them in particular. Evil gem masters, on the other hand, firmly believe in furthering their own agendas, or the goals of those demonic masters they serve. Those same malevolent masters grant them the ability to derive power from the stones, so evil gem masters must be careful to pay proper homage to their superiors in exchange for the favors of the gem magic.

Characteristics: Gem masters have the ability to draw forth powerful magic from specially prepared gemstones through mental manipulation of the energies harnessed by the stones. They draw upon a body of energy inside themselves, which in turn augments the potential power of the gem they hold. As a gem master grows in power, he develops the ability to pull more and more magic out of each and every gem he possesses.

Due to their singularity of purpose—namely, mastering the Ring Stones, gem masters have little time for other matters, such as martial combat and skill development. They are proficient only with simple weapons.

Alignment: Whether in the service of the deity or a demon dactyl, a gem master must show discipline and focus in order to manipulate the energies of the gems. Therefore, gem masters gravitate toward lawful attitudes, whether they serve good or evil.

Background: A gem master almost always begins his or her life's work under the tutelage of another who is well versed in the art of gem magic. It is a very rare individual who starts off down this road alone, for the gems themselves are rare and not often recognized for their true nature by the layperson. Occasionally, an individual will discover



THE GEM MASTER

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special
1	+0	+0	+0	+2	Ring Stone Affinity
2	+1	+0	+0	+3	Bonus feat
3	+1	+1	+1	+3	
4	+2	+1	+1	+4	
5	+2	+1	+1	+4	Bonus feat
6	+3	+2	+2	+5	
7	+3	+2	+2	+5	
8	+4	+2	+2	+6	Bonus feat
9	+4	+3	+3	+6	
10	+5	+3	+3	+7	
11	+5	+3	+3	+7	Bonus feat
12	+6/+1	+4	+4	+8	
13	+6/+1	+4	+4	+8	
14	+7/+2	+4	+4	+9	Bonus feat
15	+7/+2	+5	+5	+9	
16	+8/+3	+5	+5	+10	
17	+8/+3	+5	+5	+10	Bonus feat
18	+9/+4	+6	+6	+11	
19	+9/+4	+6	+6	+11	
20	+10/+5	+6	+6	+12	Bonus feat

their own latent ability with the Ring Stones unaided, becoming known as Ring-Stone sensitive, but without assistance, such individuals do little more than scratch the surface of their potential.

Other Classes: Because of the profound change in their life once they begin to master the gems, gem masters share little in common with most other, more mundane, classes. However, they do find that they have an affinity for other disciplined characters, identifying best with clerics and troopers. Nevertheless, gem masters and mistresses can form a bond with any character that shows some level of appreciation for the work of the Ring Stones. Indeed, very often an individual that heads down the path of the gem master began his or her life in some other career.

Game Rule Information

Gem masters have the following game statistics.

Abilities: Wisdom determines whether or not a character can manipulate the gemstones and become a gem master, while Constitution determines how far a gem master can push himself while drawing on the energy of the gems. A gem master with a high Wisdom score gains his Wisdom bonus to gem checks, while a high Constitution grants the character extra magic points at each level.

Alignment: Any lawful.

Hit Die: d4.

Magic Point Die: d8.

Magic Points at 1st Level: 8 + Con Modifier.

Magic Points at Each Level: 1d8 + Con Modifier.

Starting Gold: 5d4 x10 gp.

Class Skills

The gem master's class skills (and the key ability for each skill) are Alchemy (Int), Appraise (Int), Concentration (Con), Craft (Int), Heal (Wis), Knowledge (all skills, Int), Profession (Wis), Scry (Int), Spellcraft (Int), and Wield Ring Stone (Wis)*. See **Chapter 4: Skills** in the *Player's Handbook* for more information.

*New skill. See **Skills**, later in this book.

Skill Points at 1st Level: (3 + Int modifier) x4.

Skill Points at Each Additional Level: 3 + Int modifier.

Class Features

All of the following are class features of the gem master.

Weapon and Armor Proficiency: Gem masters are proficient with all simple weapons. They are not proficient with any type of armor nor with shields. Note that armor check penalties for armor

heavier than leather apply to certain skills, and Swim checks suffer penalties for equipment carried. See the *Player's Handbook* for more information.

Ring Stone Affinity: The gem master gains Ring Stone Affinity as a bonus feat.

Bonus Feats: The gem master gains an additional bonus feat at the 2nd level and at every three levels thereafter (5th, 8th, 11th, etc.). These bonus feats must be drawn from the following list: Combat Wielding†, Craft Gem Item†, Gem Focus†*, Gem Penetration†*, Gem Stamina†, Remote Stone Manipulation†, Ring Stone Combination†, Ring Stone Expertise†, Ring Stone Mastery†.

A gem master can select feats marked with an asterisk (*) more than once, but it must be for a different gem each time. A gem master must still meet all prerequisites for a feat, including ability score minimums. (See **Chapter 5: Feats** in the *Player's Handbook* for more information).

†New feat. See **Feats**, later in this book, for more information.

Important: These feats are in addition to the feat that a character of any class gets every three levels (as per **Table 3–2: Experience and Level-Dependent Benefits** in the *Player's Handbook*). The gem master is not limited to the list given here when choosing those feats.

Ring Stones: A gem master wields magic through the special gems he possesses. Your gem master begins play with 4 gems in his possession, chosen from the list below:

Starting Ring Stones Tables

Each gem master begins with a +1 hematite. Roll once on each of the following tables to determine a 1st-level gem master's other three starting Ring Stones. Alternately, the gamemaster may assign your character these gems (at his or her discretion):

D%	Offensive Stone
01–20	+1 Celestite (5 handfuls)
21–35	+2 Celestite (3 handfuls)
36–45	+1 Emerald
46–60	+1 Graphite
61–75	+1 Magnetite
76–95	+1 Ruby
96–100	+1 Tiger's Paw

D%	Defensive Stone
01–25	+1 Chrysoberyl (clear)
26–45	+2 Chrysoberyl
46–55	+1 Emerald
56–85	+1 Serpentine (chrysotile)
86–100	+1 Sunstone

D%	Miscellaneous Stone
01–10	+1 Amber
11–25	+1 Cat's Eye
26–40	+1 Diamond
41–50	+1 Garnet
51–65	+1 Malachite
66–75	+1 Quartz (clear)
76–85	+1 Quartz (smoky)
86–100	+1 Turquoise

A gem master uses magic points when manipulating the energies of a gem, as detailed in the section listing the individual stones and their powers. As the gem master increases in level, he also gains magic points, in much the same way he gains hit points.

Human Gem Master Starting Package

Armor: None, speed 30 ft.

Weapons: Quarterstaff (1d6, crit. x2, 4 lb., Large, Bludgeoning).

Skill Selection: Pick a number of skills equal to 3 + Int modifier.

Skill	Ranks	Ability
Appraise	4	Int
Concentration	4	Con
Heal	4	Wis
Wield Ring Stone	4	Wis
Diplomacy (cc)	2	Cha
Ride (cc)	2	Dex
Spot (cc)	2	Wis
Wilderness Lore (cc)	2	Wis

Feat: Toughness

Bonus Feats: Ring Stone Affinity (free), Combat Wielding.

Gems: +1 diamond, +1 hematite, +1 ruby, +1 serpentine.

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, and flint and steel. Hooded lantern, 5 pints of oil. Gem pouch.

Gold: 5d4 gp.

Gem Sorcerer

A gem sorcerer appears at first glance to function almost identically to a gem master, wielding the sacred Ring Stones with power and precision to call forth the magic inherent within. However, the gem sorcerer has follows a very different path to achieve her goals, a darker and potentially more sinister path. Ancient, and often hidden, texts like *The Incantations Sorcerous* contain secrets about the brand of magic particular to gem sorcerers, secrets that an intelligent-enough person could learn herself, given enough time. But there also those who have learned these same secrets from other sorcerers, individuals who take on one or two carefully-selected apprentices to train them in the same dark arts. Many of these methods are the same as used by a gem master, though the gem sorcerer's skill with the gems takes on a decidedly more sinister tone, making her a formidable adversary.

Adventures: Gem sorcerers seek power for its own end, striving toward greater heights with gem magic than most Ring Stone wielders will ever know. Their quest for stronger abilities often takes them on perilous trips through the far reaches of the countryside and into old ruins, all in the name of seeking additional power. Some gem sorcerers choose to wield their power in the great political arena, whether by subtly manipulating events from the shadows, or from overt efforts to control the seat of power themselves.

Characteristics: Gem sorcerers work in much the same way that gem masters do, falling deep within the magic of the gemstones in order to draw out the power and utilize it. However, they add the trappings of special symbols, incantations, and rituals, all of which allow them to manifest variations of the normal gem powers, which are sometimes more potent and almost always more menacing. Very often, a gem sorcerer gains some measure of her power through the harnessing of demons

Alignment: Interacting with the forces described in dark sources like *The Incantations Sorcerous* casts a certain veil over a gem sorcerer's spirit, and many of the powers available to her would give a more virtuous individual pause. Thus, a gem sorcerer must be either lawful neutral or lawful evil in alignment.

Religion: Whiie a gem sorcerer might start down the path of her calling thoroughly indoctrinated in the teachings of the Abellican church, she eventually discovers that the tenets of her faith are too confining and restrictive for the kinds of magic she wishes to create. Very often, while she doesn't embrace the complete darkness of the demon dactyl, she nonetheless turns away from her own faith.

Background: Very few gem sorcerers begin their careers as such, most starting out as either a casual Ring Stone user, or a brother of the Abellican order. Typically, the gem sorcerer usually has some degree of expertise in wielding the sacred gemstones beforehand, although this is not always the case. On some occasions, an individual will be taught the variant power of the stones from the beginning.

Other Classes: Gem sorcerers very often work in secret, keeping the nature of their talents hidden from those who might see their work as shady or even evil. The magic most gem sorcerers practice would be considered heretical to a member of the Abellican order, so these two character classes rarely interact in a constructive manner. Still, when a gem sorcerer maintains careful control of her abilities and walks the fine line between good and outright evil, she can get along well enough with most other pragmatic characters, those willing to turn a blind eye to her more ominous efforts.

Game Rule Information

Gem sorcerers have the following game statistics.

Abilities: Wisdom determines whether or not a character can manipulate the gemstones and become a gem sorcerer, while Constitution determines how far a gem sorcerer can push herself while drawing on the energy of the gems. A gem sorcerer with a high Wisdom score gains her Wisdom bonus to gem checks, while a high Constitution grants the character extra magic points at each level.

Alignment: lawful neutral or lawful evil.

Hit Die: d4.

Magic Point Die: d8.

Magic Points at 1st Level: 8 + Con Modifier.

Magic Points at Each Level: 1d8 + Con Modifier.

Starting Gold: 5d4 x10 gp.

Class Skills

The gem sorcerer's class skills (and the key ability for each skill) are Alchemy (Int), Appraise (Int), Concentration (Con), Craft (Int), Diplomacy (Cha), Innuendo (Wis), Intimidate (Cha), Knowledge (all skills, Int), Profession (Wis), Scry (Int), Sense Motive (Wis), Spellcraft (Int), and Wield Ring Stone (Wis)*. See **Chapter 4: Skills** in the *Player's Handbook* for more information.

*New skill. See **Skills**, later in this book.



Skill Points at 1st Level: (3 + Int modifier) x4.

Skill Points at Each Additional Level: 3 + Int modifier.

Class Features

All of the following are class features of the gem sorcerer.

Weapon and Armor Proficiency: Gem sorcerers are proficient with all simple weapons. They are not proficient with any type of armor, nor with shields. Note that armor check penalties for armor heavier than leather apply to certain skills, and Swim checks suffer penalties for equipment carried. See the *Player's Handbook* for more information.

Ring Stone Affinity: The gem sorcerer gains Ring Stone Affinity as a bonus feat.

Ring Stone Combination: at 2nd level, a gem stone sorcerer gains Ring Stone Combination as a bonus feat, even though she doesn't have the prerequisite number of levels.

Bonus Feats: The gem sorcerer gains an additional bonus feat at the 2nd level and at every three levels thereafter (5th, 8th, 11th, etc.). These bonus feats must be drawn from the following list: Combat Wielding†, Craft Gem Item†, Gem Focus†*, Gem Penetration†*, Gem Stamina†, Remote Stone Manipulation†, Ring Stone Combination†, Ring Stone Expertise†, Ring Stone Mastery†.

A gem sorcerer can select feats marked with an asterisk (*) more than once, but it must be for a different gem each time. A gem sorcerer must still meet all prerequisites for a feat, including ability score minimums. (See **Chapter 5: Feats** in the *Player's Handbook* for more information).

†New feat. See **Feats**, later in this book, for more information.

Important: These feats are in addition to the feat that a character of any class gets every three levels (as per **Table 3–2: Experience and Level-Dependent Benefits** in the *Player's Handbook*). The gem sorcerer is not limited to the list given here when choosing those feats.

Ring Stones: A gem sorcerer wields magic through the special gems she possesses. Your gem sorcerer begins play with 4 gems in her possession, chosen from the list below:

Starting Ring Stones Tables

Each gem sorcerer begins with a +1 hematite. Roll once on each of the following tables to determine a 1st-level gem sorcerer's other three starting Ring Stones. Alternately, the gamemaster may assign your character these gems (at his or her discretion):

THE GEM SORCERER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Ring Stone Affinity
2	+1	+0	+0	+3	Bonus feat, Ring Stone Combination
3	+1	+1	+1	+3	
4	+2	+1	+1	+4	
5	+2	+1	+1	+4	Bonus feat
6	+3	+2	+2	+5	
7	+3	+2	+2	+5	
8	+4	+2	+2	+6	Bonus feat
9	+4	+3	+3	+6	
10	+5	+3	+3	+7	
11	+5	+3	+3	+7	Bonus feat
12	+6/+1	+4	+4	+8	
13	+6/+1	+4	+4	+8	
14	+7/+2	+4	+4	+9	Bonus feat
15	+7/+2	+5	+5	+9	
16	+8/+3	+5	+5	+10	
17	+8/+3	+5	+5	+10	Bonus feat
18	+9/+4	+6	+6	+11	
19	+9/+4	+6	+6	+11	
20	+10/+5	+6	+6	+12	Bonus feat

D%	Offensive Stone
01–20	+1 Celestite (5 handfuls)
21–35	+2 Celestite (3 handfuls)
36–45	+1 Emerald
46–60	+1 Graphite
61–75	+1 Magnetite
76–95	+1 Ruby
96–100	+1 Tiger's Paw

D%	Defensive Stone
01–25	+1 Chrysoberyl (clear)
26–45	+2 Chrysoberyl (clear)
46–55	+1 Emerald
56–85	+1 Serpentine (chrysotile)
86–100	+1 Sunstone

D%	Miscellaneous Stone
01–10	+1 Amber
11–25	+1 Cat's Eye
26–40	+1 Diamond
41–50	+1 Garnet
51–65	+1 Malachite
66–75	+1 Quartz (clear)
76–85	+1 Quartz (smoky)
86–100	+1 Turquoise

A gem sorcerer uses magic points when manipulating the energies of a gem, as detailed in the section listing the individual stones and their powers. As the gem sorcerer increases in level, she also gains magic points, in much the same way she gains hit points.

Human Gem Sorcerer Starting Package

Armor: None, speed 30 ft.

Weapons: Quarterstaff (1d6, crit. x2, 4 lb., Large, Bludgeoning).

Skill Selection: Pick a number of skills equal to 3 + Int modifier.

Skill	Ranks	Ability
Appraise	4	Int
Concentration	4	Con
Diplomacy	4	Cha
Intimidate	4	Cha
Knowledge (arcana)	4	Int
Wield Ring Stone	4	Wis
Ride (cc)	2	Dex
Spot (cc)	2	Wis

Feat: Toughness

Bonus Feats: Ring Stone Affinity (free), Combat Wielding.

Gems: +1 chrysoberyl (clear), +1 hematite, +1 magnetite, +1 quartz (smoky).

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, and flint and steel, 10 candles, gem pouch.

Gold: 5d4 gp.

King's Trooper

The King's Trooper is the consummate soldier, the law and order throughout Honce-the-Bear. He serves as a guardian of people's rights in the city, as caravan escort on the roads, and as patrolman and protector in the wilds on the edges of civilization. He is organized and orderly, obeying his superiors without question. He is more than merely a warrior or mercenary; the King's Trooper is proud and just, trying to show the best qualities of his King and kingdom to those he defends.

Adventures: A King's Trooper finds plenty of adventure during the course of his tours of duty in Honce-the-Bear. The periphery of the country is teeming with monsters and dangerous wildlife, and there is no shortage of excitement for a soldier in the King's army. It's all part of his job description.

Characteristics: A King's Trooper is more than just a combat specialist. He is also a competent rider, a skilled woodsman, and he is intimately familiar with the King's laws and their enforcement. He is proficient in all sorts of weapons and most armors, and he is an expert at special combat maneuvers. He is a fine balance between a basic warrior and a ranger.

Alignment: A King's Trooper must demonstrate at least some level of discipline and integrity in order to succeed personally and serve as a useful member of the larger unit. Therefore, a King's Trooper character must not be chaotic or evil in nature.

Religion: A King's Trooper most likely adheres to the basic tenets of the Abellican church, and is often called upon to defend her adherents or to bring justice to her detractors. This does not mean that he is necessarily devoutly faithful himself, however.

Background: Most King's Troopers begin their service as a member of the city guard or as a prominent citizen dwelling on the fringes of civilization, where hard living teaches such characters how to defend one's self. Some King's Troopers are indentured into service to pay for committing some minor crime, while others may have begun as private mercenaries or caravan guards.

Other Classes: A King's Trooper is self-reliant out in the field, though he always welcomes members of the Abellican order to fight by his side and to aid in healing after a battle. Rogues are useful as scouts for the unit. The King's army has clashed with Alpinadoran barbarians on more than



THE KING'S TROOPER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+2	Track
2	+2	+3	+0	+3	Bonus feat
3	+3	+3	+1	+3	
4	+4	+4	+1	+4	Bonus feat
5	+5	+4	+1	+4	
6	+6/+1	+5	+2	+5	Bonus feat
7	+7/+2	+5	+2	+5	
8	+8/+3	+6	+2	+6	Bonus feat
9	+9/+4	+6	+3	+6	
10	+10/+5	+7	+3	+7	Bonus feat
11	+11/+6/+1	+7	+3	+7	
12	+12/+7/+2	+8	+4	+8	Bonus feat
13	+13/+8/+3	+8	+4	+8	
14	+14/+9/+4	+9	+4	+9	Bonus feat
15	+15/+10/+5	+9	+5	+9	
16	+16/+11/+6/+1	+10	+5	+10	Bonus feat
17	+17/+12/+7/+2	+10	+5	+10	
18	+18/+13/+8/+3	+11	+6	+11	Bonus feat
19	+19/+14/+9/+4	+11	+6	+11	
20	+20/+15/+10/+5	+12	+6	+12	Bonus feat

one occasion, so a King's Trooper wouldn't look kindly on one of that harsh country should they chance to meet.

Game Rule Information

King's Troopers have the following characteristics.

Abilities: Strength and Constitution are the main focus of King's Troopers, for they must be both powerful and hardy to survive in Honce-the-Bear's wars with the monster races and the Behrenese. Dexterity also plays an important roll for when the trooper wields a bow.

Alignment: Any non-evil and non-chaotic.

Hit Die: d10.

Starting Gold: 6d4 x10 gp.

Class Skills

The King's Trooper class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Diplomacy (Cha), Gather Information (Cha), Heal (Wis), Handle Animal (Cha), Hide (Dex), Intuit Direction (Wis), Jump (Str), Knowledge (Nature) (Int), Listen (Wis), Move Silently (Dex), Ride (Dex), Search (Int), Spot (Wis), Swim (Str), Use Rope (Dex), and Wilderness Lore (Wis). See **Chapter 4: Skills** in the *Player's Handbook* for more information.

Skill Points at 1st Level: (4 + Int modifier) x4.

Skill Points at Each Additional Level: 4 + Int modifier.

Class Features

All of the following are class features of the King's Trooper.

Weapon and Armor Proficiency: The King's Trooper is proficient in the use of all simple and martial weapons, all light and medium armor, and shields. Note that armor check penalties for armor heavier than leather apply to certain skills, and Swim checks suffer penalties for equipment carried. See the *Player's Handbook* for more information.

Track: A King's Trooper gains Track as a bonus feat.

Bonus Feats: At 2nd level and every two levels thereafter (4th, 6th, 8th, etc.), the King's Trooper gains a bonus feat. These bonus feats must be drawn from the following list: Combat Reflexes, Dodge (Mobility, Spring Attack), Exotic Weapon Proficiency*, Improved Critical*, Improved Initiative, Mounted Combat (Mounted Archery, Trample, Ride-By Attack, Spirited Charge), Point Blank Shot (Far Shot, Precise Shot, Rapid Shot, Shot on the Run), Quick Draw, Weapon Focus*, Weapon Specialization*.

Some of the bonus feats available to a King's Trooper cannot be acquired until the trooper has gained one or more prerequisite feats; these feats are listed parenthetically after the prerequisite feat. A trooper can select feats marked with an asterisk (*) more than once, but it must be for a different weapon each time. A trooper must still meet all prerequisites for a feat, including ability score and base attack bonus minimums.

Human King's Trooper Starting Package

Armor: chain shirt +4 AC, speed 30 ft., 25 lb.

Weapons: Longsword (1d8, crit.19–20/ x2, 4 lb., Medium-size, Slashing).

Longspear (1d8, crit. x3, 9 lb., Large, Piercing)

Skill Selection: Pick a number of skills equal to 4 + Int modifier.

Skill	Ranks	Ability
Climb	4	Str
Gather Information	4	Cha
Handle Animal	4	Cha
Heal	4	Wis
Intuit Direction	4	Wis
Ride	4	Dex
Search	4	Int
Spot	4	Wis
Wilderness Lore	4	Wis

Feat: Combat Reflexes

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, and flint and steel.

Gold: 4d4 gp.

Touel'alfar Woodsman

The elves of the world of Corona, the *Touel'alfar,* are a distant, aloof race. They do not make themselves known to the humans very often, but when they do, they always have a reason. One such reason is the training of the famous rangers, the *Touel'alfar* woodsman. The elves recognize the need for those among men who serve as protectors and scouts, living in the forests near the frontier settlements of Honce-the-Bear, roaming the woodlands, searching for signs of threats and eliminating those same threats, all with little thanks from the very people the ranger is protecting. A ranger is often the only line of defense between the citizens of the frontier and the roving bands of monsters that prey upon them.

The *Touel'alfar* woodsman understands the forest and is at peace there. But he also has a keen ability to do battle when his forest and the innocent creatures that live there are threatened. Few can match his skill in battle, especially when he puts his skill at *bi'nelle dasada,* the revered sword dance, to use.

Adventures: The ranger of Corona doesn't go seeking adventure, but nonetheless, he finds plenty to keep him busy as he patrols the woods





near his chosen home. There is no shortage of monsters to drive off, no limit to the number of less scrupulous men who would prey on the resources of the forest or the people who live within it.

Characteristics: A *Touel'alfar* woodsman is a formidable warrior, proficient with a wide variety of weapons, and he is capable of surviving in the harshest of elements and climates. He is a stealthy hunter, tracker, and scout, but he can also serve as a defender or guide for others.

Alignment: A ranger trained by the mysterious elves is always noble and compassionate, although his loner mentality does not often endear him to those around him. Although he does not always believe in the rules and regulations of the civilized world, his discipline lies in his training. For those reasons, a *Touel'alfar* woodsman is never evil, nor is he chaotic.

Religion: Nature most often provides a ranger's guiding principles, rather than an organized church. While most *Touel'alfar* woodsmen are willing to favorably acknowledge the Abellican church, few pay much mind to its trappings. Still others steadfastly refuse to bend knee to the rhetoric of the church leaders at all.

Background: *Touel'alfar* woodsmen are taken when they are very young to *Andur'Blough Inninness,* the valley of mist, where the elven home of *Caer'alfar* is. There, they are made to perform strenuous chores that build strength, dexterity, and patience. Eventually, they are taught the skills they will need to survive as legendary rangers in the wide world beyond the elven home. Eventually, when they are deemed ready, the woodsmen are given great gifts, and sent on their way. These gifts include a distinctive name and special weapons (including a mighty longbow appropriate for the character's Strength bonus). Once they leave the secret home of the elves, they cannot find their way back again.

Classes: In general, a *Touel'alfar* woodsman gets along well enough with the other classes, for he doesn't truly care much what other people's purposes and goals are, so long as they don't interfere with his ability to protect his home and woods. He spends most of his time alone, but he welcomes company from any and all who are willing to respect the wilderness. However, he will not stand by and allow a gem sorcerer to desecrate nature through dark magicks.

THE TOUEL'ALFAR WOODSMAN

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Track, Oracle, Weapon Focus (longbow or sword)
2	+2	+3	+0	+0	*Bi'nelle dasada* (+1)
3	+3	+3	+1	+1	Weapon Focus (long bow or sword)
4	+4	+4	+1	+1	*Bi'nelle dasada* (+2), Deflect Arrows
5	+5	+4	+1	+1	Special mount
6	+6/+1	+5	+2	+2	*Bi'nelle dasada* (+3)
7	+7/+2	+5	+2	+2	
8	+8/+3	+6	+2	+2	*Bi'nelle dasada* (+4)
9	+9/+4	+6	+3	+3	
10	+10/+5	+7	+3	+3	*Bi'nelle dasada* (+6)
11	+11/+6/+1	+7	+3	+3	
12	+12/+7/+2	+8	+4	+4	*Bi'nelle dasada* (+8)
13	+13/+8/+3	+8	+4	+4	
14	+14/+9/+4	+9	+4	+4	*Bi'nelle dasada* (+10)
15	+15/+10/+5	+9	+5	+5	
16	+16/+11/+6/+1	+10	+5	+5	*Bi'nelle dasada* (+13)
17	+17/+12/+7/+2	+10	+5	+5	
18	+18/+13/+8/+3	+11	+6	+6	*Bi'nelle dasada* (+16)
19	+19/+14/+9/+4	+11	+6	+6	
20	+20/+15/+10/+5	+12	+6	+6	*Bi'nelle dasada* (+19)

Game Rule Information

Touel'alfar woodsmen have the following game statistics.

Abilities: Dexterity is a primary trait for the woodsman because he must be both stealthy and spry, choosing to wear little or no armor in the forest. He must also have great strength in order to prove his battle prowess.

Alignment: Any non-evil and non-chaotic.

Hit Die: d10.

Starting Gold: 6d4 x10 gp.

Class Skills

The Touel'alfar woodsman's class skills (and the key ability for each skill) are Animal Empathy (Cha, exclusive skill), Climb (Str), Concentration (Con), Craft (Int), Handle Animal (Cha), Heal (Wis), Hide (Dex), Intuit Direction (Wis), Jump (Str), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Search (Int), Spot (Wis), Swim (Str), Use Rope (Dex), and Wilderness Lore (Wis). See **Chapter 4: Skills** in the *Player's Handbook* for more information.

Skill Points at 1st Level: (4 + Int modifier) x4.

Skill Points at Each Additional Level: 4 + Int modifier.

"The night sky is what I liked most about Andur'Blough Inninness. At dusk, when the fog rolled back to the forest edge, it shrouded the known world, blocked the stark mountain shadows in soft and subtle mystery, and the stars came out shining clearer than anywhere else in all the world."

Class Features

All of the following are class features of the Touel'alfar woodsman.

Weapon and Armor Proficiency: A woodsman is proficient with all simple and martial weapons, light armor, medium armor, and shields. Note that armor check penalties for armor heavier than leather apply to certain skills, and Swim checks suffer penalties for equipment carried. See the *Player's Handbook* for more information.

When wearing light armor or no armor, a woodsman can fight with two weapons as if he or she had the feats Ambidexterity and Two-

Weapon Fighting. The woodsman loses this special bonus when fighting in medium or heavy armor, or when using a double-headed weapon (such as a double sword).

Track: A ranger gains Track as a bonus feat.

Oracle: Once per week, the *Touel'alfar* woodsman can seek out insight from a kindred spirit. The woodsman must find (or create) a dark place, such as a hole in the ground beneath the roots of a large tree covered by a blanket or a small cave. The woodsman then enters into this private sanctum alone and meditates while staring into a small mirror for a number of minutes equal to (21 – the character's level) x5.

Then Elbryan saw it more clearly: a man, older than he, with a face creased by the sun and wind, a light beard trimmed low to follow the line of his jaw. He looked like Elbryan, or at least as Elbryan might look in a score of years. He looked like Olwan, and yet it was not, the young man somehow knew. It was Uncle Mather.

During this meditation time, the kindred spirit appears as an insubstantial form glowing in the mirror, and the woodsman can discuss anything he wishes with it (most commonly a dead relative or former companion or mentor). The kindred spirit does not answer back directly, but at the end of the meditation period, the woodsman gains some level of insight for the questions in his heart. The DM should suggest appropriate "feelings" or "instinctual desires" in response to the questions raised during Oracle. This is a supernatural ability.

Weapon Focus (sword and longbow): At the 1st and 3rd levels, the *Touel'alfar* woodsman gains Weapon Focus in either a single type of sword or longbow as free feats. These are in addition to the starting feat every character gains at 1st level and the bonus feat granted to humans.

Bi'nelle Dasada: The *Touel'alfar* woodsman develops a keen affinity for a sword of some type (the same type as chosen for Weapon Focus) and can wield it with skill and expertise to both attack and defend. *Bi'nelle dasada* ("the sword dance") can only be performed when the character wears no armor. When engaged in combat, the woodsman adds the designated bonus to his own AC and also to his choice of either the attack roll or damage roll for the round. He must choose attack or damage at the beginning of his turn in the round, and his selection remains that way for the duration. Additionally, the woodsman adds one half of this bonus (rounded down) to his Initiative roll.

When two individuals who both know *bi'nelle dasada* fight back to back (in adjacent squares), each character's bonus increases by one additional point to account for the two of them fighting in perfect harmony with one another.

Deflect Arrows: At 4th level, a *Touel'alfar* woodsman gains the Deflect Arrows feat, even if he doesn't have the prerequisite Dexterity score.

Special Mount: Upon or after reaching 5th level, a *Touel'alfar* woodsman can call an unusually intelligent, strong, and loyal steed to serve him. This ability functions in all ways like a paladin's Special Mount ability, with the exception of spell sharing. See the *Player's Handbook* for more details.

Improved Two-Weapon Fighting: A ranger with a base attack bonus of at least +9 can choose to gain the Improved Two-Weapon Fighting feat even if he does not have the other prerequisites for the feat. The ranger must be wearing light armor or no armor in order to use this benefit.

Human ***Touel'alfar*** Woodsman Starting Package

Armor: none, speed 30 ft.

Weapons: Longsword (1d8, crit.19–20/ x2, 4 lb., Medium-size, Slashing).

Mighty Longbow (1d8, crit. x3, 3 lb., Large, Piercing) appropriate for character's Strength bonus.

Skill Selection: Pick a number of skills equal to 4 + Int modifier.

Skill	Ranks	Ability
Animal Empathy	4	Cha
Climb	4	Str
Craft	4	Int
Handle Animal	4	Cha
Heal	4	Wis
Hide	4	Dex
Intuit Direction	4	Wis
Ride	4	Dex
Search	4	Int
Spot	4	Wis
Wilderness Lore	4	Wis

Feat: Dodge

Gear: Backpack with waterskin, five day's trail rations, bedroll, sack, small mirror, and flint and steel.

Gold: 1d4 gp.

SKILLS & FEATS

SKILLS

In addition to the uses for skills described in the *Player's Handbook,* the following skills have new uses in the *DemonWars* setting.

ALCHEMY (Int)

The following new alchemical items can be made (some only by the *Touel'alfar,* the elves) on Corona:

Boggle (*Questel ni'touel*)—needs milk stones
Red softening gel

CONCENTRATION (Con)

The Concentration skill can also be used while wielding a Ring Stone, in much the same way it is used during spellcasting.

KNOWLEDGE (Int)

In the *DemonWars* campaign setting, the following Knowledge subskill is available:

- Gem lore (types, powers, combinations)

This subskill is a class skill for clerics, stone masters, and elf-trained rangers.

SPELLCRAFT (Int)

The spellcraft skill can be used to identify gem magic and gem items.

WIELD RING STONE (Wis)

Use this skill to draw forth the magic of a Ring Stone, expending magic points in the process.

Check: Each time you want to use a Ring Stone (see **Gem Magic** for more information), make a check and compare it to the appropriate gem table. Note that you must choose the difficulty level and expend the magic points *before* you make the check. If the check result isn't high enough to achieve the difficulty class, then find the lower DC value on the table and use those results, instead (but the magic points are spent at the higher level).

Retry: You can retry as many times as you like, so long as you have magic points to spend.

Special: You cannot make a Wield Ring Stone check when you are fatigued, and you are subject to distraction in the same way a spellcaster is while casting a spell. If you are distracted, you automatically fail the check, and the magic points are still spent. You can use the Concentration skill to aid in avoiding being distracted.

FEATS

There are a number of new feats available in the *DemonWars* campaign setting, mostly revolving around the usage of Ring Stones.

Feats	**Prerequisite**
Ring Stone Affinity	Wis 13+
Combat Wielding	Wis 13+ Ring Stone Affinity
Craft Gem Item	Wis 13+ Ring Stone Affinity Gem master level 5th+
Gem Focus	Wis 13+ Ring Stone Affinity
Gem Penetration	Wis 13+ Ring Stone Affinity
Gem Stamina	Wis 13+ Ring Stone Affinity
Remote Stone Manip.	Wis 13+ Ring Stone Affinity
Ring Stone Comb.	Wis 13+ Ring Stone Affinity Stone master level 5th+
Ring Stone Expertise	Wis 15+ Ring Stone Affinity
Ring Stone Mastery	Wis 17+ Ring Stone Affinity Ring Stone Expertise

COMBAT WIELDING [General]

You are adept at wielding Ring Stones in combat.

Prerequisite: Ring Stone Affinity.

Benefit: You get a +4 to Concentration checks made to draw forth a gem's magic while on the defensive (see Casting on the Defensive in the Player's Handbook, and apply the effort to wield a gem instead of casting a spell).

CRAFT GEM ITEM [Item Creation]

You can create magical items that use Ring Stones as their source of magic.

Prerequisite: Ring Stone Affinity, gem master level 5th+.

Benefit: You can create a magical item with a gem embedded in it. Creating such an item takes one day for each 1,000 gp in the price of its

magical features. To enhance an item, you must spend 1/25 of its features' total price in XP and use up raw materials costing half of this total price (not including the gem itself). See section on magic items for examples.

GEM FOCUS [General]

Choose a type of gem, such as a hematite. Your usage of that type of gem is more effective than usual.

Prerequisite: Ring Stone Affinity.

Benefit: You get a +2 bonus to all Wield Ring Stone checks when using that gem.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new gem type.

GEM PENETRATION [General]

Your gem magic is especially potent, breaking through gem resistance more readily than normal.

Prerequisite: Ring Stone Affinity.

Benefit: You get a +2 bonus to wielder level checks (1d20 + wielder level) to beat a creature's gem resistance.

GEM STAMINA [General]

You can wield a gem for longer than normal.

Prerequisite: Ring Stone Affinity.

Benefit: You gain +3 magic points.

Special: A character may gain this feat multiple times. Its effects stack.

REMOTE STONE MANIPULATION [Special]

You no longer need to have physical possession of a gemstone in order to access its magic.

Prerequisite: Ring Stone Affinity.

Benefit: You can draw on the power of a Ring Stone without actually holding it. You must make a separate Wield Ring Stone check to successfully access the gem's magic. The DC for such a check is 10 + 5 per every 5-foot space of distance from you to the gem. If you succeed, you can then make a check to use the stone normally.

If the gem is actually in another wielder's possession, you must make opposed rolls to wrest control of the gem away from the wielder; the wielder rolls against a base DC of 10. Whichever individual has control of the gem during that round can use the stone normally.

You can also attempt to gain control of gems over longer distances, when hematite is being used to attempt to possess your body. See the description of hematite for more details.

RING STONE AFFINITY [General]

You have a natural understanding of how gem magic works.

Prerequisite: Wis 13+.

Benefit: You can use the Wield Ring Stone skill untrained, or, if you have levels in the gem master class, you can spend skill points on the Wield Ring Stone skill. See **Gem Magic** for more information.

RING STONE COMBINATION [Special]

You can combine two or more stones together to create complex gem magic effects.

Prerequisite: Ring Stone Affinity, wielder level 5th+.

Benefit: You can access any of the special powers of combined gemstone magic, listed at the end of the gem section.

RING STONE EXPERTISE [Special]

You can wield two stones simultaneously.

Prerequisite: Ring Stone Affinity, Wis 15+.

Benefit: During your action, assuming you can spend the appropriate number of magic points, you can manipulate two gemstones in a single round, creating the effects of both of them at once.

RING STONE MASTERY [Special]

You can wield three Ring Stones simultaneously.

Prerequisite: Ring Stone Affinity, Ring Stone Expertise, Wis 17+.

Benefit: During your action, assuming you can spend the appropriate number of magic points, you manipulate three gemstones in a single round, creating the effects of all three of them at once.



GEM MAGIC

In the *DemonWars* campaign setting, the main source of magic comes from the sacred Ring Stones, the magically enhanced gems that possess wondrous powers and create marvelous effects. In order to use these sacred gemstones, a potential wielder must have the Ring Stone Affinity feat, or better yet, have levels in the gem master character class. Each of the gems has a unique and unalterable power associated with it, and on occasion, two or more gemstones can be wielded together to create even more intricate effects. Below is a listing of all the gemstones available in the game, and the powers they exhibit.

The Magic of the Ring Stones

The *DemonWars* campaign setting offers a new and unique kind of magic, the magic of the Ring Stones. These gems contain the power to shatter mountains, make the heaviest beings float weightlessly, heal the gravest of wounds, and invoke impressive—even deadly—primal forces like fire and lightning at a mere thought. The forces of good in the world believe this magical power is granted by divine influence, while those bent toward evil are convinced the magic of the stones is derived from the power of demons. Whatever the case, not everyone can connect with the awesome magic of the stones. Those who do are formidable forces, indeed.

Each type of gemstone holds a unique power or set of powers. While some stones duplicate the powers of one another to a certain degree, the

Magic of the Stones

In the land of Corona, the most prevalent form of magic comes from the Ring Stones, sacred gems that fall from the Halo and are gathered during a secret ceremony by select members of the Abellican Order of monks. The monks who participate in this sacred ritual are known as the Keepers of the Stones, and it is considered their most important role as servants of their god. The magic of the stones is believed to be a gift from that deity. Once a special ceremony is preformed, the magic is locked into the selected gems. These Ring Stones are housed and carefully guarded at St.-Mere-Abelle, their monastery, which is situated on the eastern coast of Honce-The-Bear along the northern side of All Saints Bay.

The Ceremony

The stone-gathering ceremony can occur only once every 173 years, when literally hundreds of gemstones fall from the sky like sacred meteorites. This amazing phenomenon, known as the Offering, is centered upon a secret island, named Pimaninicuit, the location of which is known only to the heads of the order. To speak of this island, even its name, with anyone outside of the small circle of Preparers (those who travel to the island to gather the stones) is to bring the full enmity of the order to bear upon the violator. The punishment is death.

As the time of the Offering draws near, monks with a strong aptitude for the magic of the stones are selected and trained in the arts necessary for their gathering. The monks are taught the lessons of the sea—seamanship, navigation, and knot work—and self-defense, so that they might reach the secret island and return. More importantly, the Preparers are given the knowledge of the stones themselves, the names and the powers of each type of gem, as well as the complex ceremonies necessary to harness the latent magic within them.

Once the Preparers are trained for the grueling mission, they set out. Four monks are sent, for no single individual possesses all of the varied traits and talents necessary to make the entire trip successfully. The four must work together, as a cohesive unit, pooling their resources and talents to become greater than the sum of their individual parts. It is almost a certainty that fewer than four will return, but the odds of recovering a new Offering of stones is greatly increased by having four monks share the burden.

The trip to Pimaninicuit and back is a long and grueling one, lasting nearly eight months, much of it over open sea. The dangers to the monks are many, from disease, attack by sea-

different uses of the various stones remains fixed and constant. The size and clarity of a given gem dictates the relative strength of the gem and is thus a limitation of the energy a wielder is able to draw forth. Of course, the ability and experience of the wielder has a lot to do with the final result, too.

Ring Stone Users

In the world of Corona, there are two kinds of characters who have an innate understanding of the magic of the Ring Stones. Both types can mentally fall into the gems and draw forth the power stored within. One group of characters has a mere affinity for the stones, while the other is a member of a new class, the stone master.

Ring-Stone Sensitive

The vast majority of individuals who have a connection with the magical Ring Stones are no more than dabblers, able to let but a little of the gem magic seep out and affect the world around them. They have an affinity for the stones, but they do not have any formal training. Indeed, many of these characters may never even learn of their ability simply because they never come into contact with one of the sacred stones.

Any character that takes the Ring Stone Affinity feat becomes Ring-Stone sensitive, gaining untrained access to the Wield Ring Stone skill (see below), gaining a connection with the gems and becoming able to use certain gems in their possession to a limited extent. These individuals cannot wield the Ring Stones at the same level of expertise as a member of the gem master or gem sorcerer character classes; they cannot draw forth energy at the same levels, nor can they even utilize the full array of properties the gems possess. These characters are typically members of other classes (whether a PC or NPC class) who have a passing involvement with the stones. A merchant who uses a diamond at night to save lamp oil and candles is an example of a Ring-Stone-sensitive character.

monster or powrie barrelboats, exposure, and even madness from the endless days with no land in sight.

Once the sacred island is reached, two monks go ashore while the other monks and the ship that bore them all retreat to the safety of deeper waters, out of sight of the land. The monks on shore must wait until the appointed hour, huddled safely in a cave in the center of the island, until the stones begin to fall from the heavens. To be caught out in the Offering is to invite death, for once the stones begin to fall, the phenomenon is like a deadly hail storm, pummeling the ground and vegetation—and any creature in its path—to a battered pulp.

After the storm recedes and the stones stop falling, time is of the essence. The chosen Preparers must move among the stones quickly and carefully, selecting those that hold the most potential for magic in them. Once the monk selects a stone, it is anointed with special oils and imbued with some of the monk's own energy through special prayers and fervent handling. This process is repeated for each stone, the selection of which is guided by the monk's instincts and his faith in his deity. Endlessly the monks work, gathering as many stones as possible before exhaustion overcomes them. Only when they cannot move another step, collapsing where they are, is the process complete. The remaining, unchosen stones lose their power soon after and are left on the island, for taking them as treasure is considered blasphemy.

After a designated amount of time has passed, the ship returns for the Preparers, and the stones are borne back to the monastery to be cataloged and studied. Of course, the sacred stones that have been selected are but a small portion of the total, for countless others are left behind on the island, a treasure of unimaginable wealth that the order will never publicly spend, for the location remains a secret until the next Offering, six generations' hence.

The Keepers of the Stones retain the vast majority of the sacred gemstones in the monastery itself, well protected deep within the bowels of St.-Mere-Abelle. The Ring Stones are locked in special cases in a room complete with a mechanized astronomical chart that plots the paths of the moon, Sheila, the sun, and the four other planets in their paths around Corona.

Some of the gems find their way out into the world, though. The monks occasionally sell Ring Stones to merchants or others who are deemed worthy. Sometimes a monk carries a Ring Stone when leaving the hallowed halls of the abbey to do the Church's work in the world beyond. Once in a while, the monk never returns, and the Ring Stone disappears, lost until someone with the ability and skill to recognize it stumbles upon it and puts it to use again.

Ring-Stone-sensitive characters have a limited number of magic points at their disposal to use to energize the gems. They never acquire more unless they take a level in the stone master class.

Stone Masters

There are other characters, however, that truly comprehend the power of the Ring Stones. These individuals focus effort and will toward mastering the magic of the gems. Through discipline and practice, they are able to draw forth all of the latent power a stone contains. These characters are truly awe-inspiring folk, for they are few in number and walk the land with an insight and awareness of the potential magic of the stones that others simply cannot hope to grasp. They are masters and mistresses of the stones.

These characters have levels in the gem master or gem sorcerer character classes. As they grow more powerful (i.e. rise in levels), they gain more and more strength in the use of the Ring Stones (i.e. gain ranks in the Use Gem skill), as well as the ability to combine the stones in new and more complex—and more formidable—ways. Characters that have many levels in either of these classes are able to wield many stones at once, creating awe-inspiring displays of gem magic with a simple thought. For more information, see **Characters**.

There was something else, though some gift that Avelyn had left behind. Jill had never even heard of the magic stones before, let alone used one, but now she felt as if she could handle them fairly well, as if their secrets had been unlocked to her in the blink of an eye. On this point she kept quiet, not knowing yet whether Avelyn had given her a gift or a curse.

Magic Points

Magic points are a measurement of a character's strength in using the Ring Stones. Characters that only have the Stone Affinity feat (as opposed to levels in the Gem Master or Gem Sorcerer class) only have a number of magic points equal to their Constitution bonus. A character of this type gains more Magic Points at a rate of 1/2 his or her Constitution bonus at each level (rounded down) since gaining the Stone Affinity feat (thus, a fighter with a Constitution of 16 that gains Stone Affinity at level 4 gets 3 Magic Points at that level and gains 1 point at each additional level). A character with Stone Affinity may later multiclass and take on Gem Master or Gem Sorcerer levels; in that case, the character gains Magic Points based on the class advanced with each additional level (every fighter level would add 1 point while each gem master or gem sorcerer level would add 1d8+3 points to the character's Magic Point pool). The character must have a Constitution greater than 12 to ever have any Magic Points and must have a 14 or better to every gain any additional Magic Points.

However, a member of one of the gem magic classes gains Magic Points at each class level. At 1st level, such a character gains 8 magic points plus a number of magic points equal to the character's Constitution modifier. At each additional level, the character further gains 1d8 + Con new points (for more information, see the section on new classes).

When a character uses a Ring Stone, there is always a magic-point cost associated with it (see the listings of the individual stones for more details). As a character attempts to draw forth the magic of a gem, he temporarily uses up his magic points. Once a character reaches 0 magic points, that character is considered fatigued (–2 Strength, –2 Dexterity, cannot run or charge; see the condition summary in the *DMG*). Magic points are regained at a rate of 1 per hour for Ring-Stone-sensitive characters, or at a rate of 1 per character level per hour for members of the gem master or gem sorcerer classes. Multiclassed characters regain Magic Points at the highest level based on their various classes.

Fatigued characters cannot use magic points to wield Ring Stones, even if they currently have magic points (characters can become fatigued from other activities and require 8 hours of rest to eliminate fatigue).

Using the Ring Stones

A character with the Ring Stone Affinity feat (whether she is merely Ring-Stone sensitive or actually has levels in a gem user class) can draw upon a stone as long as she has points in her magic points pool remaining. In order to effectively use a particular stone, the wielder must have the stone in her possession. Otherwise, the effects of the gemstone magic are very similar to casting a spell in the *Player's Handbook* (see the section on the gemstones for more information).

Utilizing a Ring Stone requires the Wield



Ring Stone skill. A Ring-Stone-sensitive character can use this skill untrained, gaining partial ability to use the magic of the gemstones, while a member of the gem master or gem sorcerer character class may actually put skill points into the skill (see **Skills**). The skill check is modified by the power of the gem itself. Every Ring Stone has a rating, much like any magic item. A Ring Stone can have anywhere from a +1 to a +5 rating. This rating provides a bonus to the Wield Ring Stone check.

In most other ways, the effects of the gem magic function the same way as a spell would. Details such as casting time, range, area, effect, duration, and so forth are described the same way.

Using Multiple Stones

A wielder can attempt to employ two or more Ring Stones at the same time, though only if she has the Ring Stone Expertise (to wield two stones at once) or Ring Stone Mastery (to wield three stones at once). These feats allow single wielder to employ the effects of two or three different stones simultaneously (as opposed to using two or more stones to create a single effect; see **Combining Stones** for more information about that).

If a wielder attempts to employ two stones at the same time, that wielder must make a Wield Ring Stone skill check at the highest of the two effects for both; if successful, both stone effects are cast. If unsuccessful, both effects fail. If successful, the wielder must pay the total Magic Point cost of the two gem effects plus one quarter (a total of 125% the MP cost of the two effects).

If a wielder attempts to employ three stones at the same time, the above rules apply except for the following: if the Wield Ring Stone skill check is successful (at the highest DC of the three effects), the effects are cast and the wielder pays 150% the MP cost of the three effects.

For example, if Arla attempts to use a cat's eye (for *Darkvision* with *see invisibility*; DC 17 and 4 MP) and a citrine (for +5 AC and DR 10/+1; DC 21 and 8 MP), she must roll a DC of 21 or higher for both effects to happen. Whether or not the skill check is successful, she must pay 15 MP (4 + 8 plus 3 more points). If she wanted to use a diamond (for *Darkness*; DC 18 and 4 MP), she would have to pay 24 MP (4 + 8 + 4 plus 8 additional points).

Ring Stones

Gemstone	Effect
Agate	sense life
Alexandrite	dispel illusions
Amber	walk on water
Aquamarine	breathe water
Bloodstone	enhance strength
Carnelian	reinforce the will
Celestite	small explosive bursts —can only be used once
Chrysoberyl (cat's eye)	see in the dark
Chrysoberyl (clear)	protection from possession by hematite
Citrine	attract or repel stone
Diamond	light and heat, or darkness
Dolomite	enhance Constitution
Emerald	attract or repel wood
Garnet (carbuncle)	Dragon Sight —sense gem magic
Graphite	lightning
Hematite (soul stone)	spirit-walk, possession, and healing
Magnetite (lodestone)	attract or repel metal
Malachite	weightlessness/levitation
Moonstone	flight
Obsidian	reinforce the body
Onyx	damage reduction
Peridot	enhance Charisma
Quartz (clear)	distant sight
Quartz (smoky)	create illusions
Ruby	fireball
Sardonyx	warnings of danger
Serpentine (chrysotile)	physical protection/shield
Sunstone	anti-magic, ward against poison
Tanzanite	enhance Dexterity
Tiger's Paw	polymorph arm into tiger claw
Topaz	enhance Intelligence
Turquoise	animal empathy
Zircon	cone of cold

Joining Forces

When multiple gem masters work together, focusing their combined energies on a single stone, the effects of the gem magic are enhanced. The characters that are assisting must either join hands with the gemstone wielder, or else all of

the participants must sit in a circle around the gem (depending upon the gem being used). Each assisting character must succeed at a Wield Ring Stone check at a DC of 10. For each character that succeeds, the wielder gains a +2 circumstance bonus to his own check to use a gemstone. In addition, each character that successfully participates can "donate" a single magic point to the wielder (though doing so costs the donating character two magic points). There is no limit to the number of characters who can assist a gem wielder, so long as each one is part of the connection.

But there was indeed light inside that room, such a light as to make Avelyn think of a cloudless midsummer day. It filled every corner, every crack in the very stone, and reflected brilliantly off the glass covers of the many cases set about the room, and off their contents, as well, hundreds and hundreds of polished stones. The Ring Stones!

Using the Ring Stones

The gemstones work much the same way as a spell does. Wielding a stone takes a certain amount of time, usually either a single action or a full round. In addition, many of the effects require saving throws to diminish or evade the results. The table below lists all of the gemstones in the game, their value on the market, their relative rarity, and a quick summary of their powers. Following that is a detailed listing of each gem, with the following categories of information included.

Listing Format

Each gem listing follows the same format, although not all categories are included in each listing.

Name

This is the name the gem is known by. Sometimes a second name or a subcategory is listed in parentheses.

Description

This is a simple physical description of what the gemstone actually looks like, including whether it's in its natural state, if it has been cut so that it's faceted or simply polished smooth.

Wielding Time

This is identical in all respects to the Casting Time listing for spells. Almost all gems require either a single action or a full-round action in order to use. Some need more time than that, and some don't actually require effort to use at all.

Duration

Again, this is identical to the same information for spells, detailing the length of time a particular gem effect lasts. Remember that a (D) indicates the effect can be dispelled prior to the time running out.

Saving Throw

Identical to how saving throws work for spells, this lists any possible saving throws and the results of a success. The DC for a saving throw, unless otherwise specified in the gem description, is equal to:

10 + 1/2 the gem master's level + Wisdom modifier + gem bonus

Gem Resistance

This is similar in most respects to spell resistance from the basic game, except that it applies to the effects of gem magic, instead.

Magic Point Cost

When the cost is not listed in a table describing relative levels of power in using a gem, it is listed here.

Minimum Level

Many of the stones can have variable effects. Some of those effects require a minimum character level on the part of the stone wielder. Those levels are listed here.

Stones Used

At the end of the section, there are additional powers described for those characters that are capable of wielding multiple stones together. This simply explains which stones must be used to create the effect.

Descriptive Text

This simply details how the gem works. It often contains a table listing the check result attained and the level of power that is drawn from the gem as a result of that check.

The Ring Stones

The powers and magical effects of the most commonly used (or most sought-after) ring stones are listed on the following pages. This is not by any means a comprehensive listing of every possibly stone or even every possible use for each of these stones. Future products will detail more gems and more gem powers.

Each of the powers in this section is useable by gem masters, gem sorcerers and those with the Stone Affinity feat.

Agate

Description: These small, heavy stones have rich brown, dark red, and orange tones in distinct bands. Although opaque, they seem to shine with a rich luster in sunlight.

Wielding Time: 1 action

Range: 250 ft. + 100 ft./level

Duration: 1 Round (see below)

Saving Throw: None.

The ring stone power allows its wielder to determine if there are any living things in the area and a general sense of the "amount" of life (in general, total HD). A single bear and six goblins would have similar life force signatures, for example. Undead, constructs, vermin, and creatures shielded against the effects of hematite cannot be detected. The wielder must either be able to see the area or a boundary of the area (for example, the door to a room). Consequently, if the wielder cannot see the area, or a boundary, for one reason or another, that wielder cannot sense anything and, if he or she attempts to do so, must spend the MPs that would normally be required. If the area being sensed has "hard" boundaries that completely surround it (such as stone walls; a forest surrounding a clearing would not be considered a hard boundary), the area of effect stops at those boundaries The base area of effect is a 15-foot radius with a DC of 15. The wielder can increase the radius by multiples of 5 feet, but must also spend 1 MP per additional 5 feet and the DC further increases by 1 point for every additional 5 feet.

DC	Magic Point Cost/round	Area of Effect
15	1	15 ft. radius
16	2	20 ft. radius
17	3	25 ft. radius
18	4	30 ft. radius
19	5	35 ft. radius
20	6	40 ft. radius
Etc.		

Alexandrite

Description: A clear stone, often faceted, that changes color depending upon the light it is exposed to, ranging from a rich brown in firelight to pale lavender in sunlight to a beautiful green in magical light.

Wielding Time: 1 action.

Range: 100 ft. + 25 ft./level

Alexandrites can be used to pierce and dispel all sorts of illusions and glamers. When invoked, all illusions in the area of effect vanish instantly. Permanent illusions return 1-10 rounds after the dispelling effect.

DC	Magic Point Cost/Round	Area of Effect
12	1	5 ft. radius
14	2	10 ft. radius
16	3	20 ft. radius
18	4	30 ft. radius
20	5	40 ft. radius
22	7	60 ft. radius
24	9	80 ft. radius
26	11	100 ft. radius
28	14	125 ft. radius
30	17	150 ft. radius
Etc.		

Amber

Description: A translucent golden-yellow stone that is actually petrified tree sap. It is usually left uncut and highly polished instead.

Wielding Time: 1 action

Duration: 1 Magic Point/10 minutes (D)

When this gem is wielded, any liquid in a 5-foot-square directly beneath the amber is transmuted so that it functions like firm ground. Depending on the skill level of the wielder, mud, oil, snow, quicksand, running water, ice, and even lava can be traversed easily by anyone within the area of effect. Anything within the area of effect can walk, run, charge, or otherwise move across the surface as if it were normal ground.

If the gem is used underwater (or while the wielder is partially or wholly submerged in whatever liquid he is in), the subject is borne toward the surface at 60 feet per round until he can stand on it.

The area of effect normally encompasses a square area. The wielder can shape the area into almost any configuration, though at a higher DC. If the wielder shapes the area into a rectangle of some sort (other than a square), the DC increases by 1. If the wielder shapes the area into an irregular two-dimensional form, however (to cover the surface of a pond, for example), the DC increases by 4.

The cost per 10 minutes, and the area of effect, are as follows:

DC	Magic Point Cost/10 Min	Area of Effect
15	1	1 5 ft. square
18	2	4 5 ft. squares
21	4	9 5 ft. squares
24	6	16 5 ft. squares
27	8	25 5 ft. squares
30	10	36 5 ft. squares
33	12	49 5 ft. squares
36	14	64 5 ft. squares
39	16	81 5 ft. squares
42	18	100 5 ft. squares

The wielder can in this way create a pathway over different substances based on his or her level, as shown on the table below. If the wielder does not have the requisite Character Level, all of that individual's attempts to create a pathway over the substance will fail. Creatures crossing extremely cold or hot substances, such as molten lava, still take damage from the cold or heat, though those traversing are not directly affected by the touch of the substance (for example, a creature could walk across a pool of acid without taking any damage).

Minimum Level	Substance
1	Mud, quicksand, snow
2	Oil, tar and other organic liquids
4	Water
8	Acid, lava, poison and other harmful substances

Aquamarine

Description: A clear, blue green stone either faceted or cabochon, aquamarines look like seawater made solid and are famed for the brilliant sparkle they have when faceted

Wielding time: 1 action.

This ring stone is closely linked with water. When activated, aquamarines grant water breathing to the wielder and potentially other creatures in contact with the wielder as shown below. Any additional creatures must either be in direct contact with the wielder or in contact with another creature in contact with the wielder.

DC	Magic Point Cost/10 Min.	Area of Effect
15	1	Self
17	2	one additional creature
19	3	two additional creatures
21	5	three additional creatures
23	7	four additional creatures
25	10	five additional creatures
27	13	six additional creatures

Bloodstone

Description: A dense, dark green stone bloodstone gets its name from the bright red flecks that give it the appearance of having been splashed with fresh blood.

Wielding Time: 1 action

Duration: 2 Magic Points/10 minutes/ Strength point

DC: 13 + 2/Strength point

These ring stones infuse living creatures with mystical energy. The effect of bloodstones is to increase Strength by a full point per gem bonus of the bloodstone (i.e., a +2 bloodstone increases strength by 2 full points). After the effect ends the creature suffers a –1 to their normal Strength for a period equal to half the time his or her Strength was enhanced (round down). This effect costs 2 MPs per every increased Strength point per every ten minutes the effect lasts.

Carnelian

Description: These translucent stone vary from red to brown in color. They are commonly polished, but are also cut into facets.

Wielding Time: Full round.

Duration: 6 Magic Points/10 minutes

DC: 15 + 3/gem bonus point

A wielder of gem magicks can use a carnelian to protect the wielder from outside influences. When activated, the harnessed power of this ring stone grants a bonus to Will saves equal to three times its gem bonus.



Celestite

Description: A translucent bluish-white crystal normally found in geodes; these crystals are gathered in natural form in handfuls, rather than cut into gemstones.

Wielding Time: 1 action
Duration: Instantaneous
Saving Throw: Reflex half
Gem Resistance: Yes

The character turns a handful of these crystals into tiny explosives. The handful of celestite crystals is treated as a grenade-like missile weapon with a range increment of 10 feet. They burst into flame with a sharp popping sound, causing fire damage to creatures and igniting any combustible materials. Creatures who successfully make Reflex saving throws take half damage. Note that the celestites are used up when their magic is called forth.

The spread of the crystals and the damage each handful inflicts is as follows:

DC	Magic Point Cost	Area of Effect	Effect
13	1	5 ft. radius	1d4 damage
15	2	5 ft. radius	2d4 damage
17	3	10 ft. radius	3d4 damage
19	4	10 ft. radius	3d6 damage
21	6	15 ft. radius	4d4 damage
23	8	15 ft. radius	4d6 damage
25	10	20 ft. radius	5d4 damage
27	12	20 ft. radius	5d6 damage
29	14	25 ft. radius	6d4 damage
31	16	25 ft. radius	6d6 damage

Chrysoberyl (Cat's Eye)

Description: An opaque, pearly white to pale green stone that is left uncut; instead it is polished smooth and round so that it reflects light along an axis, making it resemble a cat's eye.

Unlike most types of Ring Stones, this one does not require any affinity with the gemstones in order to use; its magic has already been harnessed during the Offering ceremony, though individuals trained in the use of Ring Stones are able to gain additional powers from use of the gem. It is usually crafted into a piece of jewelry, such as a headband, in order to make use of its magic. Any subject holding this gem or wearing it in some way gains 30-foot darkvision. This does not grant one the ability to see in magical darkness.

For those trained to use Ring Stones, the chrysoberyl can provide additional effects, shown below. Those effects listed in italics duplicate the effects of the spell of the same name (see **Chapter 11: Spells** in the *Player's Handbook*).

DC	Magic Point Cost/10 min.	Effect
14	1	*Darkvision* 60 ft.
16	2	*See invisibility*
16	2	*Darkvision* 120 ft.
20	4	*Darkvision* 120 ft. w/*see invisibility*
26	6	*True seeing*
30	8	*Darkvision* 120 ft. w/*true seeing*

Chrysoberyl (Clear Form)

Description: A translucent, pale green to gold gem that is faceted.

Unlike most types of Ring Stones, this one does not require any affinity with the gemstones in order to use; its magic has already been harnessed during the Offering ceremony, though individuals trained in the use of Ring Stones are able to gain additional powers from use of the gem. The subject holding this stone gains a +2 bonus to all Saves against telepathy, mental control, possession and the like.

For those trained in the use of Ring Stones, the Clear Chrysoberyl can provide additional effect, shown below. When one or more targets are indicated, these extra targets must be in contact with the wielder (unless the effects of another gem allow the wielder to use this power remotely).

The wielder may use the powers of this gem to attempt to drive a possessing force out of a creature; in that case the wielder and the possessing spirit both make opposed DC checks; the wielder against the DC of the immune to possession effect and the possessing spirit against the check originally required to possess the creature; whichever has the higher margin of success "wins" control of the creature for that turn.

DC	Magic Point Cost/10 min.	Effect
12	1	+4 bonus to telepathy and mental control Saves
13	2	+6 bonus to telepathy and mental control Saves
15	2	Wielder (or one target) is immune to magical detection
16	3	Wielder (or one target) is immune to mind reading
17	5	Wielder and 1 target immune to magical detection
18	6	Wielder and 1 target immune to mind reading
18	5	Wielder (or one target) immune to possession
20	8	Wielder and 1 target immune to possession
21	9	Wielder and 2 targets immune to magical detection
22	10	Wielder and 2 targets immune to mind reading
24	12	Wielder and 2 targets immune to possession

Citrine

Description: These beautiful stones range from an amber-yellow to a dark orange-brown. In bright sunlight, some faceted stones seem to shimmer through the entire range of colors in a starburst.

Wielding Time: Special

Saving Throw: Reflex half

Gem Resistance: No

A wielder can charge this gemstone so it becomes highly attracted to stone. The level of the attraction is built up over time, as shown on the chart. Once the peak attraction is attained, the wielder can release the gemstone, causing it to fly to the selected stone item, impacting with a very high velocity and dealing the indicated damage to any creature holding or wearing the item.

DC	Magic Point Cost	Maximum Range	Effect
12	1	25 feet + 5 ft./level	1d6 damage (requires no buildup; fires immediately)
14	2	50 feet + 5 ft./level	2d6 damage (requires 1 round of buildup; fires on round 2)
16	3	75 feet + 5 ft./level	3d6 damage (requires 2 rounds of buildup; fires on round 3)
19	5	125 feet + 10 ft./level	4d6 damage (requires 3 rounds of buildup; fires on round 4)
22	7	175 feet + 10 ft./level	6d6 damage (requires 4 rounds of buildup; fires on round 5)
25	9	225 feet + 10 ft./level	8d6 damage (requires 5 rounds of buildup; fires on round 6)
29	12	300 feet + 15 ft./level	10d6 damage (requires 6 rounds of buildup; fires on round 7)
33	15	375 feet + 15 ft./level	15d6 damage (requires 7 rounds of buildup; fires on round 8)
37	18	450 feet + 15 ft./level	20d6 damage (requires 8 rounds of buildup; fires on round 9)
42	22	550 feet + 20 ft./level	25d6 damage (requires 9 rounds of buildup; fires on round 10)

Conversely, the citrine can be wielded to repel stone, causing all stone objects within the radius to be pushed away from the gem. When used in this manner, the gem can deflect stone weapons (such as sling bullets), turning them aside (the wielder is effectively immune to all attacks from stone weapons). In addition, anyone wearing or holding any stone items must make a Strength check vs. the original skill check result to resist being pushed back, out of the area of effect.

The possible effects are listed below.

DC	Magic Point Cost/Round	Effect
12	0	Wielder gains +1 AC bonus vs. all stone weapons
15	2	Wielder gains +2 AC bonus and Damage Reduction 3/+1 vs. all stone weapons
18	5	Wielder and all within 5 ft. radius gain the above effects.
21	8	Wielder gains +5 AC bonus and Damage Reduction 10/+1 vs. all stone weapons
24	12	Any creature within a 10 ft. radius of the wielder holding a stone object must make a Strength check DC 20 or drop the item; loose stone items move out of the radius; wielder retains the above effects and all other individuals within 10 ft. of the wielder retain the second effect.
35	15	Wielder is immune to all non-magical stone weapons or damage done by stone (including stone golems and creatures); loose stone cannot remain within 10 ft. of the wielder and will be pushed aside as if the wielder was pushing it (though stones that fall onto the wielder will bounce off as if they hit a force field). Other game effects are up to the gamemaster to determine.

Diamond

Description: A transparent to translucent, clear to golden gemstone that is typically faceted.

Wielding Time: 1 action

This Ring Stone can be made to glow with anywhere from a soft light to light brighter than the sun. Conversely, it can create unnatural darkness in a like-sized area.

The possible effects are listed below. Those effects listed in italics duplicate the effects of the spell of the same name (see **Chapter 11: Spells** in the *Player's Handbook*).

DC	Magic Point Cost/10 Min.	Effect
12	0	Candlelight; lights a 5 ft. radius
13	1	Sparkle; creates the illusion of sparkles on an object
14	1	*Light*
15	2	*Flare*; instantaneous duration
16	3	*Light*; creates the heat of a campfire in a 15 ft. radius
18	3	*Darkness*
18	3	*Light* Ray; lights a cone 60 ft. long and 20 ft. wide at its end
18	4	*Daylight*
21	4	*Deeper Darkness*
28	10	*Sunburst*; instantaneous duration

Dolomite

Description: An opaque white stone, dolomite is naturally very smooth. Dolomite is a dense, heavy stone.

Wielding Time: Full round.

Duration: 2 Magic Points/10 minutes/Constitution point

DC: 13 + 2/Constitution point

In a manner similar to bloodstone, dolomite infuses the target's body with mystical power, increasing the wielder's Constitution by a full point per gem bonus of the bloodstone (i.e.; a +2 bloodstone increases Constitution by 2 full points). After the effect ends the creature suffers a –1 to their normal Constitution for a period equal to half the time his or her Constitution was enhanced (round down). This effect costs 2 MPs per every increased Constitution point per every ten minutes the effect lasts. This does not cause an increase or reduction in the wielder's hit points.

Emerald

Description: A translucent green stone that is typically faceted.

Wielding Time: Special

Saving Throw: Reflex half

Gem Resistance: No

A wielder can charge this gemstone so that it becomes highly attracted to wood. The level of the attraction is built up over time, as shown on the chart. Once the peak attraction is attained, the wielder can release the gemstone, causing it to fly to the selected wood item, impacting with a very high velocity and dealing the indicated damage to any creature holding or wearing the item.

DC	Magic Point Cost	Max. Range	Effect
12	1	25 feet + 5 ft./level	1d6 damage (requires no buildup; fires immediately)
14	2	50 feet + 5 ft./level	2d6 damage (requires 1 round of buildup; fires on round 2)
16	3	75 feet + 5 ft./level	3d6 damage (requires 2 rounds of buildup; fires on round 3)
19	5	125 feet + 10 ft./level	4d6 damage (requires 3 rounds of buildup; fires on round 4)
22	7	175 feet + 10 ft./level	6d6 damage (requires 4 rounds of buildup; fires on round 5)
25	9	225 feet + 10 ft./level	8d6 damage (requires 5 rounds of buildup; fires on round 6)
29	12	300 feet + 15 ft./level	10d6 damage (requires 6 rounds of buildup; fires on round 7)
33	15	375 feet + 15 ft./level	15d6 damage (requires 7 rounds of buildup; fires on round 8)
37	18	450 feet + 15 ft./level	20d6 damage (requires 8 rounds of buildup; fires on round 9)
42	22	550 feet + 20 ft./level	25d6 damage (requires 9 rounds of buildup; fires on round 10)

Conversely, the emerald can be wielded to repel wood, causing all wooden objects within the radius to be pushed away from the gem. When used in this manner, the gem can deflect wooden weapons (such as arrows), turning them aside (the wielder is effectively immune to all attacks from wooden weapons). In addition, anyone wearing or holding any wood items must make a Strength check vs. the original skill check result to resist being pushed back, out of the area of effect.

The possible effects are listed below.

DC	Magic Point Cost/Round	Effect
12	0	Wielder gains +1 AC bonus vs. all wooden weapons
15	2	Wielder gains +2 AC bonus and Damage Reduction 3/+1 vs. all wooden weapons
18	5	Wielder and all within 5 ft. radius gain the above effects.
21	8	Wielder gains +5 AC bonus and Damage Reduction 10/+1 vs. all wooden weapons
24	12	Any creature within a 10 ft. radius of the wielder holding a wooden object must make a Strength check DC 20 or drop the item; loose wood items move out of the radius; wielder retains the above effects and all other individuals within 10 ft. of the wielder retain the second effect.
35	15	Wielder is immune to all non-magical wooden weapons or damage done by wood (including ents and similar creatures); loose wood cannot remain within 10 ft. of the wielder and will be pushed aside as if the wielder was pushing it (though wood that falls onto the wielder will bounce off as if they hit a force field). Other game effects are up to the gamemaster to determine.

In this form, an emerald is often used to fashion a magic item that protects the wearer from wooden weapons.

Garnet (Carbuncle)

Description: A translucent deep red to red-violet or red-brown stone that is usually left uncut and highly polished instead.

Wielding Time: 1 action

Saving Throw: None

Gem Resistance: No

When a character draws on the magic of this gem, he or she can detect the auras of other magical gems being used in the vicinity. The effects and range of this power depend on the skill of the wielder.

DC	Magic Point Cost/Round	Range	Effect
15	1	5 miles/level	Detect approximate range and direction of active magical effects
18	2	250 ft./level	Detect exact range and direction of active magical effects
20	3	150 ft./level	Detect exact range, direction and nature (stone and power) of active magical effects
25	5	100 ft./level	Detect exact range, direction and nature of magical effects used within the past hour (detects only the spot used at, not where the individual who used it is)
26	5	75 ft./level	Detect the nature of magical effects used by individuals within range in the past hour *or* the identity/nature of all gems within range

Graphite

Description: An irregularly shaped opaque mineral that is a shiny black color, with many striations.

Wielding Time: 1 action

Duration: Instantaneous

Saving Throw: Reflex half

Gem Resistance: Yes

When a wielder uses a graphite rod, the gemstone releases a powerful stroke of electrical energy that deals damage to each creature within its area. The wielder can control the nature of the lightning discharge, including the damage done and range of the discharge.

The lightning bolt 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 range permits; otherwise, it can ricochet off the barrier (GM determines angle and effects of all ricochets).

The wielder can choose to deal subdual damage rather than normal damage; the DC for subdual effects is 2 points less and costs 1 MP less.

The possible effects are listed below. Those effects listed in italics duplicate the effects of the spell of the same name (see **Chapter 11: Spells** in the *Player's Handbook*).

DC	Magic Point Cost	Range	Effect
12	2	Touch	*Shocking Grasp*, 1d6 damage
14	4	Touch	*Shocking Grasp*, 2d6 damage
16	6	Touch	*Shocking Grasp*, 3d6 damage
16	5	60 ft.	*Lightning Bolt*, 1d6 damage
18	8	Touch	*Shocking Grasp*, 4d6 damage
19	8	90 ft.	*Lightning Bolt*, 2d6 damage
20	10	Touch	*Shocking Grasp*, 5d6 damage
22	11	120 ft.	*Lightning Bolt*, 3d6 damage
24	14	120 ft.	*Chain Lightning*, 2d6 damage
25	14	120 ft.	*Lightning Bolt*, 4d6 damage
28	17	120 ft.	*Lightning Bolt*, 5d6 damage
28	18	120 ft.	*Chain Lightning*, 3d6 damage
31	20	120 ft.	*Lightning Bolt*, 6d6 damage
32	22	120 ft.	*Chain Lightning*, 4d6 damage
34	23	120 ft.	*Lightning Bolt*, 7d6 damage
36	26	120 ft.	*Chain Lightning*, 5d6 damage
37	26	120 ft.	*Lightning Bolt*, 8d6 damage
40	29	120 ft.	*Lightning Bolt*, 9d6 damage
40	30	120 ft.	*Chain Lightning*, 6d6 damage

Etc.

Hematite (Soul Stone)

Description: An opaque silvery-black stone that is spherical in shape and polished smooth.

Gem Resistance: Yes

The soul stone can be used for a variety of purposes, from healing to telepathically


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contacting allies to literally possessing the body of another.

The possible effects are listed below. Casting time for all is one round unless otherwise specified. Those effects listed in italics duplicate the effects of the spell of the same name (see **Chapter 11: Spells** in the *Player's Handbook*).

DC	Magic Point Cost	Effect
12	1	*Cure Minor Wounds* (touch only)
14	2	*Cure Light Wounds* and *detect thoughts* (touch only)
15	2	*Delay Poison*
15	4	*Cure Moderate Wounds* and *detect thoughts* (touch only)
17	6	*Cure Serious Wounds* and *detect thoughts* (touch only)
18	5	Prevent Possession; adds bonus of 2 + wielder's level to any Saves vs. possession or mind control
19	6	*Neutralize Poison* and *detect thoughts* (touch only)
20	4/round	*Ethereal Jaunt*
20	10	*Cure Critical Wounds* and *detect thoughts* (touch only)
24	8	*Detect Thoughts*
26	4	*Telepathic Bond*
28	6/minute	*Etherealness*
35	25	*Astral Projection*; casting time 45 min. – 1 min. per level
38	20	*Dominate Person*
42	30	*Magic Jar*

Magnetite (Lodestone)

Description: An opaque, grayish-green stone that forms naturally into an octahedron.

Wielding Time: Special

Saving Throw: Reflex half

Gem Resistance: No

A wielder can charge this gemstone so that it becomes highly attracted to metal. The level of the attraction is built up over time, as shown on the chart. Once the peak attraction is attained, the wielder can release the gemstone, causing it to fly to the selected metal item, impacting with a very high velocity and dealing the indicated damage to any creature holding or wearing the item.

DC	Magic Point Cost	Max. Range	Effect
12	1	25 feet + 5 ft./level	1d6 damage (requires no buildup; fires immediately)
14	2	50 feet + 5 ft./level	2d6 damage (requires 1 round of buildup; fires on round 2)
16	3	75 feet + 5 ft./level	3d6 damage (requires 2 rounds of buildup; fires on round 3)
19	5	125 feet + 10 ft./level	4d6 damage (requires 3 rounds of buildup; fires on round 4)
22	7	175 feet + 10 ft./level	6d6 damage (requires 4 rounds of buildup; fires on round 5)
25	9	225 feet + 10 ft./level	8d6 damage (requires 5 rounds of buildup; fires on round 6)
29	12	300 feet + 15 ft./level	10d6 damage (requires 6 rounds of buildup; fires on round 7)
33	15	375 feet + 15 ft./level	15d6 damage (requires 7 rounds of buildup; fires on round 8)
37	18	450 feet + 15 ft./level	20d6 damage (requires 8 rounds of buildup; fires on round 9)
42	22	550 feet + 20 ft./level	25d6 damage (requires 9 rounds of buildup; fires on round 10)

Conversely, the emerald can be wielded to repel metal, causing all metal objects within the radius to be pushed away from the gem. When used in this manner, the gem can deflect metal weapons (such as swords), turning them aside (the wielder is effectively immune to all attacks from metal weapons). In addition, anyone wearing or holding any metal items must make a Strength check vs. the original skill check result to resist being pushed back, out of the area of effect.

The possible effects are listed below.

DC	Magic Point Cost/Round	Effect
12	0	Wielder gains +1 AC bonus vs. all metal weapons
15	2	Wielder gains +2 AC bonus and Damage Reduction 3/+1 vs. all metal weapons
18	5	Wielder and all within 5 ft. radius gain the above effects.
21	8	Wielder gains +5 AC bonus and Damage Reduction 10/ +1 vs. all metal weapons
24	12	Any creature within a 10 ft. radius of the wielder holding a metal object must make a Strength check DC 20 or drop the item; loose metal items move out of the radius; wielder retains the above effects and all other individuals within 10 ft. of the wielder retain the second effect.
35	15	Wielder is immune to all non-magical metal weapons or damage done by metal (including creatures wearing metal armor); loose metal cannot remain within 10 ft. of the wielder and will be pushed aside as if the wielder was pushing it (though metal that falls onto the wielder will bounce off as if they hit a force field). Other game effects are up to the gamemaster to determine.

In this form, magnetite is often used to fashion a magic item that protects the wearer from metal weapons.

Malachite

Description: An opaque, green stone that has striated rings or whorls in it, and is usually polished smooth in the shape of a sphere or egg.

Wielding Time: 1 action

Range: 25 ft./level

Saving Throw: Will negates

Gem Resistance: Yes

This gemstone allows the wielder to make herself, another creature, or an object (up to the maximum weight shown on the table below) weightless and to move up and down as she wishes. The character can mentally direct the recipient to move up or down as much as 20 feet each round; doing so is a move-equivalent action. A weightless character cannot move horizontally (unless she first created momentum on the ground before using the stone) but could clamber along the face of a cliff or push against a ceiling to move laterally (at half its base speed).

A weightless creature who attacks with a melee or ranged weapon finds itself increasingly unstable as it begins to spin in mid-air from the opposing force of the motion; the first attack has an attack roll penalty of –1, the second –2, and so on, up to a maximum penalty of –5. A full round spent stabilizing allows the creature to begin again at –1.

The size of the object or creature made weightless is dependant on the skill of the wielder, as follows:

DC	Magic Point Cost/Round	Weight Limit
12	1	75 lbs.
14	3	150 lbs.
16	5	300 lbs.
18	7	600 lbs.
21	10	1,200 lbs.
24	13	2,400 lbs.
27	16	4,800 lbs.
30	19	9,600 lbs.
34	23	19,200 lbs.
38	27	38,400 lbs.
42	31	76,800 lbs.

Moonstone

Description: Usually polished, this translucent gray stone often has a silvery 'star' effect.

This ring stone, with its affinity for air, grants the ability to fly. One target can be affected at a time. While flying in such a manner the target can climb at half the speed listed on the chart or dive at three times the listed speed. The creature flying always controls direction and speed of flight, even if it is someone other than the person wielding the moonstone.

DC	Magic Point Cost/Round	Weight Limit	Speed/ Maneuverability
15	1	50 lbs.	10 ft./clumsy
17	2	100 lbs.	15 ft./clumsy
19	3	200 lbs.	20 ft./poor
21	4	400 lbs.	25 ft./poor
23	5	750 lbs.	30 ft./average
25	6	1,500 lbs.	40 ft./average
27	7	2,000 lbs.	50 ft./good
29	8	3,000 lbs.	60 ft./good
32	9	4,000 lbs.	70 ft./perfect
35	10	6,000 lbs.	80 ft./perfect

Obsidian

Description: This ring stone looks and feels like black glass. Without polishing, it is smooth and clear enough to act as a simple mirror. Much stronger than glass, with effort obsidian can be made into razor-sharp tools.

Wielding Time: Full round.

Duration: 5 Magic Points/10 minutes

The defensive properties of obsidian strengthen and harden the target's very essence. When activated, it grants a bonus to Fortitude saves equal to twice its gem bonus.

Onyx

Description: Similar in appearance to obsidian, onyx is less reflective. In addition, some stones have hair-thin bands of white through them, making them appear cracked. In reality, onyx is a very tough stone.

Wielding time: Full round

Duration: 1 minute

Magic Point Cost: 2/Damage Reduction point

This earth stone toughens the skin, sinews, and bones of the wielder as well as causing the process of healing to speed up greatly. Combined, these grant the target physical damage reduction. This reduction is equal to the number of Magic Points expended per minute up to a maximum of the gem bonus of the stone. For example, a +3 onyx could provide damage reduction of up to 3/– at the cost of 6 Magic Points per minute. To reduce the Magic Point cost a lower level of damage reduction can be granted.

Peridot

Description: A transparent green stone, peridots are usually faceted to accent their beauty.

Wielding Time: Full round.

Duration: 2 Magic Points/10 minutes/ Charisma point

DC: 13 + 2/Constitution point

A peridot can be used to infuse the body with mystical power, giving her an aura of command and authority, increasing the Wielder's Charisma by a full point per gem bonus of the peridot (i.e.; a +2 peridot increases Charisma by 2 full points). This aura rapidly fades when the effect is no longer maintained. This effect costs 2 MPs per every increased Charisma point per every ten minutes the effect lasts.

Quartz (clear)

Description: A translucent crystal that can be in the form of a natural prism shape, a polished sphere, or a faceted gem.

Wielding Time: 1 action

The gem enables the wielder to concentrate upon some locale and hear or see (the user's choice) almost as if the character were there. Distance is not a factor, but the locale must be known—a place familiar to the wielder—for best effect. If the chosen locale is dark, the character can see in a 10-ft area around the point of origin.

Those effects listed in italics duplicate the effects of the spell of the same name (see **Chapter 11: Spells** in the *Player's Handbook*).

DC	Magic Point Cost	Effect
12	2	*Detect Object*
15	5	*Clairaudience/Clairvoyance*
18	8	*Locate Creature*
22	12	*Scrying*
28	16	*Greater Scrying*
30	18	*Discern Location*

Quartz (Smoky)

Description: A translucent, tan or gray to almost black crystal that can be in the form of a natural prism shape, a polished sphere, or a faceted gem.

Wielding Time: 1 action

Saving Throw: Will

Gem Resistance: No

A wielder can use this gem to create illusions of different kinds and natures, even incorporating smells, sound and touch.

The image disappears when struck by an opponent unless the character causes the illusion to react appropriately.

Those effects listed in italics duplicate the effects of the spell of the same name (see **Chapter 11: Spells** in the *Player's Handbook*).

DC	Magic Point Cost	Effect
12	1/round	*Ghost Sound*
14	1/minute	*Disguise Self*
15	2/minute	*Silent Image*
16	4/minute	*Hypnotic Pattern*
17	4/minute	*Minor Image*
19	4/min.	*Invisibility*
19	5/minute	*Major Image*
21	6/hour	*Hallucinatory Terrain*
21	4/hour/target	*Seeming*
22	15	*Illusory Wall*
24	6/minute	*Greater Invisibility*
25	6/round	*Rainbow Pattern*
26	8/hour	*Mirage Arcana*

Ruby (Red Corundum)

Description: A translucent, deep red to reddish-purple stone that is usually faceted.

Wielding Time: 1 action

Duration: Instantaneous

Saving Throw: Reflex half

Gem Resistance: Yes

When a wielder uses a ruby, the magic creates a burst of flame centered on the gemstone that detonates with a low roar and deals fire damage to all creatures within the area. Unattended objects also take this damage. The explosion creates almost no pressure.

The fireball sets fire to combustibles and damages objects in the area. 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 fireball may continue beyond the barrier if the area permits; otherwise, it stops at the barrier.

The area of effect and damage of the fireball is as follows:

DC	Magic Point Cost	Area of Effect	Effect
12	1	5 ft.	1d6 damage
14	2	10 ft.	2d6 damage
16	4	15 ft.	3d6 damage
18	6	20 ft.	4d6 damage
22	10	25 ft.	6d6 damage
26	14	25 ft.	8d6 damage
30	18	30 ft.	10d6 damage
35	26	40 ft.	15d6 damage
40	34	60 ft.	20d6 damage

The ruby can also create several other fire-related effects. Those effects listed in italics duplicate the effects of the spell of the same name (see **Chapter 11: Spells** in the *Player's Handbook*).

DC	Magic Point Cost	Effect
12	1	*Burning Hands*, 1d4 damage
14	2	*Burning Hands*, 2d4 damage
16	3	*Burning Hands*, 3d4 damage
18	4	*Burning Hands*, 4d4 damage
20	5	*Burning Hands*, 5d4 damage
22	5/round	*Wall of Fire*

Sardonyx

Description: Similar in density to onyx, sardonyx is a reddish stone with bands of lighter colors, sometimes in wide ribbons of color.

Wielding Time: Full round.

Duration: 10 minutes per Magic Point.

The defensive properties of a sardonyx grant its target a subconscious glimpse a scant few seconds into the future. When activated, it grants a bonus to Reflex saves equal to twice its gem bonus.

Serpentine (Chrysotile)

Description: A flat, striated mineral left in its natural form; it is usually a yellowish-green to green color.

Wielding Time: 1 action

Duration: 1 round/level (D)

Saving Throw: None

Gem Resistance: No

The wielder of this gem can create a glowing, bluish-white shield centered on the gemstone. The wielder can form the shield into unusual shapes to encompass one creature but not another next to it, multiple creatures, or a rider and horse, for example.

The size and nature of the shield is dependant upon the power of the wielder, as follows. Note that each target of this gem's power must be within 5 feet of another target.

DC	Magic Point Cost/Round	Effect
12	1	One target, medium-size or smaller, gains a resistance of 10 against one element
14	2	One target, medium-size or smaller, gains a resistance of 10 against two elements
15	4	One target, medium-size or smaller, gains Damage Reduction 10/+1
17	6	One target, large or smaller, gains DR 15/+1
19	8	One huge target, or two medium-size or smaller targets, gain DR 15/+1
21	10	One target, large or smaller, gains DR 20/+1
24	13	Two large, or three medium-size or smaller, targets gain DR 20/+1
27	14	One target, large or smaller, gains DR 30/+1
30	16	Three large, or five medium-size or smaller, targets gain DR 30/+1
33	17	One target, large or smaller, gains DR 40/+1
37	20	Three huge, or ten medium-size or smaller, targets gain DR 40/+1
41	21	One huge target, or two medium-size targets or smaller, gains DR 50/+1
45	25	Four huge, or fifteen medium-size or smaller, targets gain DR 50/+1

Sunstone

Description: An opaque, yellow-orange to orange stone that is usually polished smooth in a sphere, oval, or egg shape.

Wielding Time: 1 action

Saving Throw: None

Gem Resistance: See text

This gemstone can prevent any other gem magic from working within a specified area, depending on the power and will of the wielder. The wielder can create an area that will dispel magic, the space within which is impervious to most magical effects, including gem magic, spells, spell-like abilities, and supernatural abilities. Likewise, it can prevent the functioning of any magic items or spells within its confines.

Wielding a sunstone can suppress any spell or magical effect used within, brought into, or cast into the area, but may not dispel it. Time spent within a sunstone's area of effect counts against the suppressed magic's duration.

Magical constructs, elementals, outsiders, and corporeal undead still function in the area of effect of a sunstone (though the sunstone suppresses their supernatural, spell-like, and spell abilities normally). If such creatures are summoned or conjured, however, see below.

Summoned or conjured creatures of any type and incorporeal undead wink out if they enter a sunstone's area of effect. They reappear in the same spot once the field goes away. Time spent winked out counts normally against the duration of the conjuration that's maintaining the creature. If the wielder uses a sunstone in an area occupied by a conjured creature that has Gem Resistance, the wielder's DC check must exceed the creature's GR to make it wink out.

Those effects listed in italics duplicate the effects of the spell of the same name (see **Chapter 11: Spells** in the *Player's Handbook*), except as noted.

DC	Magic Point Cost	Effect
12	1	All gem magic within a 5 ft. radius have +1 penalty added to DCs
14	2	All gem magic within a 10 ft. radius have +2 penalty added to DCs
15	4	*Dispel Magic*/targeted dispel
16	4	All gem magic within a 20 ft. radius have +3 penalty added to DCs
18	5	*Dispel Magic*/area dispel 15 ft. radius
18	5	All gem magic within a 30 ft. radius have +5 penalty added to DCs
20	6	*Dispel Magic*/area dispel 20 ft. radius
22	8	*Dispel Magic*/area dispel 30 ft. radius

In addition to the magic suppression power of the sunstone, it can also prevent poisoning. As long as the wielder has the sunstone in his possession, the gem detoxifies any sort of venom that would ordinarily affect the creature. When a poisoned creature takes possession of a sunstone, it suffers no additional damage or effects from the poison, and any temporary effects are ended, but the spell does not reverse instantaneous effects,

such as hit point damage, temporary ability damage, or effects that don't go away on their own.

Tanzanite

Description: These transparent stones are a rich purple, significantly darker than spinels. Usually faceted, they are sometimes polished into spheres to display their royal color.

Wielding Time: Full round.

Duration: 2 Magic Points/10 minutes/ Dexterity point

DC: 13 + 2/Dexterity point

Tanzanite infuses the target's body with a magical élan, increasing the wielder's Dexterity by a full point per gem bonus of the bloodstone (i.e.; a +2 bloodstone increases Dexterity by 2 full points). After the effect ends the creature suffers a –1 to their normal Dexterity for a period equal to half the time his or her Dexterity was enhanced (round down). This effect costs 2 MPs per every increased Dexterity point per every ten minutes the effect lasts.

Tiger's Paw

Description: An opaque, orange and black striped stone that is usually left uncut and polished smooth in a sphere shape.

Wielding Time: 1 round

Magic Point Cost: 1 per round

DC: 15

The wielder transforms the arm holding the gem into the paw of a tiger (the gem is absorbed into the hand while in tiger paw form). While in this state, the wielder can use the claw as though it were a Small weapon, inflicting 1d8 points of damage (critical 19–20/x2). If the wielder is already proficient in unarmed combat, the tiger claw is treated as a weapon in the character's primary hand, and simply increases the damage with that hand (the highest base attack for multiple attacks) by +4 for the duration (the threat range is also still increased). For example, a 12th-level Abellican brother with a Strength of 15 normally inflicts 1d12+2 points of damage each round, but with a tiger paw, that same brother now inflicts 1d12+6 points, and the threat range is increased to 19–20.

Topaz

Description: A large transparent stone with a honey-brown color, topaz is usually warm to the touch.

Wielding Time: Full round.

Duration: 2 Magic Points/10 minutes/ Intelligence point

DC: 13 + 2/Intelligence point

Topaz allows the target to gain a slight comprehension of the mystic currents flowing through the ether, increasing the wielder's Intelligence by a full point per gem bonus of the bloodstone (i.e.; a +2 bloodstone increases Intelligence by 2 full points). After the effect ends the creature suffers a –1 to their normal Intelligence for a period equal to half the time his or her Intelligence was enhanced (round down). This effect costs 2 MPs per every increased Intelligence point per every ten minutes the effect lasts.

Turquoise

Description: An opaque, light blue to blue-green stone that is usually left uncut, instead polished smooth in various shapes.

Wielding Time: 1 round

Gem Resistance: Yes

The turquoise can grant its wielder a number of powers over creatures with an animal intelligence, from simply befriending the creature to mentally bonding with that creature.

Those effects listed in italics duplicate the effects of the spell of the same name (see **Chapter 11: Spells** in the *Player's Handbook*), except as noted.

DC	Magic Point Cost	Effect
14	2	*Calm Animals*
15	2	*Charm Animal*
16	4	*Animal Friendship*
18	5	*Hold Animal*

The turquoise's magical power can also be harnessed in a more lasting fashion through the Offering ceremony. The gem is permanently fused with the target animal, creating a bond between a single character and an animal. The stone is melded to the animal (causing no discomfort or injury), and from that moment on, the creature's Intelligence score doubles, to a maximum of 4. The animal and the character it is bonded with have a mental link, able to psychically communicate in rudimentary terms and to know where each other is at all times, much as with the spell, *dominate animal*. The ceremony takes 2 hours to complete and costs 10 Magic Points.

Zircon (Blue)

Description: This pale blue transparent stone can be polished or faceted. In bright light its shine, luster, and sparkle rival or even exceed the beauty of diamonds.

Wielding Time: 1 action

Duration: Instantaneous
Saving Throw: Ref half
Gem Resistance: Yes

Wielders using the zircon exercise a great deal of control over cold and ice, creating effects from as simple as freezing water to blasting enemies with a freezing cone of frost.

Those effects listed in italics duplicate the effects of the spell of the same name (see **Chapter 11: Spells** in the *Player's Handbook*), except as noted.

DC	Magic Point Cost	Effect
12	1/cu. ft.	Freeze water; freezes one cubic foot of water (touch attack)
14	1	Frozen Touch, 1d4 cold damage (touch attack)
15	4/1,000 cu. ft.	Cool room; drops temperature in 10 ft. x10 ft. x10 ft. room 10 degrees ("touch" attack; the room heats up normally if the surrounding rooms/areas are warmer)
15	2	*Cone of Cold*, 1d6 damage
16	2	Frozen Touch, 2d4 cold damage (touch attack)
17	5	*Wall of Ice*; *Ice Plane*
17	3	*Cone of Cold*, 2d6 damage
18	4	Frozen Touch, 3d4 cold damage (touch attack)
18	5	*Wall of Ice*; *Hemisphere*
19	6	*Cone of Cold*, 3d6 damage
20	6	Frozen Touch, 4d4 cold damage (touch attack)
21	10	*Cone of Cold*, 4d6 damage
22	10	Frozen Touch, 6d4 cold damage (touch attack)
24	14	*Cone of Cold*, 6d6 damage
27	18	*Cone of Cold*, 8d6 damage
30	22	*Cone of Cold*, 10d6 damage
35	28	*Cone of Cold*, 15d6 damage
40	34	*Cone of Cold*, 20d6 damage

Combining Stones

Some very powerful gem masters have learned how to bring certain gemstones together to create more complex effects. By blending the magic of two or more Ring Stones, they are able to create wondrous new magical results that most gemstone wielders have never imagined.

Each of the powers in this section is useable by gem masters, gem sorcerers and those with the Stone Affinity feat, though in order to utilize any of the effects listed below, a Ring Stone wielder must have the Ring Stone Expertise feat (if combining two stones) or Ring Stone Mastery feat (if combining three stones). While employing multiple stones, the wielder must keep all of the stones in her hands, unless otherwise specified (such as if a stone is worn in a ring or headband).

Animal Mastery

Stones Used: Hematite and Turquoise
Wielding Time: 1 action
Saving Throw: Will negates
Gem Resistance: Yes

Using these two stones together, a gem master can possess the body of a normal animal in the exact same fashion as if possessing or controlling a sentient creature using the hematite (see below).

Those effects listed in italics duplicate the effects of the spell of the same name (see **Chapter 11: Spells** in the *Player's Handbook*), except as noted.

DC	Magic Point Cost	Effect
20	12	*Dominate Animal*
26	20	*Magic Jar*; allows wielder to possess the body of an animal

Essence Transfer

Stones Used: Hematite and Turquoise
Saving Throw: Will negates
Gem Resistance: Yes
Magic Point Cost: 1 per round
DC: 15

When these two stones are brought together and used within 10 feet of two animals, the life essence of one of the animals can be transferred to the other. For each round the two stones are wielded in this manner, the donating animal takes 1 point of damage. At the same time, the recipient of the life transfer either regains 1 hit point or else becomes refreshed, reducing the amount of time necessary to end the condition of being fatigued by 1 hour. For example, if a single deer surrenders 3 hit points (1 each over 3 rounds) to an uninjured horse, the horse requires only five hours of rest to eliminate the condition of fatigue.

Swift Mount

Stones Used: Hematite, Malachite, and Turquoise
Saving Throw: Will negates (harmless)
Gem Resistance: Yes

When a gem master wields this combination of stones, that individual is able to cause animals (or intelligent creatures – the wielder may affect both animals and intelligent creatures at the same time; see Swift Passage, below) to move extremely quickly for a

lengthy time. Creatures affected by these gems can move at twice their base speed as if they were walking, or at four times their base speed as if running. All affected individuals must remain within 20 feet, plus 5 feet per wielder's level, of the wielder or else lose the benefits. The wielder must roll once every hour against the gem effect's DC.

DC	Magic Point Cost/hour	Creatures Affected
13	1	A single creature, large or smaller
15	2	One huge or large, or three medium-size or smaller, creatures
18	4	One gargantuan, two huge, four large, or eight medium-size or smaller, creatures
22	6	Three huge, six large, or twelve medium-size or smaller, creatures
27	10	Two gargantuan, four huge, eight large, or sixteen medium-size or smaller, creatures
33	14	Five huge, ten large, or twenty medium-size or smaller, creatures

Etc.

Swift Passage

Stones Used: Hematite and Malachite
Saving Throw: Will negates (harmless)
Gem Resistance: Yes

When a gem master wields this combination of stones, that individual is able to cause intelligent creatures to move extremely quickly for a lengthy time. Individuals affected by these gems can move at twice their base speed as if they were walking, or at four times their base speed as if running. All affected individuals must remain within 20 feet, plus 5 feet per wielder's level, of the wielder or else lose the benefits. The wielder must roll once every hour against the gem effect's DC.

DC	Magic Point Cost/hour	Creatures Affected
12	2	A single individual, medium-size or smaller
13	3	One large, or two medium-size or smaller, individuals
14	4	Two large, or four medium-size or smaller, individuals
16	5	Three large, or six medium-size or smaller, individuals
18	6	Four large, or eight medium-size or smaller, individuals
20	7	Five large, or ten medium-size or smaller, individuals
23	8	Six large, or twelve medium-size or smaller, individuals
26	9	Seven large, or fourteen medium-size or smaller, individuals
29	10	Eight large, or sixteen medium-size or smaller, individuals

Etc.

Gem Sorcery

The magical power of the sacred Ring Stones is formidable, indeed. Those who wield the gemstones can literally move mountains with the energy contained inside them. Few can match their power. Still, for some, that is not enough. For those who crave even more might with the Ring Stones, there is another path. It is a darker path, a more dangerous path, but potentially a more rewarding path. It is the path of gem sorcery.

Gem sorcery works in much the same way as normal gem magic. The wielder makes a mental connection with the gemstone, drawing forth its latent energy and controlling it with a thought. The more experienced a wielder is, and the more powerful the stone itself, the more fantastic the results. However, gem sorcery adds a little something extra. Through the use of a series of ritual incantations, a gem sorcerer can increase the force of the gem magic, or actually alter the effects. These alterations are a little more malevolent, a little more sinister than the normal magic, and for very good reason. Gem sorcery gains its extra power from a demon spirit.

The Process

In order to engage in gem sorcery, a character must first have a natural connection to the Ring Stones, through the Ring Stone Affinity feat. In addition, the character must learn the special



rituals that allow her to change the magic of the gemstones. Of course, these sorcerers must also have the prerequisite gemstones in their possession, as well as a set of candles and the tools needed to inscribe symbols, make ritual sacrifices and the like.

The actual mechanics of using gem sorcery is the same as for gem mastery (and, in fact, the great majority of magic a gem sorcerer will practice is gem mastery). The character must spend magic points, make a wield ring stone check, and attempt to achieve a target DC to manifest a certain power. As is the case with gem mastery, the magic points are temporarily consumed, regardless of the level of power achieved. Once a gem sorcerer's magic points are gone, the character is fatigued, and must rest for 8 hours before attempting to wield the gemstones again.

The Risk

Of course, commanding the darker side of the gemstones has a price. When a gem sorcerer draws on the dark magic of the gems, she is imbued with the essence of a demon spirit, and this demon spirit is what warps the magic of the stones and allows the gem sorcerer to work the changed magic. The cost of allowing a demon spirit to possess the character in this way is heavy. It is for this reason that few who gain an affinity for the Ring Stones are willing to walk down the path of gem sorcery.

Each time a gem sorcerer wishes to use one of the altered powers of a gem, she must open herself up to the essence of a demon spirit. The demon spirit takes possession of the character, in much the same way another gemstone user can possess a character through the use of a hematite. However, the demon in this state is passive, allowing the character to maintain control of her own actions. The demon spirit simply lends its nefarious aid to the workings of the stones.

The physical toll on the character performing gem sorcery is immense. Very often, the effort needed to control both the gemstones and demon overwhelms the gem sorcerer, almost like a magic overload. She is weary and unstable on her feet and suffers a reduced level of stamina for a period of time. Eventually, she recovers, but when the process begins again the next time, the same risk is there. Over time, this exhaustion becomes permanent, and the character succumbs totally to the power of the demon housed comfortably inside her.

In game terms, a character loses some level of physical capability when she overworks herself performing gem sorcery. Each time she uses one of the altered powers of the gemstones (as shown in this section), she must make a Fortitude save with a DC of 10 + the number of magic points currently burned off. As long as she succeeds at her save, she can continue to function normally, including wielding more gem magic. Whenever she fails a save, however, she immediately exhausts her supply of magic points, becoming fatigued (–2 Strength, –2 Dexterity, cannot run or charge; see the condition summary in the *DMG*). At that point, she cannot perform any gem magic of any kind until she rests for 8 hours, even as she regains some number of magic points back (1 per level per hour).

Furthermore, the gem sorcerer's body cannot endure the toll of wielding magic of this nature without long-lasting effects. Each time a gem sorcerer gains a level, she must make a Fortitude Save DC 18 or lose 1 point of Strength, Dexterity, or Constitution (the player chooses which of the three Ability scores to reduce). These effects are permanent. Of course, a gem sorcerer could choose to gain a point back whenever she rises to a level that calls for an ability score increase. Otherwise, the character slowly withers away as the demon spirit subtly sucks away her life force.

Once in a very great while, a demon spirit will be clever and mask both its presence and its withering effects from the gem sorcerer, instead creating an illusion of youthful vigor and health for the character. The gem sorcerer feels younger, stronger, and more vigorous than before, and believes that the power she has researched is granting her this newfound energy. Of course, nothing is further from the truth, and should the demon spirit ever decide to abandon the host (or be driven off by another), the effects instantly become apparent. The cumulative Ability point reductions are immediately applied.

For example, at 12th level, a gem sorcerer loses her demonic connection because a gem master recognizes the demon spirit within and banishes it. The player of the gem sorcerer character must immediately roll Fortitude Saves for each of the 12 levels (using the save bonuses appropriate for each level) and reduce her character's three physical ability scores by one point for each failure, in whatever combination she chooses (if the DM decides to conceal the potential side effects in this way, he or she should keep track of the character's statistics at each level to better facilitate this). These reductions are permanent.

If any of a character's ability scores drops below 1 as a result of this type of physical withering, the character dies.

Gem Sorcery Powers

The following powers can only be employed by gem sorcerers, using the same set of gemstones that gem masters do. The format is identical to that of those powers available to gem masters who have the ability to combine stones, as shown in the Combining Stones section.

Bind Spirit

Stones Used: Hematite, Serpentine
Wielding Time: 1 minute + 1 minute per spirit's level
Saving Throw: Will save resists (see text)
Gem Resistance: Yes
Magic Point Cost: 25 + (2 xspirit's HD)
DC: 25

A gem sorcerer can permanently bind the spirit of any sentient creature into an object, rendering that object as an intelligent item. The targeted spirit is allowed a Will saving throw with a +4 bonus to resist. If the saving throw is successful, the spirit resists the attempt and escapes, and the gem sorcerer cannot attempt to bind that spirit again for 1 week. If the save fails, the spirit is permanently bound into the item.

Because of the wielding time of the magic, a gem sorcerer often first employs a *hold spirit* incantation. If the spirit to be bound isn't currently outside its own body, the gem sorcerer can use a *forced spirit walk* incantation to shake the spirit loose of the creature, then hold it with *hold spirit*, and finally attempt to bind it.

The body of a spirit bound in this manner is left incapacitated, withering from lack of food and water, and if left unattended, will die (see **Chapter 3: Running the Game** in the *DMG* for information about starvation and thirst dangers). A bound spirit is unaffected by the death of its body unless it is freed from its item, at which point it vanishes, going wherever the spirits of any other creature depart to. If a spirit is freed while its body is still alive, it can immediately return to consciousness.

Some gem sorcerers will maintain a body with magical sustenance, perhaps promising the spirit a chance to return to it if it will cooperate and serve the gem sorcerer willingly.

Blindness

Stones Used: Cat's Eye, Diamond
Wielding Time: 1 action
Saving Throw: Fortitude negates
Gem Resistance: Yes
DC: 16

The gem sorcerer can attempt a touch attack against one subject, potentially making the target blind. On a successful hit, the target must make a Fortitude save. If the target fails the saving throw to resist, he is blinded. In addition to the obvious effects, a blinded creature suffers a 50% miss chance in combat (all opponents have full concealment), loses any Dexterity bonus to AC, grants a +2 bonus to attackers' attack rolls (they are effectively invisible), moves at half speed, and suffers a –4 penalty on most Strength- and Dexterity-based skills. The target remains blind permanently, though healing with a hematite restores sight.

Consume Essence

Stone Used: Hematite
Saving Throw: Fortitude negates
Gem Resistance: Yes
Magic Point Cost: 3 per round

A gem sorcerer can make a touch attack against an opponent, attempting to drain the life essence of another creature for his own use, restoring his own health in the process. On a successful hit, the target must roll a Fortitude save. If the target fails the saving throw to resist, the gem sorcerer can drain 1d4 hit points per her level per round (maximum 6d4) from the target, using them to heal her own lost hit points. The effect can never be used to gain more hit points than the gem sorcerer would normally have.

Deafness

Stones Used: Diamond, Serpentine
Wielding Time: 1 action
Saving Throw: Fortitude negates
Gem Resistance: Yes
DC: 16

The gem sorcerer can attempt a touch attack against one subject, potentially making the target deaf. On a successful hit, the target must make a Fortitude save. If the target fails the saving throw to resist, he is deafened. A deafened character, in addition to the obvious effects, automatically fails Listen checks and suffers a –4 penalty on initiative. The target remains deaf permanently, though healing with a hematite restores hearing.

Demon Blast

Stores Used: Diamond, Bloodstone
Wielding Time: 1 action
Saving Throw: Fortitude negates
Gem Resistance: Yes
Magic Point Cost: 4 + 3/Strength point
Range: 30 ft. + 10 ft./level (line-shaped burst)

DC: 15 + 2/Strength point

A gem sorcerer can combine the powers of a diamond and a bloodstone to release a withering blast of blue-back energy that deals 1 point of temporary Strength damage per point of the bloodstone's bonus to all it strikes.

Demon Bolt

Stones Used: Diamond, Graphite
Wielding Time: 1 action
Saving Throw: Fortitude Negates
Gem Resistance: Yes
Magic Point Cost: 4 + 3/Dexterity point
Range: 30 ft. + 10 ft./level (line-shaped burst)
DC: 15 + 2/ Dexterity point

A gem sorcerer creates a powerful stroke of red energy that deals 1 point of Dexterity damage to each creature within its area per point of the graphite's bonus. The bolt begins at the wielder and flies out in a straight line, covering a 5-ft-wde area along its length. The demon bolt stops at any barriers.

Demon Fire

Stones Used: Diamond, Ruby
Wielding Time: 1 action
Saving Throw: Fortitude Negates
Gem Resistance: Yes
Magic Point Cost: 4 + 4/Constitution point
Area of Effect: 30 ft. radius
DC: 15 + 2/ Constitution point

The gem sorcerer creates a burst of black flame centered on the gemstone that detonates with silent waves of cold and deals 1 point of temporary Constitution damage per point of the ruby's bonus to all within the area of effect. The demon fire stops at any barriers.

Demon Flare

Stones Used: Celestites, Diamond
Wielding Time: 1 action
Saving Throw: Fortitude Negates
Gem Resistance: Yes

The character turns a handful of these crystals into tiny explosives. The handful of celestite crystals is treated as a grenade-like missile weapon with a range increment of 10 feet. They burst into tiny green flames with a sharp popping sound, causing 1 point of temporary Strength damage to creatures in the area of effect per point of the celestite's bonus. Note that the celestites are used up when their magic is called forth.

The spread of the crystals is as follows:

DC	Magic Point Cost	Area of Effect
18	2	5 ft. radius
24	5	10 ft. radius
30	8	15 ft. radius
36	12	20 ft. radius
42	16	25 ft. radius

Demonic Animal

Stones Used: Turquoise, Hematite
Wielding Time: 1 minute
Saving Throw: Will save resists (see text)
Gem Resistance: Yes
Magic Point Cost: 6 + target's HD
DC: 16

The gem sorcerer can attempt to bind a demon spirit to an animal. The demon spirit is first summoned by the gem sorcerer (using the *summon demon spirit* effect). Once the demon spirit is summoned, the wielder attempts to bind it to a nearby animal (within a 30 ft. radius of the wielder); the demon spirit must make a Will save. If the demon spirit fails this save, it is bound into a host animal of the gem sorcerer's choosing (but the animal cannot have more HD than half the gem sorcerer's levels). Thereafter, the animal gains the fiendish creature template, as described in the *MM* (and where SR becomes gem resistance).

Once a demon spirit is bound into an animal, that creature serves the gem sorcerer to the best of its ability, fighting or carrying out simple tasks. If the animal is slain, the demon spirit is freed and returns to its own plane. A gem master can attempt to banish a demon spirit bound to an animal, and if successful, the animal survives the banishment, returning to a normal creature (see Clear Chrysoberyl for more information).

Forced Spirit Walk

Stones Used: Diamond, Chrysoberyl
Wielding Time: 1 action
Saving Throw: Will save resists
Gem Resistance: Yes
Magic Point Cost: 5 + spirit's HD per round
DC: 26

A gem sorcerer can attempt to force a spirit out of a sentient creature's body. The spirit leaves the body, appearing in an adjacent 5-ft. square of the gem sorcerer's choosing. Once he succeeds in forcing the spirit from the body, the gem sorcerer can maintain the *forced spirit walk* for as long as he has the Magic Points to spare. However, the spirit is not held in any manner, and can attempt

to flee, attack a manifested spirit, or try to possess someone else's body (if the targeted creature is normally capable of doing so).

A gem master or sorcerer can attempt to free a spirit bound inside an item (an intelligent magic item) through the use of this incantation. The gem master must make a Wield Ring Stone skill check, but gains any applicable Wisdom bonus from the spirit itself. The DC is based on the wielder level needed to create the item in the first place. It is equal to

10 + maximum skill rank at required wielder level + gem bonus of the gem used to bind the spirit

For example, if a spirit is bound into a *+1 longsword* (which requires a 5th-level wielder to create) with a +1 hematite, the DC is (10 + 9 + 1 = 20).

Hold Spirit

Stones Used: Hematite, Serpentine
Wielding Time: 1 action
Saving Throw: Will save resists
Gem Resistance: Yes
Magic Point Cost: 5 + spirit's HD per round
DC: 23

A gem sorcerer can attempt to hold immobile a spirit of any sentient creature. The spirit cannot move, speak, or act in any way for the duration.

Liquid Earth

Stone Used: Amber, Malachite
Wielding Time: 1 action
Saving Throw: Reflex Negates
Gem Resistance: No

The wielder can cause an area of solid ground, whether soil or rock, natural or shaped, to liquefy. Creatures unable to levitate, fly, or otherwise free themselves sink down into it. A successful Reflex save (DC 20) allows potential targets to jump clear of the effect. On his next turn, the wielder can choose to release the magic of the stone, causing the soil or rock to harden once more, possibly trapping the creatures inside permanently.

At its most basic form, this effect can liquefy an area 5 feet by 5 feet in area and 2 feet in depth. The wielder can choose to increase this area at the cost of more Magic Points and a higher DC. As the wielder increased the affected area, she can choose to cover a larger surface area or effectively "stack" the liquefied areas together to increase the depth of the mud (to a maximum of 10 feet). The depth of the liquefaction, and the area of effect, is as follows:

DC	Magic Point Cost/Round	Area of Effect
14	2	1 5 ft square
16	4	2 5 ft. squares
18	7	4 5 ft. squares
21	11	8 5 ft. squares
24	16	12 5 ft. squares
28	22	16 5 ft. squares
32	29	20 5 ft. squares
37	37	30 5 ft. squares
42	46	45 5 ft. squares
48	56	60 5 ft. squares

Manifest Spirit

Stones Used: Hematite
Wielding Time: 1 action
Magic Point Cost: 1 per round

While spirit walking (ethereal; see Hematite for more information), a wielder can choose to manifest his spirit, making it semi-corporeal and able to interact in certain ways in the physical world. A spirit that has manifested can speak with and be seen by others in its proximity, even if they are not also using a soul stone. In addition, the spirit can attack a corporeal creature, even though it cannot be harmed itself. To do this, the manifested spirit and the target make opposed Will checks. If the manifested spirit wins, it inflicts damage equal to the amount by which it won the check.

Two spirits can engage in spiritual combat if one or both are manifested. The two spirits make opposed Will checks. The one who succeeds has the ability to drive the other back into its body.

Poison

Stone Used: Hematite, Sunstone
Casting Time: 1 action
Saving Throw: Fortitude negates (see text)
Gem Resistance: Yes

The gem sorcerer inflicts the subject with a poison by making a successful melee touch attack. The wielder determines the nature of the poison before making the attack; the list of possible effects is below. Each of the effects replicates the damage caused by a poison (see **Chapter 3: Running the Game** in the *DMG*), as listed below. Each possible effect is as if the poison is a contact poison; the target must make a Fortitude saving throw for initial and secondary damage as normal, though the wielder is never in any danger of having the poison effect turned back on her.

DC	Magic Point Cost	Poison Effect
15	2	Carrion crawler brain juice
18	4	Nitharit
21	7	Malyss root paste
24	11	Sassone leaf residue
28	16	Terinav root
33	22	Dragon bile
38	29	Black lotus extract

Spontaneous Combustion

Stones Used: Serpentine, Ruby
Wielding Time: 1 action
Saving Throw: Fortitude Negates
Gem Resistance: Yes

The gem sorcerer can cause a single creature to burn up from within in a matter of seconds. The wielder attempts a touch attack on a single creature. If the attack is successful, it can inflict searing heat and fire damage on that target. The target must make a Fortitude saving throw. Success indicates the target suffers no effect, but failure means the target suffers the indicated damage, and if it is sufficient to kill the creature, it is consumed utterly, leaving nothing but a smoking pile of ash.

The costs and effects of the magic are as follows:

DC	Magic Point Cost	Effect
12	2	2d4 damage
14	5	2d6 damage
17	8	3d6 damage
20	11	4d6 damage
23	15	6d6 damage
27	19	8d6 damage
31	23	10d6 damage
36	28	15d6 damage
41	33	20d6 damage
47	38	25d6 damage

Summon Demon Spirit

Stones Used: Hematite and Diamond
Wielding Time: 1 minute
Saving Throw: None
Gem Resistance: No

The wielder is able to summon one or more minor demon spirits (see **Creatures of Corona**) to do his bidding. The wielder must prepare for the summoning, including inscribing a pentagram on the floor. The demon spirits appear within the pentagram and act immediately, on the wielder's turn. The wielder can communicate with the demon spirits while they are still in ethereal form only while ethereal herself, but if the demon spirits possess an object or person, the wielder can speak with them normally. The wielder can control them for as long as she is willing to spend magic points. After that, the demon spirits are free-willed, but they will not act directly against the wielder who summoned them, recognizing her as a kindred spirit.

DC	Magic Point Cost/Round	Number of Demon Spirits
14	2	1
16	4	2
18	6	3
21	9	5
24	12	8
28	16	12
32	20	17
37	25	23
42	30	30

Tiger Form

Stone Used: Tiger's Paw
Wielding Time: 1 action
Magic Point Cost: 1 per round
DC: 20

The wielder completely transforms into a tiger. All of the gem sorcerer's possessions are absorbed into the body while in tiger form. The character takes on all the physical properties of a tiger (see the *MM* for complete details), but retains his own mental faculties.

After each period spent as a tiger, there is a cumulative chance that the gem sorcerer's body absorbs the gemstone permanently. Make a d% roll and if the result is less than the total number of rounds a character has spent in tiger form (the total of all instances, not just the most recent one), the stone is absorbed. Thereafter, the character can transform into a tiger as a free action rather than as a standard action. He still uses magic points as normal, of course.

However, once the stone is absorbed, the character thereafter feels a strong urge to remain in tiger form all the time. Any time the character suffers damage, he must make a Will save against a DC of (20 + the points of damage suffered + the stone's gem bonus) or else involuntarily transform into tiger form. In addition, any time he is in tiger form, he must make a Will save against a DC of (20 + the number of hours transformed + the stone's gem bonus) in order to change back into human form. If for any reason the DC rises higher than the character's ability to achieve success, then the gem sorcerer must remain in tiger form, madly hunting and killing, until he runs out of magic points, at which time he is forced back into human form and is considered exhausted.

MAGIC ITEMS

Magic Items in the *DemonWars* campaign setting are in most ways the same as those found in the *DMG*. They can be weapons, armor, or a host of other helpful tools that let characters perform better, both in combat and beyond. However, there is one major difference to magic items in the lands of Corona: they are almost always powered by Ring Stones.

Not all magic items are this way, of course. The magic that the *Touel'alfar* construct may or may not have gemstones as a part of their enchantment, for the elves also weave their own nature magic into what they make. The *Touel'alfar* also possess the secret of crafting things with silverel, the metallic mineral that is found in and around their hidden valley of *Andur'Blough Inninness*. But far and away, the vast majority of magically crafted weapons, headbands, and whatnot draw on the magic of the gemstones.

What follows is but a brief look at the construction, use and role of magical items on Corona. Additional *DemonWars* sourcebooks will cover this topic in greater depth.

HANDLING MAGIC ITEMS

Magic items in this setting should be rare and wondrous, just as they are in most fantasy settings. The gemstones are rare enough as it is (especially as most of them are locked away in the vaults of St.-Mere-Abelle), though the church secretly sells quite a few gems, many of which find their way into magic items.

Identifying Magic Items

When characters discover magic items, it should be fairly easy for them to figure out how they work—but there are always exceptions. For the most part, anyone with a few ranks in Knowledge (arcana) or Knowledge (gemcraft) can readily identify the nature of the Ring Stones used to craft any particular item. If there is a gem master or gem sorcerer among the group, it's a fairly simple matter to "fall into" the magic of the gem or gems set in the item in question. In this way, the character can determine just what function the stone(s) might have.

Sometimes, however, it's not quite so easy to figure out. If the item doesn't have gems set into it, or the combination of stones is unknown to anyone in the group, then the characters are going to have to figure out on their own just what a particular magic item does, and how well. Don't make a big issue out of this. Generally, a character should discover how something works through a few hours or days of trial and error. After that, it's a good idea to go ahead and explain the benefits of the item so that you can get on to the adventuring. Of course, if you've set up an adventure around the plot of figuring out a special item, then by all means, make them work for it!

Triggers

Most Coronan magic items just work. They don't need a special trigger or command word to activate them. Of course, the gems themselves are the obvious exception to this, but for just about everything else, just wearing or using the item provides the character with the benefits of its magic.

Saving Throws Against Item Powers

If an item performs some magical function that requires a saving throw on the part of its target, that DC is always equal to the minimum DC possible for a wielder who can craft the item. Most of the time, this has already been figured for you, listed in the item descriptions themselves.

Damaging Magic Items

If a magic item is in danger of being damaged, it always gets a saving throw, and regardless of the type of save required, the bonus is the same. The item's bonus is calculated as follows:

If the item has one or more gems set into it: 2 + the total gem bonus.

If the item was made by the Touel'alfar: +5

Silverel Weapons

Silverel is a material unique to *Touel'alfar*-crafted items, for only the elves know how to grow, harvest, and craft the darkfern to make weapons. Anything constructed of silverel is automatically considered a masterwork item. In addition, silverel weapons can be enchanted with magic gems to further enhance them.

CREATING MAGIC ITEMS

As magic works slightly differently on Corona than on other fantasy worlds, so too are the rules for creating magical items different.

The following information provides a brief look at how these rules differ from those presented in the *Player's Handbook* and the *DMG*.

Every elf in the valley carried a bow crafted by Joycenevial, as did every ranger that had gone out from Andur'Blough Inninness in the last half millennium. Not one of them would hold their weapon up against this bow, however, for Belli'mar Joycenevial, as old as the oldest tree in Andur'Blough Inninness, knew that it would be his last.

Humans (Abellican Monks)

A time long ago, the Abellican Church was far more generous in using the sacred Ring Stones outside the monastery walls. It was believed at that time that all should reap the benefits of the deity's blessings, and many were used throughout Honce-the-Bear and beyond.

That is no longer the case. Today, the monks of the church horde the gemstones, though whether from greed, or fear of them falling into the hands of the wicked, or some other, unspoken reason, few can say. Even so, a number of gemstones wind up being put to special use as catalysts for a variety of magical items. And, while fewer magic items are in the hands of the common citizen today than they were perhaps a century ago, there is no doubt that the monks still retain the knowledge of how to create such wondrous treasures.

The Particulars

In order for a character to create a magic item powered by a Ring Stone, she needs three things: skill, time, and resources.

First and foremost, only a character with the Craft Gem Item feat can develop a magic item of this sort. Gem masters and Gem sorcerers are the only two classes that ordinarily have access to this feat.

Second, the character must be of sufficient level to effectively weave the permanent magical effects from the stone into the item. Essentially, the character's level must be equal to:

(total gem bonus x3) + 2

Thus, if a gem master wished to create a *+2 longsword,* for example, she would need to be at least 8th level, since she needs a total gem bonus of +2 for such a weapon.

Special functions of a gem magic item that do not have a direct bonus associated with them (such as a weapon of speed, for example) require an additional point of gem bonus to achieve.

It takes a character 1 day for each 1,000 gp in the price of its magical features. The price of most Coronan magic items can be calculated the same way that standard d20 items are, according to **Table 8–40** in the *DMG*. So, to continue our example, the *+2 longsword* would be priced at 8,000 gp and require 8 days to make.

The character must also expend experience points in order to craft a gem item. This, again, works the same as it does in the standard d20 game, at 1/25 the base price in XP. So our +2 longsword requires the expenditure of 320 experience points.

Lastly, the character needs raw materials to make the item. These raw materials must be valued at half the price of the finished item, and they do not include the price of the gem or gems to be used. So our *+2 longsword* is going to cost our gem master 4,000 gol'bears, plus whatever costs she accrues obtaining the gems she needs, in order to create it.

The Process

For the Abellican monks, crafting a gem item involves a lot more than simply running down to the local general store to buy the needed supplies, and then slapping everything together. A gem magic item must be lovingly made in a holy place, and much of the time spent in its manufacture is taken up with prayer and ceremony. And, of course, no item is frivolously made; there must be a good reason to craft such a wondrous work, although the monks can come up with many such reasons.

In order to properly manufacture a gem item, a gem master must perform the work in private chambers on sacred ground. This means it must be made in a monastery, abbey, or similar church building. The character cannot do anything other than sleep, eat, and work on the item for the duration of the crafting time, or else the process is ruined (and the materials, with the exception of the gem or gems, consumed anyway).

In addition, the character must submit a formal petition to the church leaders (the Abbot or a Master) for permission to make the item, and the petition must include reasons the character feels creating the item is furthering the deity's works. Anything made in this fashion must promote the church's goals and tenets.

For example, a monk might petition the leaders to be allowed to create a sacred sword to be presented to a new King of Honce-the-Bear upon his coronation, or to create a headband of keen sight to be given to a holy warrior who is preparing for a quest to a shrine in currently hostile territory.

Gem Sorcerers

Unlike gem masters, gem sorcerers do not require the same level of closeness to the deity that their gem master brethren do. The time, resources, and skill levels are all the same, but a gem sorcerer simply needs a quiet place to work undisturbed.

A laboratory in a building in downtown Palmaris is perfectly suitable, as is an ancient, leaning tower in the wilds of Alpinador. The location matters not, as long as the gem sorcerer is able to maintain concentration and have access to the raw materials needed.

Gem Items in the Hands of Evil

Because of the sacred nature of the Ring Stones, any magic item created with them is less effective when in the hands of any goblins, powries, or giants. Any gemstone item bestows one negative level on any of these creatures attempting to wear, wield, or use it. This negative level remains as long as the item is in use and disappears when the item is no longer wielded or worn. This negative level never results in actual level loss, but it cannot be overcome in any way while the item is used.

Touel'alfar

The magic of the Coronan elves is far different from that of the brothers of the Abellican church. Their magic comes from within themselves and from the land around them at the same time, rather than from any gemstones. Still, the Touel'alfar have an innate ability to work with the gemstones, and many of them develop the ability to make gem items, adding their own special touch and benefits to the process.

It is rare for anyone other than the elves to possess anything they have made. They rarely deal with humans, and then only on a limited basis. To receive a gift of any elven magic item at all is a high honor. Conversely, any *Touel'alfar* items that fall into the hands of goblins, powries, or giants are relentlessly tracked down and reclaimed, for the elves will not permit their works to be tainted by the hordes of the demon dactyl.

Gem Items

Coronan elves do one thing when they create gem items that humans cannot; they make their items of silverel. Silverel is lighter yet stronger than basic steel, so any weapons crafted with the argent metal are more durable. As well, darkfern, which only grows in and around *Andur'Blough Inninness,* absorbs silverel into itself, making it more durable for use in crafting wooden products (see the sidebar on the game mechanic particulars of both silverel and darkfern).

For the purposes of *Touel'alfar*-made gem items, assume that the elves have access to all the resources they need, and treat them as 18th-level gem masters for the purposes of determining prerequisites. Coronan elves never need to expend experience points to make a gem item.

Elven Magic

Gem items are not the only types of wondrous things the *Touel'alfar* can make. They are also adept at creating many other kinds of items, things that they, and only they, know the secrets of. To craft a non-gem item, the elf in question must have ranks in the alchemy skill, as well as ranks in the appropriate craft skill, for it is the weaving of magic and nature together that allows the elves to manufacture their wares. Thus, within *Caer'alfar,* elves with numerous levels in Expert are most commonly charged with creating the various articles listed.

As these items are all nonstandard, there is no set formula for determining what level of skill a *Touel'alfar* must have in order to succeed in making one. The prerequisite DC is always included in the item listing, and you can assume that the elf is taking 10 to determine success. For particularly important work, the elf can take 20, though this also increases the time needed by a factor of 20 (This is what Belli'mar Joycenevial did while crafting Hawkwing, the extraordinary darkfern bow that was given to Nightbird).

Again, it takes an elf 1 day per 1,000 gp in value of the item in question (or 20 days per 1,000 gp when taking 20).

A *Touel'alfar* can work at his craft undisturbed just about anywhere in *Andur'Blough Inninness,* but most commonly, the elf chooses to work inside his home.

Powries

In contrast to the monks and other humans, and unlike the elves, the evil dwarves of Corona pervert the magic of the gemstones for their own use, tainting them with the earth magic of the demon dactyl and making them dark, sinister things. Like the gem items of the humans, the magical items the powries create are rare. Most speculate that this is because there are few of the dwarves with the skill and patience necessary to do the work, while others argue that there is simply a limit to what the demon dactyl will allow to detract from the actual waging of war, but regardless of the cause, everyone agrees that the rarity of powrie magic is a fortunate thing, indeed.

To the untrained eye, a powrie magic item looks and feels no different than an Abellican item. In fact, many of the powrie items perform the same functions as the treasures the monks craft. Still, the experienced character can tell the differences in workmanship, and can feel the taint of the demon dactyl's earth magic at the core of the article.

The Particulars

Only powries who take levels in gem sorcerer can manufacture earth-magic items. Beyond this requirement, the process is exactly the same as for gem items. Refer to that section, above, for information on calculating the time, cost in materials, and skill levels necessary to create powrie magic items.

Powrie Items in the hands of Humans

Because of the unholy nature of the dactyl's earth magic, any item created with its power is less effective when in the hands of any creatures other than the goblins, powries, and giants. Any powrie item bestows one negative level on any other creatures attempting to wear, wield, or use it. This negative level remains as long as the item is in use and disappears when the item is no longer wielded or worn. This negative level never results in actual level loss, but it cannot be overcome in any way while the item is used.

Magic Item Descriptions

Many of the magic items are based on standard d20 items. Therefore, a full description is not given. Instead, only the additional information (wielder level, market price, and types of gems needed) is listed. Where new items are described, the full description is given, and it follows an almost-identical format to those items listed in the *DMG*.

Silverel

Silverel is a naturally occurring metal that is found in the soil in Andur'Blough Inninness. The *Touel'alfar* can extract it from darkfern and use it to craft weapons of unsurpassed quality (darkfern from which silverel has been extracted is not useable to create sturdy weapons as shown below).

Weapons fashioned of silverel have a natural enhancement bonus of +1. These enhancement bonuses do not stack with gem magic enhancement bonuses, so any magical enhancement bonuses supercede the silverel bonus, although the silverel bonus will work in the area of effect of a sunstone or similar antimagic.

Darkfern

Darkfern is a type of plant that grows in the region of *Andur'Blough Inninness,* absorbing the silverel found in the soil there into its woody stem. The *Touel'alfar* had learned to harvest it and use it in the construction of wooden weapons. Any wooden shield or weapon made of darkfern gain the same benefits that metal items made of silverel do (armor lighter by one category, Dex bonus increased by 2, armor check penalty decreased by 3, natural enhancement bonus of +1).

Magic Armor

Gem stone magic can be used for protection. Although heavy armor is not commonplace in the world of Corona, there are still enough people that wear armor who can benefit from having a chain shirt, shield, or even a pair of gauntlets magically enchanted.

Standard Magic Armor

Regardless of the kind of armor or shield to be enchanted, the basic armor enhancement bonus requires a handful of celestite crystals of the appropriate gem bonus value to be blended with the molten metal during the forging (even if it's just metal buckles and studs for lightweight armor). For example, to create a +3 shield, a single handful of +3 celestite crystals (or three



+1 handfuls) are consumed during the forging. Note that any armor or shield that has a special ability must also have at least a +1 armor enhancement bonus.

The ranger froze in place, staring wide-eyed into the open pit. There, positioned as if it were the very heart of the grave, lay a sword—and not just any sword but a work of art, a beautiful, gleaming treasure. If the tip of its blade was set upon the ground, the end of its balled hilt would not have reached Elbryan's waist, and the width of the blade was no more than the distance between the knuckle and first joint of Elbryan's smallest finger, but there was an unmistakable solidity and strength to the weapon, an aura of power.

Existing Special Abilities

Each of the following standard special abilities can be applied to a piece of armor using gem magic. The description includes the types and power levels of the gems required, as well as the wielder level and market price needed to create the armor or shield ability.

Animated: +1 hematite, +1 malachite; *Wielder Level:* 8th; *Market Price:* +2 bonus.

Arrow Deflection: +1 emerald, +1 serpentine; *Wielder Level:* 8th; *Market Price:* +2 bonus.

Blinding: +1 diamond; *Wielder Level:* 5th; *Market Price:* +1 bonus.

Cold Resistance: +3 ruby; *Wielder Level:* 11th; *Market Price:* +3 bonus.

Fire Resistance: +1 diamond, +2 ruby; *Wielder Level:* 11th; *Market Price:* +3 bonus.

Fortification: serpentine (varies by armor type: +1 light, +3 medium, +5 heavy). *Wielder Level:* varies; *Market Price:* varies.

Glamered: +1 smoky quartz; *Wielder Level:* 5th; *Market Price:* +1 bonus.

Invulnerability: +3 serpentine; *Wielder Level:* 11th; *Market Price:* +3 bonus.

Lightning Resistance: +1 diamond, +2 graphite; *Wielder Level:* 11th; *Market Price:* +3 bonus.

Reflection: +5 sunstone (reflects gem magic rather than spells); *Wielder Level:* 17th; *Market Price:* +5 bonus.

Shadow: +1 cat's eye; +1 diamond; *Wielder Level:* 8th; *Market Price:* +2 bonus.

New Special Abilities

Gem Resistance: This enchantment grants the armor's wearer gem resistance while the armor is worn. The gem resistance can be GR 13, GR 15, GR 17, or GR 19, depending on the armor. It requires a +2 to +5 sunstone in its crafting. *Wielder Level:* varies; *Market Price:* +2 bonus (GR 13), +3 bonus (GR 15), +4 bonus (GR 17), or +5 bonus (GR 19).

Improved Invulnerability: Functions identically to Invulnerability, except that additional serpentines are added. Each additional gem bonus point raises the DR by 5/+1. *Wielder Level:* varies; *Market Price:* varies.

Specific Armors

The following items are unique armors that appeared in the storyline of *The DemonWars Saga.*

Ulg Tik'narn's Bracers

The dactyl forged four of these earth-magic bracers (one for Ulg Tik'narn, one for Ubba Banrock, one for Maiyer Dek, and one for Gothra), each were powerful enough to turn aside even Tempest, Nightbird's highly enchanted sword. It was only when Avelyn was able to bring a sunstone's magic to bear on Ulg Tik'narn that Nightbird finally slew the evil dwarf. The magical gloves were gauntlets of Improved Invulnerability, but they were forged with no less than two +4 serpentines, which gave the wearer a total damage reduction of 20/+4. They do not, however, protect the wearer from energy attacks, such as a graphite's lightning blast, or a bonfire. *Wielder level:* 26th (dactyl only); *Market Price:* 128,000 gp.

Maiyer Dek's Banded Mail

The Fomorian leader, Maiyer Dek, wore this earth-magic armor during the campaign in Caer Tinsella and Landsdown. The giant was wearing this suit of armor when Nightbird slew him the night the alliance between the giants and the powries collapsed. It is a suit of *+2 banded mail of invulnerability,* sized for a giant. Because of Maiyer Dek's great size, the armor required not one but two +3 serpentines to forge its magic, and its cost was doubled. *Wielder Level:* 26th (dactyl only); *Market Price:* 250,000 gp.

Magic Weapons

One of the primary uses of Ring Stones in the crafting of magic items is the creation of weapons. Many swords, bows, and other weapons can be enhanced through the use of gemstones.

Standard Magic Weapons

Regardless of the kind of weapon to be enchanted, the basic weapon enhancement bonus requires a handful of celestite crystals of the appropriate gem bonus value to be blended with the molten metal during the forging. For example, to create a +3 short sword, one handful of +3 celestite crystals (or three +1 handfuls) is consumed during the forging. Note that any weapon that has a special ability must also have at least a +1 weapon enhancement bonus.

Existing Special Abilities

Each of the following standard special abilities can be applied to a weapon using gem magic. The description includes the types and power levels of the gems required, as well as the wielder level and market price needed to create the weapon ability.

Brilliant Energy: +4 diamond; *Wielder Level:* 14th; *Market Price:* +4 bonus.

Dancing: +2 hematite, +2 malachite; *Wielder Level:* 14th; *Market Price:* +4 bonus

Defending: +1 malachite (per point of bonus, metal weapons only) or +1 emerald (per point of bonus, wooden weapons only). *Wielder Level:* varies; *Market Price:* +1 bonus per enhancement bonus

Disruption: +2 hematite; *Wielder Level:* 11th; *Market Price:* +2 bonus.

Distance: +1 clear quartz, +1 malachite; *Wielder Level:* 8th; *Market Price:* +2 bonus.

Flaming Burst: +2 ruby; *Wielder Level:* 8th; *Market Price:* +2 bonus.

Icy Burst: +1 diamond, +1 ruby; *Wielder Level:* 8th; *Market Price:* +2.

Keen: +1 serpentine, +1 diamond; *Wielder Level:* 8th; *Market Price:* +2 bonus.

Shocking Burst: +2 graphite; *Wielder Level:* 8th; *Market Price:* +2 bonus.

Speed: +2 sunstone, +2 tiger's paw; *Wielder Level:* 14th; *Market Price:* +4 bonus.

New Special Abilities

Blind-Fighting: A weapon set with a +1 diamond and a +1 clear quartz enables the character wielding it to fight in total darkness as though he has the Blind-Fight feat. It does not illuminate an area or allow the wielder to see in the dark. *Wielder Level:* 8th; *Market Price:* +2 bonus.

Consuming: With a +1 diamond and a +2 hematite melded into this weapon, the wielder can siphon off the life force of his enemies and consume them for himself. Each time the wielder deals damage to an opponent, he heals 1/4 of that amount of damage himself. He can never gain more hit points than he would normally have in this manner. *Wielder Level:* 11th; *Market Price:* +3 bonus.

Improved Flaming Burst: An improved flaming burst weapon functions like a flaming burst weapon, but it deals 2d6 points of fire damage, or 2d10 points on a critical hit. It requires a +4 ruby to create such a weapon. *Wielder Level:* 14th; *Market Price:* +4 bonus.

Improved Icy Burst: An improved icy burst weapon functions like an icy burst weapon, but it deals 2d6 points of cold damage, or 2d10 points on a critical hit. It requires a +2 diamond and a +2 ruby to create such a weapon. *Wielder Level:* 14th; *Market Price:* +4 bonus.

Improved Shocking Burst: An improved shocking burst weapon functions like a shocking burst weapon, but it deals 2d6 points of electricity damage, or 2d10 points on a critical hit. It requires a +4 graphite to create such a weapon. *Wielder Level:* 14th; *Market Price:* +4 bonus.

Specific Weapons

The following weapons are unique items that appeared in the storyline of *The DemonWars Saga.*

Hawkwing

The *Touel'alfar* presented this longbow to Nightbird as a parting gift. Constructed of darkfern, it is a mighty [+4] longbow. In addition, it can serve as a quarterstaff when unstrung, functioning as a +1 darkfern weapon. *Market Price:* 3,000 gp.

Tempest

This short sword once belonged to Mather Wyndon and was later claimed by Nightbird after a battle with Mather's zombie form. It is one of six special swords the *Touel'alfar* crafted to give to the rangers. *Tempest* is a *+4 silverel keen shortsword of speed* with a +5 special sunstone embedded in the pommel. When Nightbird wields it in battle, he gains an extra single attack at his highest bonus, and his threat range is doubled. *Wielder Level:* 26th; *Market Price:* 128,000 gp.

Defender

This longsword belonged to the Bildeborough family in Palmaris for many years, until Baron Rochefort Bildeborough gave it to Roger Lockless as a gift, and he, in turn, gave it to Jilseponie Wyndon to use. It is one of six special swords the *Touel'alfar* crafted to give to the rangers. *Defender* is a *+4 silverel metal defending longsword* that has four magnetites set into its crossguard. When Jilseponie chooses, she can transfer up to 4 enhancement bonus points to her Armor Class when attacked by metal weapons. *Wielder Level:* 26th; *Market Price:* 128,000 gp.

Molten Spike

This vile weapon was crafted by the demon dactyl and given to one of his bodyguards, a Fomorian giant, to use in battle. Cast from burning lava, it is a *+4 improved flaming burst spike* (treat as a huge longspear) with its earth magic smithed right into it. Whoever wields this weapon is not harmed by the heat, but foes who suffer damage from it also take 2d6 points of fire damage, or 2d10 points on a critical hit. The spike can also be used as a scrying device, automatically homing in on enemies. *Wielder Level:* 26th; *Market Price:* 128,000 gp.

Magic Rings

While not as common as either weaponry or armor, rings set with magic gemstones are also handy items in the world of Corona. Since the sacred Ring Stones are usually small, and jewelry typically has gems set in them for decoration, anyway, combining the two is a logical means of furthering the power of the gem magic.

Existing Rings

A number of standard magic rings (as described in the *DMG*) can be emulated with the gemstones. The description includes the types and power levels of the gems required, as well as the wielder level and market price needed to create the ring.

Animal Friendship: +2 turquoise; *Wielder Level:* 8th; *Market Price:* 9,500 gp.

Chameleon Power: +2 smoky quartz; *Wielder Level:* 8th; *Market Price:* 12,000 gp.

Elemental Resistance, Minor: +1 diamond, +1 ruby (fire)/+2 ruby (cold)/+1 diamond, +1 graphite (electricity); *Wielder Level:* 8th; *Market Price:* 16,000 gp.

Elemental Resistance, Major: +1 diamond, +2 ruby (fire)/+3 ruby (cold)/+1 diamond, +2 graphite (electricity); *Wielder Level:* 11th; *Market Price:* 24,000 gp.

Evasion: +4 serpentine; *Wielder Level:* 14th; *Market Price:* 25,000 gp.

Feather Falling: +1 malachite; *Wielder Level:* 5th; *Market Price:* 2,200 gp.

Force Shield: +2 serpentine; *Wielder Level:* 8th; *Market Price:* 8,500 gp.

Invisibility: +1 diamond, +1 smoky quartz, +1 cat's eye; *Wielder Level:* 11th; *Market Price:* 20,000 gp.

Jumping: +1 malachite; *Wielder Level:* 5th; *Market Price:* 2,000 gp.

Mind Shielding: +2 chrysoberyl; *Wielder Level:* 8th; *Market Price:* 8,000 gp.

Protection: +1 to +5 serpentine; *Wielder Level:* varies; *Market Price:* 2,000 gp (ring +1); 8,000 gp (ring +2); 18,000 gp (ring +3); 32,000 gp (ring +4); or 50,000 gp (ring +5).

Regeneration: +5 hematite; *Wielder Level:* 17th; *Market Price:* 90,000 gp.

Telekinesis: +5 malachite; *Wielder Level:* 17th; *Market Price:* 75,000 gp.

Warmth: +1 diamond; *Wielder Level:* 5th; *Market Price:* 2,100 gp.

Water Walking: +3 amber; *Wielder Level:* 11th; *Market Price:* 15,000 gp.

New Rings

Ring of Poison Resistance: This ring, set with a +1 sunstone, grants the wearer a +4 resistance saving-throw bonus against any type of poison. Each additional gem-bonus increment increases the bonus by 1. *Wielder Level:* varies; *Market Price:* 1,000 gp (+4), 2,000 gp (+5), 4,000 gp (+6), 8,000 gp (+7), 16,000 gp (+8).

Ring of Gem Resistance: This ring, set with a +1 sunstone, grants the wearer a +1 resistance saving-throw bonus against any type of gem magic that allows for one. Each additional gem-bonus increment increases the bonus by 1. *Wielder Level:* varies; *Market Price:* 1,000 gp (+1), 4,000 gp (+2), 9,000 gp (+3), 16,000 gp (+4), 25,000 gp (+5)

Magic Headbands

A few gemstones can be set into a magical headband that provides the wearer a means of permanently enjoying the benefits of the Ring Stone. Rather than creating new types of gem magic, these headbands simply offer those without a natural affinity for the gem magic a means of using their standard powers.

Each of the following gem types can be set into a headband. The description details the benefits for the wearer. Note that the wielder level always begins at 5th, and increases by 3 for every additional gem bonus point (8th at +2, 11th at +3, etc.).

Cat's Eye: Allows the wearer to see up 60 ft. even in total darkness. Additional gem-bonus points increase the range by 20 ft. *Market Price:* 8,000 gp + 1,000 gp per additional increment.

Chrysoberyl: Protects the wearer from all attempts—through the use of a hematite—to influence or read his emotions or thoughts or to possess him outright. Additional gem-bonus points allow all creatures within an area of effect as follows: +2, 5-ft.; +3, 10-ft.; +4, 15-ft.; +5, 20-ft. *Market Price:* 2,000 gp, (+1), 4,000 gp (+2), 8,000 gp (+3), 16,000 gp (+4), 32,000 gp (+5)

Garnet: Allows the wearer to sense magic in a circular area up to 30 ft. away. Additional gem bonus points increase the range by 10 ft. *Market Price:* 15,000 gp + 3,000 per additional increment.

Quartz (clear): Allows the wearer to see twice as far as usual (double the range of all encounter distances), and grant a +5 circumstance bonus to all Spot checks. Additional gem bonus points further increase the range by 25% and increase the bonus by 1. *Market Price:* 1,000 gp (+1), 2,000 gp (+2), 4,000 gp (+3), 8,000 gp (+4), 16,000 gp (+5).

The object of Thagraine's death, a huge purple amethyst, held Avelyn's attention. Gently, reverently, Avelyn reached into the back of his dead companion's head and pulled forth the stone. He could feel the power thrumming within it, the likes of which he had never before imagined. Surely this was greater than any stone at St.-Mere-Abelle! And the size of it! Avelyn's hands were large indeed, yet even with his fingers fully extended he could not touch all edges of the stone.

Miscellaneous Magic Items

There are a handful of magic items that simply don't fit into any other category. What follows is a listing of those items.

Pendant of Seeking: Set with a +1 sunstone and a +1 clear quartz, this pendant causes anyone who falls into the magic of the gemstones to spirit walk to a specific location or person. It can be used as a means of communicating with an ally, to monitor activity at a site, or even to trick unwary foes (with additional magic at the chosen location). *Wielder Level:* 8th; *Market Price:* 1,000 gp.

***Touel'alfar* Green Armband:** This armband has been enchanted with elf magic. When the wearer dons it over her nose and mouth, it filters any contaminants out, making the character immune to the effects of smoke, dust, poisonous gasses, and magic effects that require inhalation. It also allows the wearer to breathe underwater for a number of rounds equal to 1/2 her Constitution score. *Alchemy DC:* 30; *Market Price:* 5,000 gp.

***Touel'alfar* Red Armband:** This armband has been enchanted with elf magic and soaked in special herbs and salves. When the wearer dons it, it functions as a minor regeneration item, healing 1 point of damage each hour. *Alchemy DC:* 35; *Market Price:* 90,000 gp.

Intelligent Magic Items

Any magic items found in the *DemonWars* campaign setting could conceivably also be intelligent. The rules outlined in the chapter on magic items in the *DMG* can be used, with some adjustments, to create an intelligent version of just about any Coronan magic item.

There is one important aspect of Coronan intelligent items, however. The only way to create an intelligent item in the *DemonWars* campaign setting is to bind the spirit of a creature into the item using gem sorcerer magic (see that section for more details). Any item that has a spirit so bound within it gains the mental faculties and relevant powers the creature had before the binding.

The item in question must receive one or more hematites during its creation in order to house the spirit. The total gem bonus of the hematite(s) allows for the binding of up to 3 HD/levels of a single creature. Thus, for example, two +3 hematites could bind a creature with 18 HD/levels. These gems do not add to the total gem-bonus value for the purposes of determining the wielder level necessary to create the item. The market price of the item increases by 10,000 gp

for every level of the bound spirit, which in turn affects the creation time and XP expenditure required.

Because binding a spirit in this manner is considered evil in the extreme, there are very few intelligent items in existence. Few powries have the wherewithal to perform such powerful magic, leaving only the demon dactyl and a handful of very high-ranking gem sorcerers capable, both physically and morally, of making intelligent items.

Artifacts

There are two major artifacts currently known about in at least some quarters of the world of Corona. Others may exist, but knowledge of them has been hidden for the time being.

Amethyst: Avelyn Desbris found this massive purple gemstone on Pimaninicuit after it delivered the killing blow to another monk, Thagraine. Avelyn later stole it from the monastery at St.-Mere-Abelle when he fled that place. He carried the stone with him until he traveled to Mount Aida to confront the demon dactyl. After an intense and protracted battle, Avelyn Desbris shattered the amethyst, bringing forth its magic.

The destruction of the amethyst caused an energy wave to form and build around it, which eventually hit a crescendo that shattered everything in its area of effect. In a 1/2-mile radius, everything—the demon dactyl, the mountain, and Avelyn himself—was destroyed. All that was left was a shallow crater where the top of the mountain had been with the monk's withered hand protruding from its surface.

Lady Dasselrond's Emerald: A gift from Terranen Dinoniel, the champion who last slew the demon dactyl, this incredibly large emerald has powerful magic. Lady Dasselrond, the queen of the Touel'alfar, claims that it is the heart of Caer'alfar, the elven home inside Andur'Blough Inninness. With it, she is able to control the veil of mists that conceals the secret valley, even, when necessary, turning it into a poison that is deadly to any non-elf who tries to enter. The emerald also has the power to allow Lady Dasselrond to teleport a large group of creatures from some location in the larger world to a spot in the middle of Caer'alfar. The gem is rumored to have additional properties, though no one other than the elves are certain what all it is capable of, and they keep their own counsel.

Designing New Items

In the same way it is possible to create new gem powers, it is also possible to create new magic items powered by the sacred Ring Stones (or earth magic, as the case may be). Combining the powers of the stones (or, if you've invented new stones and their powers, working those into the mix) is a straightforward process. Keep the following concepts in mind when you create new items.

- Very often, an idea for a magic item already exists in the standard d20 game. Try to duplicate such an item as much as possible, to keep things balanced.
- Diamond is used to "invert" magic, so combine it with other stones to create reverse effects.
- Pay attention to the rules for minimum wielder level necessary; sometimes, you can combine so many effects that no standard character can create such an item. When that happens, consult the section on combining efforts to create magic items, below.

Cooperative Item Creation

In the DemonWars setting, more than one character can work together to manufacture a magic item, particularly in the case of exceptionally powerful items. This is why some of the specific items are listed with wielder levels that go beyond 20th. One character must function as the main craftsman. For each additional character that wishes to contribute to the process, increase the effective total character level by 1/2 that character's levels. So, if two 4th-level gem masters were assisting a 9th-level gem master to forge a magic sword, the total possible character level would by 9 + 2 + 2 = 11th. There is no limit to the number of characters who can contribute to the crafting of a magic item.

TREASURE

The treasure system in the DemonWars campaign setting works in the same way as the standard d20 game. Treasure is typically found in the possession of monsters, in their lairs, or in the hands of NPCs who oppose the characters. Use the tables found in the *DMG* to generate the kinds of treasures found, with the following exceptions.

Standard Gems

When a gem result is rolled on the treasure tables, only non-magical gems are present. Any Ring Stones are listed in the treasure tables, instead.

Mundane Items

When a Mundane Item result comes up on the tables, instead of using **Table 7–7: Mundane Items** from the *DMG,* use the following:

d%	Mundane Item
01–05	Acid (2d4 flasks, 10 gp each)
06–20	Chain shirt (100 gp)
21–22	Masterwork chain shirt (250 gp)
23–27	Antitoxin (1d4 doses, 15 gp each)
28–32	Mighty shortbow
33–47	Breastplate (200 gp)
48–49	Masterwork breastplate (350 gp)
50–64	Banded mail (250 gp)
65–66	Masterwork banded mail (400 gp)
67–72	Silverel or darkfern melee weapon (select from list in New Rules section)
73–78	Silverel or darkfern ranged weapon (select from list in New Rules section)
79–88	Mighty longbow
89–95	Questel ni'touel—Boggle (1d6 bottles, 75 gp each)
96–100	Red Softening gel (1d3 applications, 25 gp each)

Random Magic Item Generation

When a Magic Item result comes up on the tables, instead of using **Table 8–2: Random Magic Item Generation** from the *DMG,* use the following:

Minor	Medium	Major	Item
01–60	01–60	01–60	Ring Stones
61-67	61–69	61–69	Armor and Shields
68–75	70–78	70–78	Weapons
76–79	79–87	79–87	Rings
80–87	88–96	88–96	Headbands
88–100	97–100	97–100	Misc. Items

Ring Stones

When a Ring Stones result comes up on the tables, use the following:

d%	Ring Stone
01–05	Hematite
06–10	Celestite
11-15	Amber
16-20	Chrysoberyl (Cat's Eye)
21-34	Chrysoberyl (clear)
35-39	Diamond
40-43	Malachite
44-47	Quartz (clear)
48-51	Turquoise
52-54	Emerald
55-56	Garnet
57-58	Graphite
59-61	Magnetite
62-64	Quartz (smoky)
65-66	Ruby
67-68	Serpentine
69-70	Sunstone
71	Tiger's Paw
72-73	Alexandrite
74-75	Agate
76-77	Topaz
78-79	Sardonyx
80-81	Dolomite
82-83	Aquamarine
84-86	Zircon (blue)
87-89	Tanzanite
90-91	Bloodstone
92-93	Peridot
94-95	Obsidian
96-97	Moonstone
98	Onyx
99	Carnelian
100	Citrine

Minor	Medium	Major	Ring Stone Bonus
01–50	—	—	+1
51–83	01–50	—	+2
84–100	51–83	01–50	+3
—	84–100	51–53	+4
—	—	84–100	+5

Armor and Shields

When a Mundane Item result comes up on the tables, instead of using **Table 8–4: Random Armor Type** from the *DMG,* use the following:

d%	Armor	Armor Cost
01–30	Leather	+160 gp
31–50	Chain shirt	+250 gp
51–80	Breastplate	+350 gp
81–100	Banded mail	+400 gp

When a Special Abilities result comes up on the tables, instead of using **Table 8–6: Armor Special Abilities** from the *DMG,* use the table provided here.

Armor Special Abilities

Minor	Medium	Major	Item	Market Price Modifier
01–25	01–17	01–03	Fortification, light	+1 bonus
26–50	18–34	04–06	Glamered	+1 bonus
51–65	35–49	07–10	Gem Resistance (13)	+2 bonus
66–80	50–65	11–14	Shadow	+2 bonus
81–83	66–68	15–17	Cold Resistance	+3 bonus
84–86	69–71	18–20	Fire Resistance	+3 bonus
87–89	72–74	21–23	Fortification, mod.	+3 bonus
90–92	75–77	24–26	Gem Resistance (15)	+3 bonus
93–95	78–80	27–29	Invulnerability	+3 bonus
96–98	81–83	30–32	Lightning Resistance	+3 bonus
—	84–90	33–42	Gem Resistance (17)	+4 bonus
—	91–97	43–52	Imp. Invuln. (10/+2)	+4 bonus
—	—	53–60	Fortification, heavy	+5 bonus
—	—	61–68	Gem Resistance (19)	+5 bonus
—	—	69–76	Imp. Invuln. (15/+3)	+5 bonus
99–100	98–100	77–100	Roll twice again	

Shield Special Abilities

Minor	Medium	Major	Item	Market Price Modifier
01–16	01–12	01–02	Blinding	+1 bonus
17–32	13–24	03–04	Fortification, light	+1 bonus
33–48	25–36	05–06	Glamered	+1 bonus
49–56	37–43	07–09	Animated	+2 bonus
57–64	44–50	10–12	Arrow Deflection	+2 bonus
65–72	51–57	13–15	Gem Resistance (13)	+2 bonus
73–80	58–64	16–18	Shadow	+2 bonus
81–83	65–67	19–21	Cold Resistance	+3 bonus
84–86	68–70	22–24	Fire Resistance	+3 bonus
87–89	71–73	25–27	Fortification, mod.	+3 bonus
90–92	74–76	28–30	Gem Resistance (15)	+3 bonus
93–95	77–79	31–33	Invulnerability	+3 bonus
96–98	80–82	34–36	Lightning Resistance	+3 bonus
—	83–98	37–56	Gem Resistance (17)	+4 bonus
—	—	57–64	Fortification, heavy	+5 bonus
—	—	65–72	Gem Resistance (19)	+5 bonus
—	—	73–80	Reflection	+5 bonus
99–100	99–100	81–100	Roll twice again	

When a Special Abilities result comes up on the tables, instead of using **Table 8–7: Shield Special Abilities** from the *DMG,* use the table provided here.

Weapons

When a Common Melee Weapon result comes up on the tables, instead of using **Table 8–12: Common Melee Weapons** from the *DMG,* use the following:

d%	Weapon	Cost
01–10	Dagger	+302 gp
11–36	Greatsword	+350 gp
37–69	Longsword	+315 gp
70–77	Quarterstaff	+600 gp
78–87	Shortspear	+302 gp
88–100	Sword, short	+310 gp

When an Uncommon Melee Weapon result comes up on the tables, instead of using **Table 8–13: Uncommon Melee Weapons** from the *DMG,* use the following:

d%	Weapon	Cost
01–08	Club	+300 gp
09–29	Flail, heavy	+315 gp
30–46	Flail, light	+308 gp
47–54	Gauntlet	+302 gp
55–62	Greatclub	+305 gp
63–76	Halfspear	+301 gp
77–84	Handaxe	+306 gp
85–92	Lance, light	+306 gp
93–100	Longspear	+305 gp

Melee Weapon Special Abilities

Minor	Medium	Major	Special Ability	Market Price Modifier
01–25	01–17	01–05	Defending	+1 bonus
26–50	18–34	06–10	Keen	+1 bonus
51–56	35–40	11–12	Blind-fighting	+2 bonus
57–62	41–46	13–14	Disruption	+2 bonus
63–68	47–52	15–16	Flaming burst	+2 bonus
69–74	53–58	17–18	Icy burst	+2 bonus
75–80	59–64	19–20	Shocking burst	+2 bonus
81–98	65–84	21–40	Consuming	+3 bonus
—	85–86	41–45	Brilliant energy	+4 bonus
—	87–88	46–50	Dancing	+4 bonus
—	89–90	51–55	Imp. flaming burst	+4 bonus
—	91–92	56–60	Imp. icy burst	+4 bonus
—	93–94	61–65	Imp. shock. burst	+4 bonus
—	95–96	66–70	Speed	+4 bonus
99–100	97–100	71–100	Roll again twice	

Ranged Weapon Special Abilities

Minor	Medium	Major	Special Ability	Market Price Modifier
01–58	01–35	01–20	Distance	+1 bonus
59–70	36–45	21–28	Flaming burst	+2 bonus
71–82	46–55	29–36	Icy burst	+2 bonus
83–94	56–65	37–44	Shocking burst	+2 bonus
—	66–70	45–54	Speed	+4 bonus
—	71–76	55–64	Brilliant energy	+4 bonus
—	77–82	65–74	Imp. flaming burst	+4 bonus
—	83–88	75–84	Imp. icy burst	+4 bonus
—	89–94	85–94	Imp. shock. burst	+4 bonus
96–100	95–100	95–100	Roll again twice	



When a Common Ranged Weapon result comes up on the tables, instead of using **Table 8–13: Common Ranged Weapons** from the *DMG,* use the following:

d%	Weapon	Cost
01–17	Axe, throwing	+308 gp
18–29	Crossbow, heavy	+350 gp
30–41	Crossbow, light	+335 gp
42–47	Shortbow	+330 gp
48–53	Shortbow, mighty (+1 Str)	+450 gp
54–59	Shortbow, mighty (+2 Str)	+525 gp
60–64	Sling	+300 gp
65–76	Longbow	+375 gp
77–82	Longbow, mighty (+1 Str)	+500 gp
83–88	Longbow, mighty (+2 Str)	+600 gp
89–94	Longbow, mighty (+3 Str)	+700 gp
95–100	Longbow, mighty (+4 Str)	+800 gp

When a Melee Weapon Special Ability result comes up on the tables, instead of using **Table 8–15: Melee Weapon Special Abilities** from the *DMG,* use the table provided here.

When a Ranged Weapon Special Ability result comes up on the tables, instead of using **Table 8–16: Ranged Weapon Special Abilities** from the *DMG,* use the table provided here.

Rings

When a Rings result comes up on the tables, instead of using **Table 8–19: Rings** from the *DMG,* use the table provided here.

Headbands

When a Headbands result comes up on the tables, use the table provided here.

Miscellaneous Items

When a Miscellaneous Items result comes up on the tables, use the following:

Minor, Medium, or Major	Item	Market Price
01–45	Pendant of Seeking	1,000 gp
46–90	Touel'alfar Green Armband	5,000 gp
91–100	Touel'alfar Red Armband	90,000 gp

Rings

Minor	Medium	Major	Ring	Market Price
01–06	—	—	Gem Resistance (+1)	1,000 gp
07–11	—	—	Poison Resistance (+4)	1,000 gp
12–16	—	—	Jumping	2,000 gp
17–21	—	—	Poison Resistance (+5)	2,000 gp
22–27	—	—	Protection +1	2,000 gp
28–32	—	—	Warmth	2,100 gp
33–37	—	—	Feather falling	2,200 gp
38–43	—	—	Gem Resistance (+2)	4,000 gp
44–48	—	—	Poison Resistance (+6)	4,000 gp
49–53	01–05	—	Poison Resistance (+7)	8,000 gp
54–59	06–10	—	Protection +2	8,000 gp
60–64	11–15	—	Force shield	8,500 gp
65–70	16–20	—	Gem Resistance (+3)	9,000 gp
71–75	21–25	—	Animal friendship	9,500 gp
76–80	26–30	01–10	Chameleon power	12,000 gp
81–85	31–35	11–20	Water walking	15,000 gp
86–90	36–40	21–30	Elemental res., minor	16,000 gp
91–96	41–50	31–40	Gem Resistance (+4)	16,000 gp
97–100	51–55	41–50	Poison Resistance (+8)	16,000 gp
—	56–60	51–60	Protection +3	18,000 gp
—	61–65	61–65	Invisibility	20,000 gp
—	66–70	66–70	Elemental res., major	24,000 gp
—	71–75	71–75	Evasion	25,000 gp
—	76–80	76–80	Gem Resistance (+5)	25,000 gp
—	81–85	81–85	Protection +4	32,000 gp
—	86–90	86–90	Protection +5	50,000 gp
—	91–95	91–95	Telekinesis	75,000 gp
—	96–100	96–100	Regeneration	90,000 gp

Headbands

Minor	Medium	Major	Headband	Price
01–10	01–05	—	Quartz (clear) (100%/+5)	1,000 gp
11–20	06–10	—	Chrysoberyl (personal)	2,000 gp
21–30	11–15	—	Quartz (clear) (125%/+6)	2,000 gp
31–40	16–20	—	Chrysoberyl (5-ft.)	4,000 gp
41–45	21–25	—	Quartz (clear) (150%/+7)	4,000 gp
46–50	26–30	01–05	Cat's Eye (60 ft).	8,000 gp
51–55	31–35	06–10	Chrysoberyl (10-ft.)	8,000 gp
56–60	36–40	11–15	Quartz (clear) (175%/+8)	8,000 gp
61–65	41–45	16–20	Cat's Eye (80 ft.)	9,000 gp
66–70	46–50	21–25	Cat's Eye (100 ft.)	10,000 gp
71–75	51–55	26–30	Cat's Eye (120 ft.)	11, 000 gp
76–80	56–60	31–35	Cat's Eye (140 ft.)	12,000 gp
81–85	61–65	36–40	Garnet (30 ft.)	15,000 gp
86–90	66–70	41–45	Chrysoberyl (15-ft.)	16,000 gp
91–95	71–75	46–50	Quartz (clear) (200%/+9)	16,000 gp
96–100	76–80	51–60	Garnet (40 ft.)	18,000 gp
—	81–85	61–70	Garnet (50 ft.)	21,000 gp
—	86–90	71–80	Garnet (60 ft.)	24,000 gp
—	91–95	81–90	Garnet (70 ft.)	27,000 gp
—	96–100	91–100	Chrysoberyl (20-ft.)	32,000 gp

CREATURES OF CORONA

The lands of Corona are rife with nasty beasts of several sorts, many of them evil humanoids that live on the periphery of human society, namely the goblins, powries, and Fomorian giants. Most of the time, these creatures are no more than loosely organized bands of marauders, attempting poorly organized raids on frontier communities (or ships in the case of the hated powries) that see little success.

Of course, with the rise of the demon dactyl, circumstances have changed dramatically. Now, the ferocious humanoids are banded together and more coordinated, roaming through the countryside in large armies, with their war engines, all under the command of the dactyl.

The demon dactyl itself has special minions that serve it, especially the lesser demons lurking in the shadows. And the other humanoid races have their favorite pets, such as the Craggoth hound of the powries.

But the humans of Honce-the-Bear and Alpinador do not stand alone against the forces of the dactyl. The Touel'alfar are lurking in their secretive homeland, and on occasion, one or more of the elves appear to aid in the fight against the forces of evil. Even in desperate times, though, such a sighting is rare, indeed.

Beyond these major beings, there are others that live in the lands of Corona, from the fabled centaurs to the more common animals, such as bears and wild horses. The forests, plains, and seas are teeming with life.

Encounter Tables

The lands of Corona are wide and varied in topography and climate. From the frigid northern mountains surrounding the Barbacan to the near-desert land of Behren, there is plenty of variety, both in terrain and the creatures that inhabit it.

Encounter Chance

As a party of characters travels across the lands of Corona, there is a chance per hour of travel that they may run into a wilderness encounter. The first number represents the chance of an encounter during a single hour of travel for that type of terrain; the second (in parentheses) is the chance of a single encounter in 8 hours of travel. If the party does not change categories in the course of a day's travel, it's much easier to roll a single check for the whole day and then determine randomly at what point during the course of the day the encounter takes place.

Terrain	Normal Travel	Open Camping/ Cautious Travel	Concealed Camping/ Hiding
Wilderness	8% (49%)	4% (28%)	2% (15%)
Frontier	10% (57%)	5% (33%)	2% (15%)
Settled	12% (64%)	6% (40%)	3% (20%)

Parties that are moving with unusual caution (half their best possible speed or slower) use the Cautious Travel category. Parties that are stopped or camped use the Open Camping encounter range. Parties that are camping in secret or hiding may the last encounter chance. Any group using fire is not camping in secret unless they can somehow hide the firelight and smoke.

Wilderness areas are not settled but support significant wildlife or monsters.

Frontier areas are lightly settled, but communities are small and far apart.

Settled areas feature broad stretches of cleared land, a fair number of small villages and thorps no more than a day's travel from each other, and some amount of patrols from nearby cities or fortresses.

The lands of Corona have been divided into 9 encounter charts. These charts function the same way the sample encounter charts from the *DMG* do. The encounter areas listed here include Alpinador, The Barbacan, Caer Tinella and Landsdown, The Gulf of Corona, Honce-the-Bear, The Masur Delaval, The Moorlands, The Timberlands, and The Western Mountains.

How to Use the Tables

Use the following tables to generate random wilderness encounters in the listed regions. Notations that identify the source in which a particular monster can be found, as shown below, follow some entries:

(DW)	This book
(none)	*MM*

When the text mentions "see Groups," it is referring to the "Groups Descriptions" following these tables. Each wilderness encounter table includes the following information:

d%: The result on percentile dice that will generate this encounter. Use the Day or Night column, as appropriate.

Encounter: The type of creatures encountered. Some of these may be groups, such as an orc patrol or merchant caravan.

Number Encountered: The number of creatures encountered. If the term "see Groups" appears here, refer to the section following the tables for the exact composition of the encounter.

Alpinador (Cold Hills, Frontier)

% Day	% Night	Encounter	Number Encountered
01–03	—	Abellican monks	see Groups
04–09	01–08	Bandits	see Groups
10–16	09–16	Barbarians	see Groups
17–19	17–19	Centaur, legendary	1
20–25	—	Cougar	1–2
26–29	20–25	Craggoth hound	2–5
30–32	26–28	Dactyl army patrol	see Groups
33–35	29–31	Demon spirit	1–3
36–39	32–37	Fiendish creature	see Groups
40–43	38–43	Giant, Coronan	1–3
44–47	44–49	Goblin	4–9
48–50	50–52	Horse, legendary	1
51–56	—	Horse, wild	5–20
57–62	53–60	Hunters	see Groups
63–68	—	Merchants	see Groups
69–74	61–68	NPC Party	see Groups
75–78	69–74	Powrie	11–20
79–81	75–77	*Touel'alfar*	see Groups
82–84	78–80	*Touel'alfar* woodsman	1
85–90	81–88	Wolf	2–8
91–94	89–94	Wolf, dire	1
95–97	95–97	Wolverine, dire	1
98–100	98–100	Zombie, Coronan	1

Barbican, The (Cold Mountains, Wilderness)

% Day	% Night	Encounter	Number Encountered
01–04	—	Abellican monks	see Groups
05–15	01–06	Demon spirit	1–6
16–22	07–13	Fiendish creature	see Groups
23–33	14–25	Giant, Coronan	5–8
34–44	26–37	Goblin	40–400
45–55	38–49	Dactyl army patrol	see Groups
56–59	50–54	Magma wight	1–3
60–63	55–59	NPC Party	see Groups
64–74	60–71	Powrie	11–20
75–78	72–76	*Touel'alfar*	see Groups
79–82	77–81	*Touel'alfar* woodsman	1
83–93	82–93	Wolf	2–8
94–100	94–100	Wolf, dire	1

Caer Tinella and Landsdown (Temperate Hills, Frontier)

% Day	% Night	Encounter	Number Encountered
01–03	—	Abellican monks	see Groups
04–05	01–03	Badger, dire	1
06–08	04–07	Bandits	see Groups
09–11	08–11	Barbarians	see Groups
—	12–14	Bat, dire	1
12–15	—	Bear, black	1–2
16–19	—	Bear, brown	1–2
20–21	15–17	Bear, dire	1
22–25	—	Boar	5–8
26–27	18–20	Boar, dire	1
28–29	21–23	Centaur, legendary	1
30–33	—	Cougar	1
34–36	24–27	Craggoth hound	2–5
37–39	28–31	Dactyl army patrol	see Groups
40–41	32–34	Demon spirit	1–2
42–43	35–37	Fiendish creature	see Groups
44–46	38–41	Giant, Coronan	1–2
47–49	42–45	Goblin	4–9
50–51	46–48	Horse, legendary	1
52–54	—	Horse, wild	5–20
55–58	49–54	Hunters	see Groups
59–62	—	Merchants	see Groups
63–68	—	Militia	see Groups
69–71	55–58	NPC Party	see Groups
72–75	59–64	Patrol	see Groups
76–78	65–68	Powrie	2–4
79–80	69–71	Rat, dire	1
81–84	72–77	Snake, constrictor	1
85–88	78–83	Snake, viper	1
89	84	*Touel'alfar*	see Groups
90	85	*Touel'alfar* woodsman	1
91–92	86–88	Weasel, dire	1
93–95	89–92	Wolf	2–8
96–97	93–95	Wolf, dire	1
98–99	96–98	Wolverine, dire	1
100	99–100	Zombie, Coronan	1

Gulf of Corona
(Temperate Aquatic, Frontier)

% Day/Night	Encounter	Number Encountered
01–06	Abellican monks	see Groups*
07–10	Fiendish creature	see Groups
11–21	Merchant ship	see Groups
22–27	NPC Party	see Groups*
28–31	Octopus, giant	1
32–42	Porpoise	2–5
43–48	Powrie	11–20*
49–52	Shark, dire	1
53–58	Shark, Large	1–4
59–68	Shark, Medium-size	3–10
69–79	Snake, constrictor	1
80–90	Snake, viper	1
91–94	Squid, giant	1
95–100	Whale, Orca	2–5

*Aboard ship or barrelboat, as appropriate

Honce-the-Bear
(Temperate Plains, Settled)

% Day/Night	Encounter	Number Encountered
01–12	Abellican monks	see Groups
13–17	Bandits	see Groups
18–22	Barbarians	see Groups
23–27	Demon spirit	1
28–32	Fiendish creature	see Groups
33–39	Hunters	see Groups
40–51	Merchants	see Groups
52–63	Militia	see Groups
64–70	NPC Party	see Groups
71–82	Patrol	see Groups
83–89	Snake, constrictor	1
90–96	Snake, viper	1
97–100	*Touel'alfar*	see Groups

Masur Delaval
(Temperate Aquatic, Settled)

% Day	% Night	Encounter	Number Encountered
01–10	01–05	Abellican monks	see Groups*
11–17	06–13	Bandits	see Groups
18–21	14–18	Fiendish creature	see Groups
22–31	19–26	Merchant ship	see Groups
32–38	27–34	NPC Party	see Groups*
39–48	35–42	Patrol	see Groups**
49–58	43–50	Porpoise	2–5
59–65	51–58	Shark, Medium-size	2–4
66–75	59–70	Snake, constrictor	1
76–85	71–82	Snake, viper	1
86–89	83–87	Squid, giant	1
90–93	88–92	*Touel'alfar*	see Groups
94–100	93–100	Whale, Orca	2–4

*Aboard ship
**Along the shore

Moorlands
(Temperate Swamp, Wilderness)

% Day	% Night	Encounter	Number Encountered
01–07	01–07	Bandits	see Groups
—	08–11	Bat, dire	1
08–14	—	Boar	5–8
15–19	12–15	Boar, dire	1–2
20–26	16–22	Craggoth hound	3–8
27–33	23–29	Dactyl army patrol	see Groups
34–37	30–33	Demon spirit	1–3
38–41	34–37	Fiendish creature	see Groups
42–48	38–44	Giant, Coronan	2–5
49–55	45–51	Goblin	10–24
56–59	52–55	NPC Party	see Groups
60–66	56–62	Powrie	11–20
67–70	63–66	Rat, dire	1–4
71–77	67–73	Snake, constrictor	1
78–84	74–80	Snake, viper	1
85	81–83	*Touel'alfar*	see Groups
86–87	84–86	*Touel'alfar* woodsman	1
88–94	87–93	Wolf	2–8
95–98	94–97	Wolf, dire	1–2
99–100	98–100	Zombie, Coronan	1



Timberlands (Temperate Forest, Frontier)

% Day	% Night	Encounter	Number Encountered
01–02	—	Abellican monks	see Groups
03–04	01–03	Badger, dire	1
05–08	04–09	Bandits	see Groups
09–10	10–11	Barbarians	see Groups
—	12–14	Bat, dire	1–2
11–14	—	Bear, black	1–2
15–18	—	Bear, brown	1–2
19–20	15–17	Bear, dire	1
21–24	—	Boar	5–8
25–26	18–20	Boar, dire	1–2
27–28	21–22	Centaur, legendary	1
29–32	—	Cougar	1–2
33–36	23–27	Craggoth hound	2–5
37–40	28–33	Dactyl army patrol	see Groups
41–42	34–35	Demon spirit	1–2
43–44	36–38	Fiendish creature	see Groups
45–48	39–43	Giant, Coronan	2–5
49–52	44–49	Goblin	10–24
53–54	50–51	Horse, legendary	1
55–58	—	Horse, wild	5–20
59–62	52–54	Hunters	see Groups
63–64	—	Merchants	see Groups
65–66	—	Militia	see Groups
67–68	55–57	NPC Party	see Groups
69–70	58–59	Patrol	see Groups
71–74	60–65	Powrie	11–20
75–76	66–68	Rat, dire	1–4
77–80	69–74	Snake, constrictor	1
81–84	75–80	Snake, viper	1
85–86	81–82	*Touel'alfar*	see Groups
87–88	83–84	*Touel'alfar* woodsman	1
89–90	85–87	Weasel, dire	1
91–94	88–92	Wolf	2–8
95–96	93–95	Wolf, dire	1–2
97–98	96–98	Wolverine, dire	1
99–100	99–100	Zombie, Coronan	1

Western Mountains (Temperate Mountains, Wilderness)

% Day	% Night	Encounter	Number Encountered
01–03	—	Abellican monks	see Groups
04–10	—	Bear, black	1–2
11–17	—	Bear, brown	1–2
18–21	01–05	Bear, dire	1–2
22–24	06–09	Centaur, legendary	1
25–31	—	Cougar	1–3
32–38	10–18	Craggoth hound	1–4
39–45	19–27	Dactyl army patrol	see Groups
46–49	28–32	Demon spirit	1–6
50–53	33–37	Fiendish creature	see Groups
54–60	38–46	Giant, Coronan	3–8
61–67	47–55	Goblin	10–100
68–70	56–59	Magma wight	1
71–74	60–65	NPC Party	see Groups
75–81	66–74	Powrie	11–20
82–83	75–78	*Touel'alfar*	see Groups
84–86	79–82	*Touel'alfar* woodsman	1
87–93	83–91	Wolf	2–8
94–97	92–96	Wolf, dire	1–2
98–100	97–100	Zombie, Coronan	1

Groups

Group encounters listed above are described here.

Abellican Monks: 3d4 low-level brothers (level 1d3), 2d4 mid-level brothers (level 1d4+3, multiclass with gem master), and 1d2 leaders (level 1d6+9, multiclass with gem master).

Bandits: 1d3+2 1st-level warriors and 1d2 NPC leaders (level 1d3). To determine the leaders' class, roll d%: barbarian 01–20, fighter 21–80, rogue 81–100.

Elbryan held his breath as the great horse, shining black except for white on the bottoms of its forelegs and a white diamond above its eyes came out onto the open field. It was taking his measure, Elbryan knew… The stallion pawed the ground, then reared and whinnied. It came forward in a short burst, a show of strength, then turned and thundered away into the forest.

Barbarians: 1d3+1 1st-level Alpinadoran barbarians and 1d2 Alpinadoran barbarians of level 1d4+1.

Dactyl Army Patrol: 1d4+1 Coronan giants, 1d10+5 powries, and 2d10+20 goblins. To determine additional group make-up, roll d%: Craggoth hounds (2d4) 01–20, war engines (1d3) 21–70, slaves/prisoners (2d6+10) 71–100.

Fiendish Creature: Choose from the following normal animals, based on climate and terrain: badger, bat, bear, boar, cougar, wild dog, eagle, fox, hawk, moose, octopus, owl, porpoise, raccoon, rat, raven, shark, snake, squid, weasel, wolf, and wolverine.

Hunters: 1d4 warriors (level 1d2), 1 fighter (level 1d4).

Merchant ship: A sailing ship (see Chapter 5 of the *DMG*) carrying 4d4 1st-level commoners, 1d3+1 experts (level 1d6), and a group of merchants as described below.

Merchants: 2d4 1st-level commoners, 2d4 1st-level warriors, and 1d2 NPC leaders (level 1d6). To determine the leader's class, roll d%: Expert 01–25, fighter 26–50, rogue 51–100. Merchants are usually neutral.

Militia: 1d6+2 1st-level warriors.

NPC Party: The party consists of 1d3+2 NPCs. To determine the level range, roll d%: 01–50, level 1d3; 51–75, level 1d3+3; 76–90, level 1d3+6; 91–99, level 1d3+9; 100, level 1d3+12.

Patrol: 1d4+2 King's Troopers of level 1d2 and 1 leader of level 1d4+1.

***Touel'alfar*:** 1d6+6 1st-level warriors, 1d3 fighters (level 1d3+1), and 1 leader (level 1d4+1). To determine the leader's class, roll d%: fighter 41–50, gem master 51–80, rogue 81–100.

New Creatures

Each of the following entries for the creatures of Corona follows the same format as found in the *MM*. Refer to that book for more information on the various listings and information found in each entry. In addition to the creature entry itself, this section of the *DemonWars* campaign setting includes a table of creatures by challenge rating, as well as a set of encounter tables for generating random encounters.

Most of the monsters' special attacks, special defenses, and special qualities (if any) are taken directly from the *MM*, and you should consult that book for more information. Any new types of attacks, defenses, or qualities are listed immediately after the encounter tables. Note that the spell resistance listed for any creature from the *MM* can be seamlessly converted to gem resistance for the purposes of this setting.

Gem Resistance

Some creatures (such as the demon dactyl) exhibit a certain level of resistance to the magic of the gems. This is listed in their entries as Gem Resistance. It functions exactly like Spell Resistance in all respects; it's simply a variation on the existing mechanic. Any creature listed from other sources as having spell resistance can have gem resistance substituted for that.

Animals

	Cougar	Deer	Fox
	Medium-Size Animal	**Medium-Size Animal**	**Small Animal**
Hit Dice:	3d8+6 (19 hp)	2d8 (9 hp)	1d8 (4 hp)
Initiative:	+4 (Dex)	+3 (Dex)	+3 (Dex)
Speed:	40 ft., climb 20 ft.	40 ft.	40 ft.
AC:	15 (+4 Dex, +1 natural)	13 (Dex)	15 (+1 size, +3 Dex, +1 natural)
Attacks:	Bite +6 melee, 2 claws +1 melee	Antlers +3 melee	Bite +4 melee
Damage:	Bite 1d6+3, claw 1d4+1	Antlers 1d3+3	Bite 1d4–2
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.
Special Attacks:	Pounce, improved grab, rake 1d4+1		
Special Qualities:	Low-light vision, scent	Low-light vision, scent	Low-light vision, scent
Saves:	Fort +5, Ref +6, Will +2	Fort +3, Ref +6, Will +1	Fort +2, Ref +5, Will +1
Abilities:	Str 16, Dex 19, Con 15, Int 2, Wis 12, Cha 6	Str 14, Dex 17, Con 11, Int 2, Wis 13, Cha 5	Str 7, Dex 17, Con 10, Int 2, Wis 12, Cha 7
Skills:	Balance +12, Climb +11, Hide +9*, Listen +6 Move Silently +9, Spot +6	Listen +6, Search +1, Spot +6	Hide +11, Listen +5, Move Silently +7, Spot +4
Feats:	Weapon Finesse (bite, claw)		Weapon Finesse (bite)
Climate/Terrain:	Temperate forest, hills, or mountains	Temperate forest or hills	Temperate forest or hills
Organization:	Solitary or pair	Family (2–5)	Solitary or pair
Challenge Rating:	3	1/2	1/2
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement Range:	4–5 HD (Medium-size)	3–4 HD (Medium-size)	2–3 HD (Small)

	Moose	Rabbit	Raccoon
	Large Animal	**Tiny Animal**	**Tiny Animal**
Hit Dice:	3d8+9 (22 hp)	1/2 d8 (2 hp)	1d8 (4 hp)
Initiative:	+1 (Dex)	+4 (Dex)	+2 (Dex)
Speed:	40 ft.	30 ft.	30 ft., climb 20 ft.
AC:	11 (–1 size, +1 Dex, +1 natural)	16 (+2 size, +4 Dex)	14 (+2 size, +2 Dex)
Attacks:	Butt +5 melee	—	Bite –1 melee
Damage:	Butt 1d4+6	—	Bite 1d3–3
Face/Reach:	5 ft. by 10 ft./5 ft.	2 1/2 ft. by 2 1/2 ft./0 ft.	2 1/2 ft. by 2 1/2 ft./0 ft.
Special Qualities:	Low-light vision, scent	Low-light vision	Low-light vision, scent
Saves:	Fort +6, Ref +4, Will +2	Fort +2, Ref +6, Will –1	Fort +2, Ref +4, Will –1
Abilities:	Str 18, Dex 13, Con 16, Int 2, Wis 12, Cha 5	Str 2, Dex 19, Con 10, Int 1, Wis 8, Cha 5	Str 4, Dex 15, Con 11, Int 2, Wis 9, Cha 6
Skills:	Listen +7, Search +2 Spot +4	Hide +15, Listen +3, Spot +3	Balance +6, Climb +9, Hide +14, Move Silently +5
Feats:		Dodge	
Climate/Terrain:	Temperate forests, hills and mountains	Temperate plains and hills	Temperate forests and hills
Organization:	Solitary or herd (3–8)	Solitary or pair	family (2–4)
Challenge Rating:	1	1/6	1/4
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement Range:	4–7 HD (Large)	—	2–3 HD (Tiny)



Cougar

These predatory hunters are common in the forests of the Timberlands and in the mountainous regions to the north. They usually measure about 4 feet long and weigh 150 pounds, and they prefer to hunt at night.

Pounce (Ex): If a cougar leaps on its prey during the first round of combat, it can take a full attack even if it has already taken a move action.

Improved Grab (Ex): To use this ability, the cougar must hit with its bite attack. If it gets a hold, it can rake.

Rake (Ex): A cougar that gets a hold can make two rake attacks (+6 melee) with its hind legs for 1d4+1 damage each. If the cougar pounces on its opponent, it can also rake.

Skills: Cougars receive a +4 racial bonus on Hide and Move Silently checks and a +8 racial bonus on Balance checks. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

Deer

These forest creatures are common in all parts of northern Corona, which includes most of Honce-the-Bear and Alpinador, as well as *Anur'Blough Inninness.*

Deer encountered are usually adult does or bucks. Note that only bucks will make an antler attack, and then only when cornered. Deer typically flee at the first sign of danger.

Fox

These wily hunting animals occasionally sneak into civilized regions, raiding chicken coops and rabbit cages for their food.

The typical fox is red to reddish-brown in color with black paws. They are about two feet long, weighing 30 to 40 pounds. Unless particularly hungry, a fox will run at the sight of humans, attacking only when cornered.

Moose

The moose are common in the forests of the Timberlands and Alpinador. They stand 4 to 5 feet tall at the shoulder and sport massive rounded antlers. They tend to be much less skittish around humans than deer, eyeing those they see warily for a few moments before returning to their grazing. An adult bull moose is a dangerous animal when cornered, for it can head butt with its antlers with surprising force.

Rabbit

Rabbits, or wild hares, are common throughout the plains and forests of Corona, occasionally making a nuisance of themselves in frontier gardens. They are quite skittish, hopping or running away at the first hint of danger. They are typically hunted for food and their pelts.

Raccoon

Raccoons are common in the forests of the northern regions of Corona, where they hunt for fish in the streams. A typical raccoon is 1 to 1 1/2 feet long and weighs 20 to 25 pounds. They are insatiably curious creatures, and often make a nuisance of themselves by raiding the garbage of human settlements. They seem to be sly and clever, and this, along with the black stripe around their eyes, gives them the appearance and reputation of laughing bandits.

Craggoth Hound

Medium-Size Beast
Hit Dice: 3d10+3 (19 hp)
Initiative: +2 (Dex)
Speed: 40 ft.
AC: 17 (+2 Dex, +5 natural)
Attacks: Bite +4 melee
Damage: Bite 1d6+3
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Frightful presence, improved grab
Special Qualities: darkvision 60 ft., scent
Saves: Fort +4, Ref +5, Will +3
Abilities: Str 14, Dex 14, Con 13, Int 2, Wis 14, Cha 5
Skills: Wilderness Lore +8*
Climate/Terrain: Any plains and hills (Julianthes)
Organization: pack (5–20) or as pets of powries
Challenge Rating: 2
Treasure: None
Alignment: Always neutral
Advancement Range: 4–5 HD (Medium-size)

Description

Craggoth hounds are fierce hunting dogs used by powries to track foes and guard prisoners.

These beasts are bred for fighting and hunting. They resemble more normal large dogs in almost all aspects, but Craggoth hounds are just a bit more ferocious, and they have an uncanny ability to track prey, even at night.

They stand around 4 to 4 1/2 feet at the shoulder and weigh upwards of 250 pounds. They have large heads and thick necks that meld into their huge torsos. They stand on long, thin legs. Their fur is short, with coloring from brown to black, and their eyes glow, especially at night, with red light.

Combat

Like all dogs, Craggoth hounds attack with their powerful bites. Once they get a hold with their sharp teeth, it's almost impossible to get them to let go again.

Frightful Presence (Su): This ability takes effect automatically when the Craggoth hound bays during the hunt. It affects only opponents with 1 or fewer Hit Dice. The affected creature must make a successful Will save (DC 8) or become shaken. Success indicates that the target is immune to the Craggoth hound's frightful presence for 24 hours.



Improved Grab (Ex): If the Craggoth hound hits with its bite attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. The Craggoth hound then simply clamps down with its powerful jaws, holding the opponent. Each successful grapple check it makes during successive rounds automatically deals the damage listed for the attack that established the hold.

Skills: *Craggoth hounds receive a +4 racial bonus to Wilderness Lore checks when tracking by scent.

Society

Craggoth hounds are native to the Julianthes, also known as the Weathered Isles, and they are bred there as pets by the powries. The Craggoth hounds are trained to guard prisoners, chase escaped prey, and attack foes in battle.

Occasionally, Craggoth hounds are abandoned or lost during war, and turn wild. When this happens, they roam wild in packs, hunting for food. Wild packs of Craggoth hounds will attack goblins, humans, and even powries, if they have been wild for at least 1 generation.

Demon Dactyl

Large Outsider (Chaotic, Evil)
Hit Dice: 20d8+80 (206 hp)
Initiative: +1 (Dex)
Speed: 40 ft., fly 80 ft. (good)
AC: 25 (–1 size, +1 Dex, +15 natural)
Attacks: 2 claws +27/+22/+17/+12/+7 melee, bite +25 melee
Damage: claw 1d8+7, bite 1d6+3
Face/Reach: 5 ft. by 5 ft./10 ft.
Special Attacks: Fear, frightful presence, earth magic abilities
Special Qualities: DR 20/+2, fire affinity, fast healing 5, darkvision 60 ft., gem resistance 20, demon qualities, spell-like abilities
Saves: Fort +16, Ref +13, Will +16
Abilities: Str 25, Dex 13, Con 19, Int 20, Wis 18, Cha 15
Skills: Bluff +18, Concentration +20, Diplomacy +20, Hide –3, Intimidate +20, Jump +23, Knowledge (arcana) +21, Knowledge (history) +21, Knowledge (planes) +21, Listen +20, Scry +21, Spellcraft +14
Feats: Leadership, Multiattack, Weapon Focus (claw), Weapon Focus (bite)
Climate/Terrain: Mount Aida, the Barbacan
Organization: Unique
Challenge Rating: 22
Treasure: Double Standard
Alignment: Chaotic evil
Advancement Range: —

Description

The demon dactyl is the fountain of all evil in the world of Corona, the wellspring from which all suffering comes.

Towering to 12 feet in height and weighing close to 900 pounds, the demon dactyl is a terrible thing to behold. Its red, scaly skin seems blistered and cracked, and its bat-like wings can fan out to 20 feet, easily powerful enough to lift a full-grown bull off the ground in flight. Its head is vaguely human in shape, though its features are sharper, more angular, and definitely more fiendish. It has a tuft of short-cropped black hair, from which sprouts two rounded horns. It sports a pair of menacing fangs in its leering mouth, as well as a set of lethal claws at the end of its unnaturally long fingers. Its hate-filled eyes, usually black, glow red when the dactyl is agitated or excited.

The demon dactyl lives only to bring woe and suffering to the races of men and elves, and its existence is eternal. Through intimidation and trickery, it is able to muster great armies of goblins, powries, and Fomorian giants to wreak havoc on the rest of the world. Even in defeat, the demon dactyl is a menace, for it actually exists as a spirit, and the form it inhabits on Corona is merely a dangerous and frightful shell.

Combat

The demon dactyl prefers to have minions do its actual fighting for it, cunningly sitting in the background and manipulating its forces to greatest effect. Even in its lava-filled chamber, the dactyl relies on its earth magic to create and control formidable bodyguards.

When the dactyl is forced to fight directly, however, it is a dangerous opponent. It has a plethora of magical abilities to draw on, slinging fire and black energy at will. Occasionally, for its own amusement and delight, the demon dactyl will actually use its claws and bite to rend foes or disobedient minions into bloody ribbons.

Fear Aura (Su): Any creature struck by the dactyl's claws must succeed at a Will save (DC 18) or flee in terror for 1d6 rounds.

Fire Affinity (Ex): The demon dactyl is immune to fire of all kinds. Further, the dactyl can control the flow of lava within a one-mile radius, forcing it to flow down specific tunnels or even to flow "up" at a speed of 20 ft./round.

Frightful Presence (Su): This ability takes effect automatically when the demon dactyl fans its wings and roars at its enemies. It affects only opponents with fewer than 13 Hit Dice or levels. The affected creature must make a successful Will save (DC 20) or become shaken. Success indicates that the target is immune to the dactyl's frightful presence for 24 hours.

Earth Magic Abilities (Sp): The demon dactyl, being the source of all earth magic in Corona, can use any of the gem stone powers, as well as the gem sorcerer powers, at will. The demon dactyl uses these powers as a 20th-level gem sorcerer (and possesses 220 Magic Points).

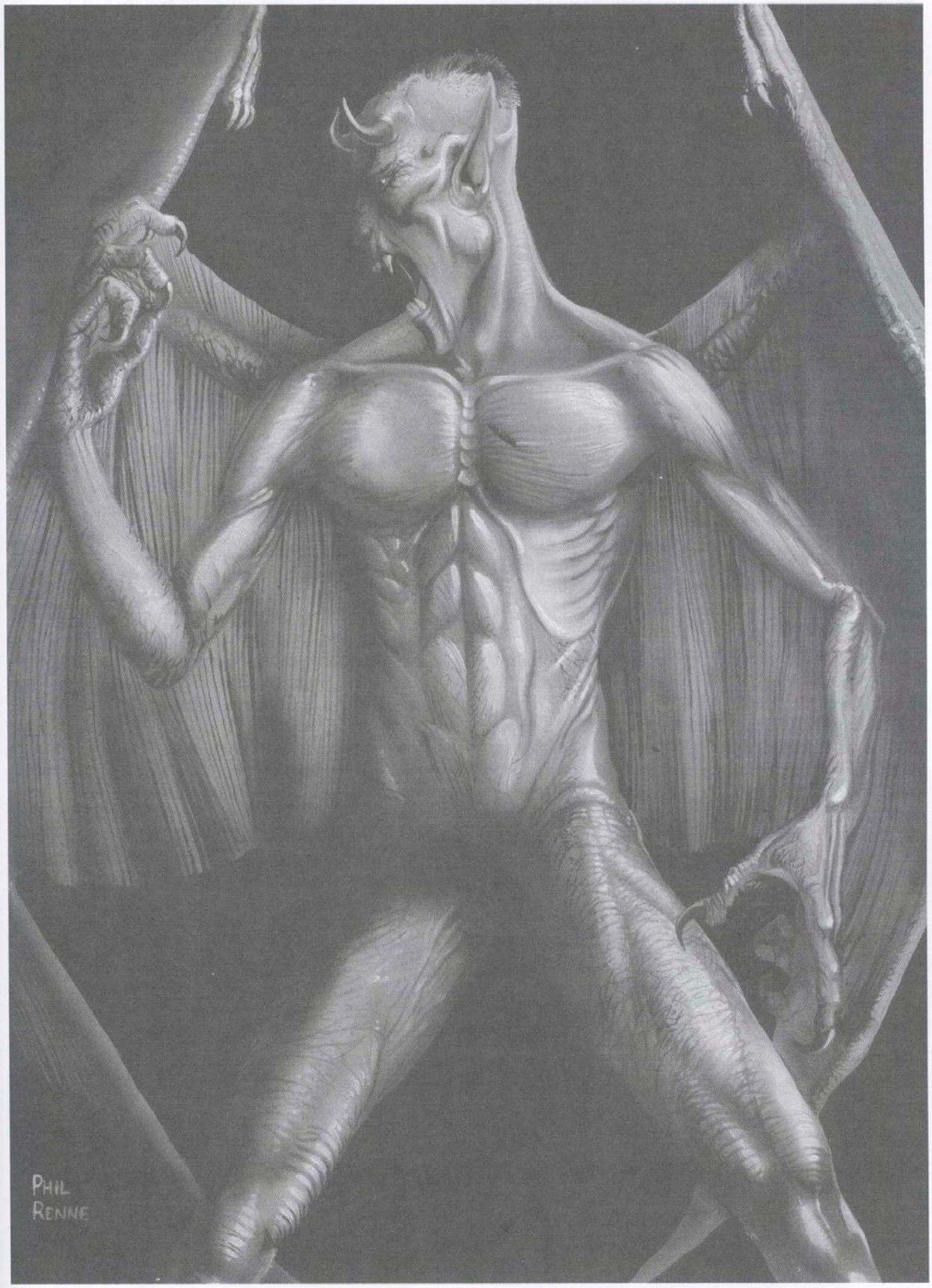
Fast Healing (Ex): The demon dactyl regains hit points at 5 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, and it does not allow the dactyl to regrow or reattach lost body parts.

Demon Qualities: Immune to poison; cold, electricity, and acid resistance 20; can communicate telepathically with any creature within 1,000 ft. that has a language.

Spell-like Abilities (Sp): At will—bestow curse, control undead, hideous laughter, improved darkness, invisibility, summon monster V and true seeing; 3/day—geas, mass suggestion, meteor swarm and screen. All these abilities are as if cast by a 20th-level wizard (save DC 17 + spell level).

Society

The demon dactyl is a unique entity, and it exists solely for the purpose for spreading evil throughout the world. Indeed, many scholars on Corona speculate that the demon dactyl is the source of all evil, helping to generate all of the base things man does in life. Even when it is slain in it material form, the demon dactyl merely returns to spiritual form and seeks a time when it can return to flesh and blood and begin the process anew.


PHIL
RENNE

Demon Spirit

Medium-size outsider (Chaotic, Evil)
Hit Dice: 2d8 (9 hp)
Initiative: +4 (Improved Initiative)
Speed: 30 ft.
AC: 15 (+5 natural)
Attacks: 2 claws +2, bite +0
Damage: claw 1d4, bite 1d4
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: possession
Special Qualities: DR 10/+1, fast healing 2, darkvision 60 ft., gem resistance 10, demon qualities
Saves: Fort +3, Ref +3, Will +3
Abilities: Str 10, Dex 10, Con 10, Int 5, Wis 11, Cha 15
Skills: Jump +5, Search +2
Feats: Improved Initiative
Climate/Terrain: Any
Organization: Solitary or swarm (5–12)
Challenge Rating: 2
Treasure: none
Alignment: Chaotic evil
Advancement Range: 3–6 HD (Medium-size), 7–10 HD (Large)

Description

Demon spirits are incorporeal malevolent creatures that take great pleasure in possessing animals and humans.

Demon spirits are vaguely human in shape, though their visages are obviously more demonic, and they appear shadowy and indistinct to other spirit walkers. They are, of course, invisible to creatures otherwise.

Demon spirits exist on their own plane until summoned by either the demon dactyl or a gem sorcerer, at which time they function just like a gem master using a hematite to spirit walk. They can be commanded by others (see the gem sorcerer section), but if left to their own devices, they will attempt to inhabit living bodies first, and corpses second.

Combat

Demon spirits cannot affect anything in the material world, and vice versa. In fact, the only time most others even notice the presence of a demon spirit is after it has possessed a body. At that point, the possessed creature's eyes glow with a feral red light, and the demon's unearthly snarling is plainly heard as it tries to attack anything it can reach.

Once a demon spirit has coalesced inside a body, it can use its physical attacks, and indeed, the shape of the creature the demon spirit has inhabited changes noticeably, with the red eyes, protruding fangs, and clawed hands.

Fast Healing (Ex): The demon spirit regains hit points at 2 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, and it does not allow the spirit to regrow or reattach lost body parts.

Demon Qualities: Immune to poison; cold, electricity, fire, and acid resistance 10.

Note: The information provided in the statistics block is for a demon spirit that has inhabited a corpse. If the demon spirit successfully possesses a living human or other creature, then use the Fiendish Creature template in Appendix 3 in the *MM*.

Society

Demon spirits are not native to the material world, but they are found here either as a single wandering entity or in swarms of 5–12.



Giant, Coronan (Fomorian)

Huge Giant
Hit Dice: 15d8+60 (127 hp)
Initiative: –1 (Dex)
Speed: 50 ft.
AC: 17 (–2 size, –1 Dex, +10 natural)
Attacks: Huge club +16/+11/+6 melee; or rock +8/+3/–2 ranged
Damage: Huge club 2d6+10; or rock 2d6+7
Face/Reach: 10 ft. x10 ft./15 ft.
Special Attacks: Rock throwing
Special Qualities: Rock catching
Saves: Fort +13, Ref +4, Will +4
Abilities: Str 25, Dex 9, Con 19, Int 6, Wis 8, Cha 6
Skills: Climb +14, Hide –9, Jump +15
Feats: Cleave, Great Cleave, Power Attack
Climate/Terrain: Any hill, mountains, and underground
Organization: Solitary, gang (2–5), band (6–9), raiding party (6–9 plus goblins)
Challenge Rating: 14
Treasure: Standard
Alignment: Chaotic Evil
Advancement Range: By character class

Description

The Fomorian giants of Corona are huge, brutish, stupid creatures that rely on their great size and strength to overcome their lesser mental faculties.

Coronan giants are tall, thick creatures, standing 15 feet high or taller and weighing 3,000 pounds or more. They tend to dress in crude skins or roughly worked clothing. They prefer raw meat, often hunting goblins for their food. While the other evil races of Corona are considered truly despicable, some folks think of the giants as too stupid to truly understand the moral repercussions of their actions. This hasn't stopped the humans from killing the beasts whenever possible, however, for the giants are quick to try to pound their foes on sight.

Coronan giants can speak the language of men, though they know only a handful of words most of the time. They can also speak their own language. When they work with other evil races (a rare occurrence), they use the common language of humans.

Combat

Fomorian giants prefer to smash anything and everything they can see with their huge clubs, although they also find great sport in throwing very large rocks at things. Occasionally, a giant will be smart enough or lucky enough to find a huge sword of some sort, and it will use that weapon to justify its position of leader.



Rock Throwing (Ex): Fomorian giants are accomplished rock throwers and receive a +1 racial bonus to attack rolls when throwing rocks. They can throw rocks weighing up to 75 pounds 5 range increments of 100 feet each.

Rock Catching (Ex): Fomorian giants can catch rocks(or similar projectiles) hurled at them. Once per round, a giant that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium-size rock, and 25 for a Large one. (If the projectile has a magical bonus to attack, the DC increases by that amount.) The giant must ready for and aware of the attack.

Coronan Giant Society

Fomorian giants live in the mountains in the northern part of the continent, foraging south into the forested human lands of Honce-the-Bear (primarily the Timberlands) and Alpinador for food and supplies. A single giant encountered away from the rest of the clan is usually a young adult striking out on its own. A gang of giants together is usually a small hunting party of adults, while a larger band is likely to be an extended family of the brutes (and therefore more often encountered in the mountains). A raiding party, on the other hand, is what is most often encountered in the more southerly human lands. During times when the demon dactyl is active, giant raiding parties are found in the company of powries and goblins and are often driven by giant leaders of some intelligence and cunning.

Certain especially strong, intelligent, and powerful giants learn additional skills as combatants (gaining levels in fighter). These specimens are selected by the demon dactyl to serve as personal bodyguards or to lead armies into battle. These advanced giants are always equipped with the best armor and weapons.

Legendary Centaur

Large Outsider
Hit Dice: 4d8+28 (46 hp)
Initiative: +9 (+5 Dex, +4 Improved Initiative)
Speed: 50 ft.
AC: 21 (–1 size, +5 Dex, +7 natural)
Attacks: Greatclub +12 melee, 2 hooves +8 melee; or mighty longbow (+9) +13 ranged
Damage: Greatclub 1d10+9, hoof 1d8+7; or mighty longbow 1d8+9
Face/Reach: 5 ft. by 10 ft./5 ft.
Special Attacks: Frightful presence (DC 14)
Special Qualities: DR 10/+1
Saves: Fort +11, Ref +12, Will +10
Abilities: Str 28, Dex 20, Con 25, Int 10, Wis 15, Cha 15
Skills: Hide +4, Listen +5, Move Silently +5, Spot +5, Wilderness Lore +8
Feats: Improved Initiative, Weapon Focus (hoof)
Climate/Terrain: Temperate forests
Organization: Solitary
Challenge Rating: 5
Treasure: Standard
Alignment: Usually neutral good
Advancement Range: By character class

Description

The legendary centaur is a paragon of its race, a huge but graceful specimen of its kind. It is a solitary figure that is seen by few.

The legendary centaur is an extraordinary archer and cunning woodsman with an unmistakable appearance. It has the upper torso, arms, and head of a human, while its lower body is of a great horse, equivalent in size to the most majestic of those beasts. A legendary centaur can stand nearly 7 feet tall and weigh 2,500 pounds, all of it raw muscle.

It wears no clothing or armor, yet it adopts many other human customs, such as the way it grows its hair or beard, or by wearing jewelry, belts, and other decorations or functional items.

While a legendary centaur can easily subsist on the bounty of the forest, it is not against sating its hunger on the flesh of goblins and powries, though it finds the latter to be somewhat tough and sinewy. Most of the time, though, it is content to devour berries and lichen, or to hunt rabbits, foxes, and squirrels.

A legendary centaur spends most of its life in peaceful wonderings, often playing a mournful tune on a favored instrument. Typically, this instrument is enchanted in such a way that the centaur can perform without being found; the music simply seems to come from everywhere and nowhere at once.



Combat

The legendary centaur's favorite weapon is its massive bow, which can fire arrows the size of small spears with amazing force. Few can hope to get even a portion of the pull the centaur does with its weapon. In addition, nothing pleases a legendary centaur more than the resounding crunch of bone when it hits a foe with its massive greatclub. One of the creature's favorite tactics is to lift a goblin or powrie completely off the ground in one hand and smack it on the head with its cudgel.

The centaur can also make its enemies pay for getting too close to its hindquarters, lashing out with its hooves with deadly accuracy. Few can engage a legendary centaur one-on-one because of the multitude of attacks at its disposal.

Frightful Presence (Ex): When a legendary centaur roars its battle cry, it inspires terror in all creatures within 20 feet that have fewer than 2 Hit Dice or levels. Each possible opponent must succeed at a Will save (DC 14) or become shaken, which lasts until the opponent is out of range. Success leaves the targeted monster immune to the centaur's roar for 24 hours.

Society

Legendary centaurs are loners, or at most, part of a small family. Few of these creatures roam the world, though, for they truly come from a time long ago. They are on generally good terms with the *Touel'alfar,* though they never actually set hoof in *Anur'Blough Inninness.* When the demon dactyl's armies march forth to attack the humans, the legendary centaur aids the frontier settlements in its own, secretive ways.

Legendary Horse

Large Outsider
Hit Dice: 4d8 +32 (50 hp)
Initiative: +8 (+4 Dex, +4 Improved Initiative)
Speed: 50 ft.
AC: 22 (–1 size, +4 Dex, +9 natural)
Attacks: 2 hooves +11 melee; bite +9 melee
Damage: Hoof 1d8+9; bite 1d6+4
Face/Reach: 5 ft. by 10 ft./5 ft.
Special Attacks: Frightful presence (DC 12)
Special Qualities: Haste, low-light vision, scent
Saves: Fort +15, Ref +11, Will +6
Abilities: Str 28, Dex 19, Con 27, Int 4, Wis 15, Cha 10
Skills: Listen +9, Move Silently +5, Spot +9
Feats: Improved Initiative, Multiattack
Climate/Terrain: Temperate plains and forests
Organization: leader of a herd
Challenge Rating: 4
Treasure: None
Alignment: Always neutral
Advancement Range: —

Description

The legendary horse is a powerful stallion, leading the herd of wild horses that can be found in the wilds of Corona.

These magnificent specimens are rare, but when they are found, legendary horses are always the leaders of their kind, choosing the grazing land, ever watchful for dangers, and defending the other horses from threats. They are rarely seen, usually just as a thundering blur when a herd of the wild horses charges by.

A legendary horse sometimes stands literally head and shoulders above the other horses in its herd, rising as high as 6 1/2 feet at the shoulder and weighing close to 2,500 pounds. Nonetheless, a legendary horse is fast and graceful when it runs.

These creatures are usually content to graze on prairie grass, berries, and wildflowers, spending most of each day in this pursuit. They wisely shy away from any of the sentient races they chance to encounter, though occasionally, *Touel'alfar* can approach a legendary horse, and one of the elf-trained rangers has been known to call a legendary horse as its special mount.

Combat

A legendary horse's remarkable intelligence allows it to battle potential foes with cunning and wisdom. It can attack with both of its hooves, and bite at anyone foolish enough to get too close to it. Though one of these creatures is rarely, if ever, ridden, having someone on its back does not hinder it from using its attacks.

Frightful Presence (Su): This ability takes effect automatically when the legendary horse rears up and neighs at its enemies. It affects only opponents with fewer than 2 Hit Dice or levels. The affected creature must make a successful Will save (DC 12) or become shaken. Success indicates that the target is immune to the creature's frightful presence for 24 hours.

Haste (Su): The legendary horse is supernaturally quick, able to take one extra partial action each round.

Low-Light Vision: The legendary horse can see twice as far as a human in starlight, moonlight, torchlight, and similar low-light conditions.

Scent (Ex): The legendary horse can detect approaching enemies, sniff out hidden foes, and track by sense of smell up to 30 feet away, doubled if upwind and halved if downwind.

Society

Legendary horses are certainly rare enough to be seen only once a generation. Even when seen, they are almost never found alone in the wilds. They lead herds of wild horses unless they have been somehow captured or tamed by a sentient race.



Magma Wight

Medium-size undead (Lawful, Evil)
Hit Dice: 6d12+3 (42 hp)
Initiative: +0
Speed: 20 ft.
AC: 25 (+15 natural)
Attacks: 2 slams +9/+4 melee
Damage: Slam 1d10+5 plus 2d6 fire
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Fire
Special Qualities: Fire subtype, regeneration 3, undead traits
Saves: Fort +2, Ref +2, Will +8
Abilities: Str 21, Dex 10, Con –, Int 16, Wis 17, Cha 8
Skills: Climb +14
Feats: Blind-Fight, Improved Critical (slam), Power Attack, Toughness, Weapon Focus (slam)
Climate/Terrain: Any volcanic environment
Organization: Solitary or pack (2–5)
Challenge Rating: 5
Treasure: None
Alignment: Lawful evil
Advancement Range: —

Description

A magma wight is the undead spirit of one who failed a quest in life, now encased in half-hardened volcanic lava.

A magma wight is humanoid in shape and form, though its body is blackened stone, usually obsidian, with hot, glowing magma peeking through dozens of cracks and crevices, particularly where the joints bend. Its eyes are two fiery hot points of raw, burning rock. Its whole body smokes as the outer stone cools, only to be burned away from within.

The magma wight is as tall as a man, though bulkier, and it easily weighs five times as much as a normal human, up to 1,000 pounds or more. Its movement is steady and deliberate, though never quick or dexterous. It is forced to serve at the pleasure of the one who created it, though it retains the mental faculties it had in life, lamenting its failures in whatever quest it was tasked with and desiring only to destroy all enemies of its master.

Combat

A magma wight has little in the way of tactics. It simply stalks its prey with heavy, plodding footsteps, intent on smashing its foes with its two huge, balled fists. In addition to the bludgeoning attacks of its slams, anything it hits also suffers fire damage. It makes little effort to get out of the way of its opponent's attacks, for very little damages it. Its tough, rock-hard outer skin is difficult to penetrate, but even when a blow is strong enough to cause the magma wight damage, the lava in its core simply flows to seal the wound, hardening to match the rest of its body. Even severed limbs are reformed in a single round.

Fire Subtype: Immune to fire damage; takes double damage from cold unless a saving throw for half damage is allowed, in which case it takes half damage on a success and double damage on a failure.

Regeneration (Ex): Damage dealt to the creature is treated as subdual damage, which automatically heals at a rate of 3 per round. Only magical weapons and cold attacks deal normal damage to the creature, which doesn't go away. Attack forms that don't deal hit-point damage ignore regeneration. Regenerating magma wights can regrow lost parts of their bodies.

Undead Traits: Immune to poison, disease, mind-influencing effects, and any effect requiring a Fortitude save unless it also works on objects; not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain; not at risk of death from massive damage, but destroyed at 0 hit points or less; darkvision 60 ft.

Society

Magma wights are created by either the demon dactyl or by someone with very strong connections to the dactyl's earth magic. After a human has died, if it failed to fulfill some duty in its life, sometimes its spirit does not depart, and it remains, spirit walking. When the demon dactyl finds a spirit such as this, it immerses the spirit into the fiery lava of Mount Aida, forming a hard shell of semi-molten stone around the spirit, creating a new undead creature. Some very powerful gem masters have also discovered the means to create a magma wight.

Usually, only a single magma wight is encountered, as the kind of spirits that are necessary to form one are rare. Occasionally, a collective group of slain individuals can be turned into magma wights together, forming a pack of them.

Powrie

Medium-size humanoid
Hit Dice: 2d8+10 (19 hp)
Initiative: +0
Speed: 30 ft.
AC: 16 (+6 natural)
Attacks: short sword, shortspear, or heavy flail +3 melee; or light crossbow +1 ranged
Damage: short sword 1d6+2; shortspear 1d8+3; heavy flail 1d10+3; light crossbow 1d8
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Qualities: Powrie traits
Saves: Fort +5, Ref +3, Will +0
Abilities: Str 15, Dex 10, Con 20, Int 10, Wis 10, Cha 6
Skills: Climb +4, Intimidate +1, Swim +4
Feats: Endurance
Climate/Terrain: any hills or oceans (in barrelboats)
Organization: Team (2–4) or squad (11–20 plus 2 3rd-level leaders)
Challenge Rating: 3
Treasure: Standard
Alignment: Lawful evil
Advancement Range: By character class

Description

Powries are tough, stocky, spindly-limbed dwarves with a nasty disposition and incredible endurance.

These bad-tempered dwarves stand around 4 1/2 to 5 feet tall and weigh in the neighborhood of 200 pounds. They are barrel-chested and ugly, with exaggerated facial features. They are bloodthirsty and wear bright crimson berets, which they dip into the blood of their victims as badges of honor.

Powries can speak the language of humans, though they do so with a thick accent, making the words sound guttural and harsh. They also speak their own language, though when working with any of the other evil races, they speak the common language of men.

Combat

Powries love nothing more than to charge into battle at the first sign of any enemies, whirling their weapons overhead and yelling in delight. If possible, a powrie will bull rush an opponent, attempting to knock him down or slam him into a tree or wall. Although some of them do carry crossbows, these are not the favored weapons of the Coronan dwarves, for they do not have the patience to stand back and fire missiles at their enemies.

Powries are incredibly difficult to injure, due to their amazingly tough hides and stocky statures. Their dense bone structure makes bludgeoning weapons nearly ineffectual; in fact, most normal weapon blows bounce right off of them, barely nicking their skin.

Powrie Traits: Damage reduction 5/+1; +2 racial bonus on saves against gem magic; +2 racial bonus on Fortitude saves against all poisons.

Powrie Society

Powries hail from across the Mirianic Ocean. Most folk believe that they are native to the Julianthes Isles. They travel the open ocean in ships, particularly barrelboats, which are flat, round vessels that sit low in the water. These barrelboats do not have sails at all, and very little decking shows above the water level. Instead, barrelboats are driven by a host of powries who pedal large screws. Powries have such amazing stamina that they receive a +4 racial bonus to checks for any physical activities that extend over a period of time (running, swimming, pedaling their barrelboats, and so on). This bonus is in addition to the bonus they receive for the Endurance feat.

When powries hear the call of the demon dactyl, they pedal their boats to the shores of Honce-the-Bear and Alpinador and launch invasions of those lands. They also come ashore in the north, joining up with Fomorian giants and goblins, and serving in the armies of the demon dactyl. When left to their own devices, they tend to dominate the goblins, working them almost as slaves, and see themselves on even ground with the giants. They like to intimidate their foes, especially through the practice of dipping their berets in the blood of their enemies. The brighter a powrie's cap, the more often he has bathed it in the blood of a defeated foe.

Powries encountered outside of their homeland are usually in small teams of two to four members who are scouting, guarding, or performing some other specific duty, while they can be encountered in larger squads of eleven to twenty dwarves serving as foot soldiers in the dactyl's army or relentlessly pedaling inside their barrelboats.

Touel'alfar

Medium-size Fey
Hit Dice: 2d6 (11 hp)
Initiative: +4 (Dex)
Speed: 30 ft.
AC: 19 (+4 Dex, +4 evasive flying, +1 *bi'nelle dasada*)
Attacks: longsword +4 melee; or longbow +4 ranged
Damage: longsword 1d8–1; longbow 1d8
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: *Bi'nelle dasada*
Special Qualities: Elf traits, low-light vision, leap of the clouds, slow fall
Saves: Fort +0, Ref +6, Will +5
Abilities: Str 9, Dex 19, Con 10, Int 15, Wis 16, Cha 14
Skills: Balance +8, Hide +12, Intuit Direction +7, Jump +5, Knowledge (nature) +6, Listen +6, Move Silently +10, Search +8, Spot +6, Wilderness Lore +7
Feats: Alertness, Hover, Martial Weapon Proficiency (longsword), Point Blank Shot
Climate/Terrain: *Andur'Blough Inninness*
Organization: Company (2–4) or squad (11–20)
Challenge Rating: 2
Treasure: Standard, double goods
Alignment: Lawful good
Advancement Range: By character class

Description

The *Touel'alfar*—the elves of Corona—are a graceful, mysterious race of beings at one with nature and the natural magic of the world.

These slender, elegant creatures look very much like beautiful young humans, with gorgeous golden eyes and hair, and voices as clear and sweet as delicate chimes in the summer breeze. There is one very distinct difference, though—their gossamer wings. These wings are translucent and seem flimsy, but the elves put them to good use.

Touel'alfar are somewhat shorter than humans, standing between 4 and 5 feet tall. They weigh anywhere between 60 and 80 pounds, though they seem remarkably light on their feet. They speak their own language in addition to that of humans.

Most *Touel'alfar* encountered beyond the misty valley where they dwell are accomplished adventurers that have several levels in character classes.

Combat

Touel'alfar are masters of *bi'nelle dasada,* "the sword dance" in their own language, and are unmatched in its use (see *Touel'alfar* woodsman for more information).



Leap of the Clouds: A *Touel'alfar's* maximum jumping distance (vertical or horizontal) is not limited according to his height (see the Jump skill description in **Chapter 4: Skills** in the *Player's Handbook*).

Slow Fall: A *Touel'alfar* takes damage as if a fall were 50 feet shorter than it actually is. It can use a nearby wall, tree or other object to slow his descent and fall any distance without harm.

Society

Touel'alfar live in *Andur'Blough Inninness,* "The Valley of Mists." They have a community, *Caer'alfar,* in the center of this magically hidden valley. They are led by a queen, Dasselrond, though she rarely leaves their home to venture out into the larger world beyond. Once in a very great while, the elves take in an orphaned or lost child and raise it to become a Touel'alfar woodsman, a ranger.

When Coronan elves are encountered, it is usually a scouting party (with each member having several levels in a character class of some sort) out checking on the workings and machinations of humans, or gathering information on the movements of the demon dactyl's army. When humans do discover *Touel'alfar* in their midst, it is only because the elves want them to. When a Coronan elf does not wish to be seen, it is not.

Zombie, Coronan

Medium-Size Undead
Hit Dice: 6d12+3 (42 hp)
Initiative: +2 (Dex)
Speed: 30 ft.
AC: 17 (+2 Dex, +5 natural)
Attacks: 2 slams +5 melee
Damage: slam 1d6+2
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Qualities: DR 10/+2, haste, undead traits
Saves: Fort +2, Ref +4, Will +5
Abilities: Str 15, Dex 15, Con –, Int –, Wis 10, Cha 1
Feats: Dodge, Toughness
Climate/Terrain: Any
Organization: Solitary or Band (4–6)
Challenge Rating: 6
Treasure: Standard
Alignment: Always neutral
Advancement Range: —



Description

The Coronan zombie is the rotting undead remains of a human, put to rest in magical ground and subsequently called upon to defend an item of renown that belonged to it in life.

The Coronan zombie has the appearance of a withered corpse that has been freshly dug up out of the earth; its flesh is desiccated and hangs loosely from its bones, many of which are exposed. It glows with an eerie green light, and its eyes burn with a faint malevolent red fire. It moves stiffly and awkwardly, but it is supernaturally fast.

A Coronan zombie is animated by the magic of the earth where it has been laid to rest, usually to protect some artifact it was buried with. When another comes to claim this magic item, the Coronan zombie bursts forth from the ground, ready to do battle until either the interloper or the zombie is destroyed.

Combat

The Coronan zombie does not bother with tactics. It simply comes relentlessly onward, attempting to club its opponent with its two skeletal fists, pummeling its target each time it gets within range.

Haste (Su): The Coronan zombie is supernaturally quick, able to take one extra partial action each round.

Undead Traits: Immune to poison, disease, mind-influencing effects, and any effect requiring a Fortitude save unless it also works on objects; not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain; cannot heal damage; not at risk of death from massive damage, but destroyed at 0 hit points or less; darkvision 60 ft.

Society

A Coronan zombie is almost always encountered singularly, though there are rare occasions when a host of the undead creatures have bubbled up out of the ground, a leader and his bodyguards, perhaps, or a band of adventurers who were all slain together.

THE WORLD OF CORONA

The land of Corona, the rich tapestry where R.A. Salvatore's *DemonWars Saga* is set, is a place teeming with personality, potential, and future stories. That's one of the reasons it makes such a great setting for a roleplaying game. Chances are that if you're reading through this book right now, you've read the novels this game is based on. You've experienced the excitement and dread as Elbryan Wyndon, or Nightbird to the people around him, waged a battle against both evil monsters and a corrupt institution; you've eagerly turned pages as he and his friends and loved ones, including Jilseponie, Bradwarden, Roger Lockless, Avelyn Desbris, Belli'mar Juraviel, and many others fought—and sometimes died—by his side.

Getting Your Players Into The World

Yes, *The DemonWars Saga* is a great story. And there's more to be told, which is what this book is all about. Of course, you can't just wade into the middle of things and start pretending you're Nightbird himself, or Pony, or any of the other major characters from the novels. First of all, you would probably feel some sense of restraint to follow the paths those characters took during their adventures, because you already know what happened to them, and to divert them from their destinies cheapens them somehow. Secondly, it's far more fun to create your own heroes and start discovering what *your* stories are going to be.

But how do you do that? It's not as hard as you think. First, you have to realize that you don't need to know everything that's in this book right off the bat. You can absorb it a little at a time, looking things up as you go along, referring back to it often, just like you do with the core rulebooks. Second, you don't have to tell the whole story for your characters all in one game session. That's one of the things that makes roleplaying games so fun—the tales of adventure unfold a little at a time, over several gaming sessions. You have to move slowly at first, but before you know it, you've hit your stride and the game's moving along at the perfect pace.

What If You Haven't Read the Books?

If you haven't ever picked up the novels and read about these characters and this place, that's OK. You can still have a grand time learning about Corona through this roleplaying game. Just be sure to go through the whole product (a little at a time, of course) before you try to get started. Pay particular attention to this section, which details all of the locales, the section showing the famous characters and their game statistics, and the section that gives advice on tying your game into the story threads from the books—you'll get a lot of insight into what the novels are about from that.

Still, you're not getting a true and complete experience of the world if you don't read the books at some point. You don't have to read them before you start playing, but once you get into the game and see all that there is to see, you'll no doubt want to read all of them. They're great stories!

Have Your Players Read the Books?

It's possible that *The DemonWars Saga* is popular within your circle of friends and each of you has read them at least once, possibly more than that. And that's great! It's also possible that only you have read the books, and none of your players know much about them, except of course what you've told them. It's likely that there is a mixture of the two; some of your players have read the books, and some haven't. No matter what the situation is for you, everyone is going to have a good time.

Players Who Know The Story By Heart

For those people in your gaming group that already know the story, it's an exciting time. They are probably chomping at the bit to get started, ready to make a character and dive into the world they know and love. And that's good for you, too, because you don't have to make them familiar with the setting and the kinds of things they can do. They already know all of that. What you do need to do is show them the different character classes, give them a rudimentary explanation on how the gem magic works, and get them started thinking about what kind of characters they want to play. Then leave the rest up to them, but also be ready to answer any questions they have (and it's likely that they'll have plenty).

Players Who Never Read The Books

Like we said before, those players who aren't familiar with the world of Corona are in for a treat. And you are, too, because you get the chance to watch them grow wide-eyed with excitement as this enchanting place is opened up to them. Remember, though, not to overwhelm them with too much information. At this point, they don't really know enough to even start thinking about a character, so it's up to you to give them more detail. What follows is an overview.

Avelyn remained at the taffrail for some time, watching the walls of St.-Mere-Abelle diminish, as the drifting voices raised in joyous song faded. Soon the rugged hills of the coast were but a gray blur and the Windrunner, *whose mainmast had appeared so tall and impressive in the sheltered harbor, seemed a tiny thing indeed, dwarfed by the overwhelming power of the vast Miranic.*

Starting the Game

Although we're encouraging you to start your adventures with instant action, you still have to kick off your game. If you have players who don't already have a decent understanding of the world, you need to give them a quick overview. That way, if nothing else, they have some sort of context for the situation they find themselves in.

If a gem sorcerer appears, but the players don't have the necessary knowledge to realize that the gems in the hand of such a character are very powerful and very dangerous, they won't be able to react appropriately. In fact, they may not be able to react at all. You've got to give them that knowledge.

Below, we've given you a brief overview of what the world of Corona is like. Give the players who don't know about the place this information, either by summarizing it or perhaps by letting them read that section. You don't have to go into a lot of detail, but you need to hit the highlights, just so they'll get some sense of order for what will happen later on in the adventures.

At this point, you've given your players a lot to digest, and you haven't even begun to tell the story of Nightbird and his companions. That can wait. For now, show the players what kinds of characters they can pick from, and let them get their imaginations revved up. Pretty soon, they'll all be clamoring for pencils, dice, and paper.

Once all of the players have figured out what kind of character they want to be and have rolled them up, you're pretty close to being ready to get the adventuring going. But now, of course, you need adventures. That's what most of the rest of this section discusses. When you are finished reading through it, you should have a good idea of how to approach designing the adventures for this setting. In a later section, we provide a series of story hooks that tie into the novels.

The Lay of the Land

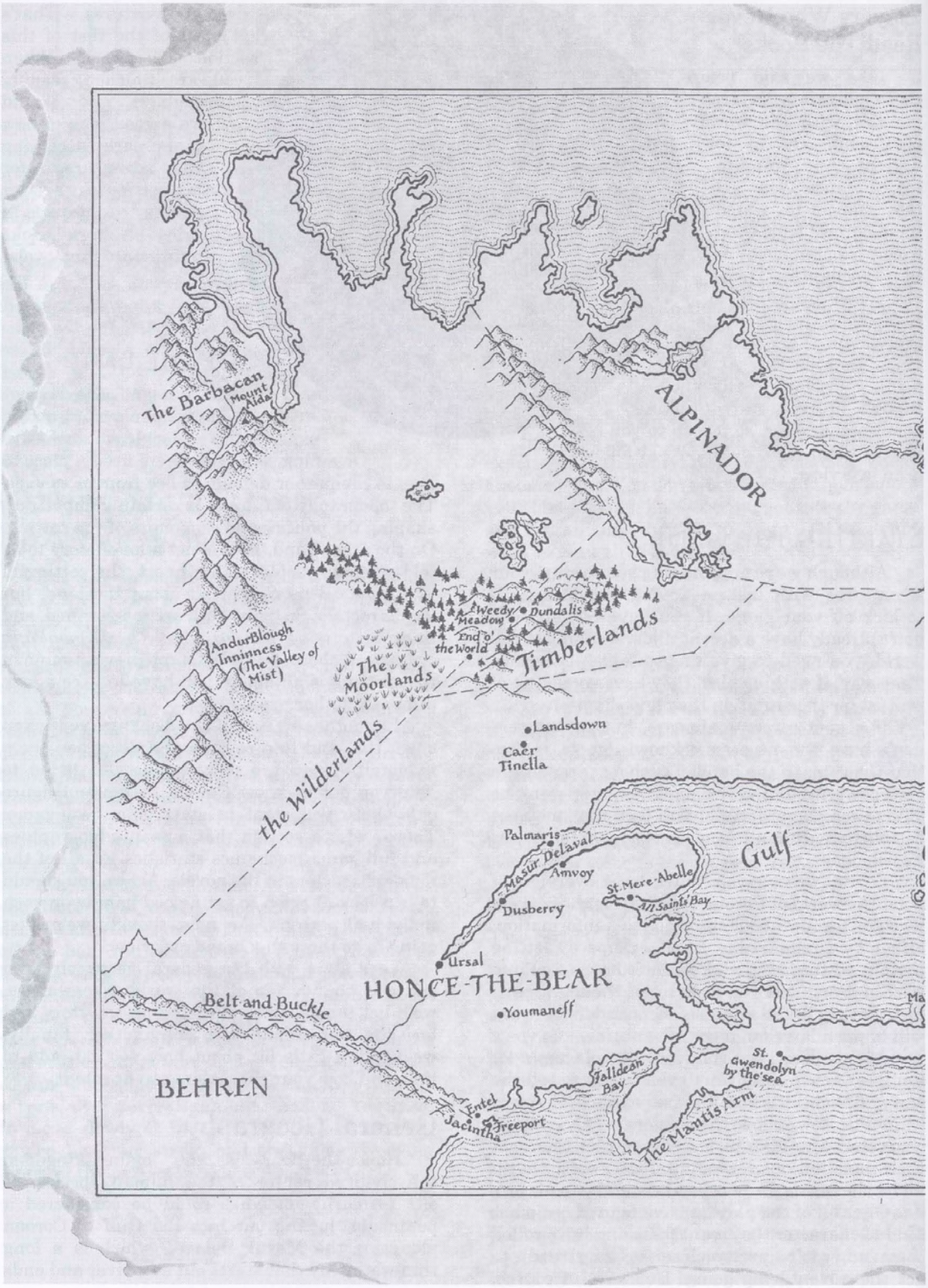
Without landscape, a story would just be a bunch of isolated experiences lacking cohesive meaning. The characters need a place to live, to conquer or defend, to flee from or to visit. The topography of Corona is certainly important, shaping the politics and economics of the setting. On the other hand, there's not a lot of story to be told without people. At its heart, the setting of *The DemonWars Saga* isn't about the land, but its characters. So truly, both are intertwined, and in order to get a feel for what *The DemonWars Saga* is all about, and what a roleplaying game in that setting is all about, you have to take a look at both together.

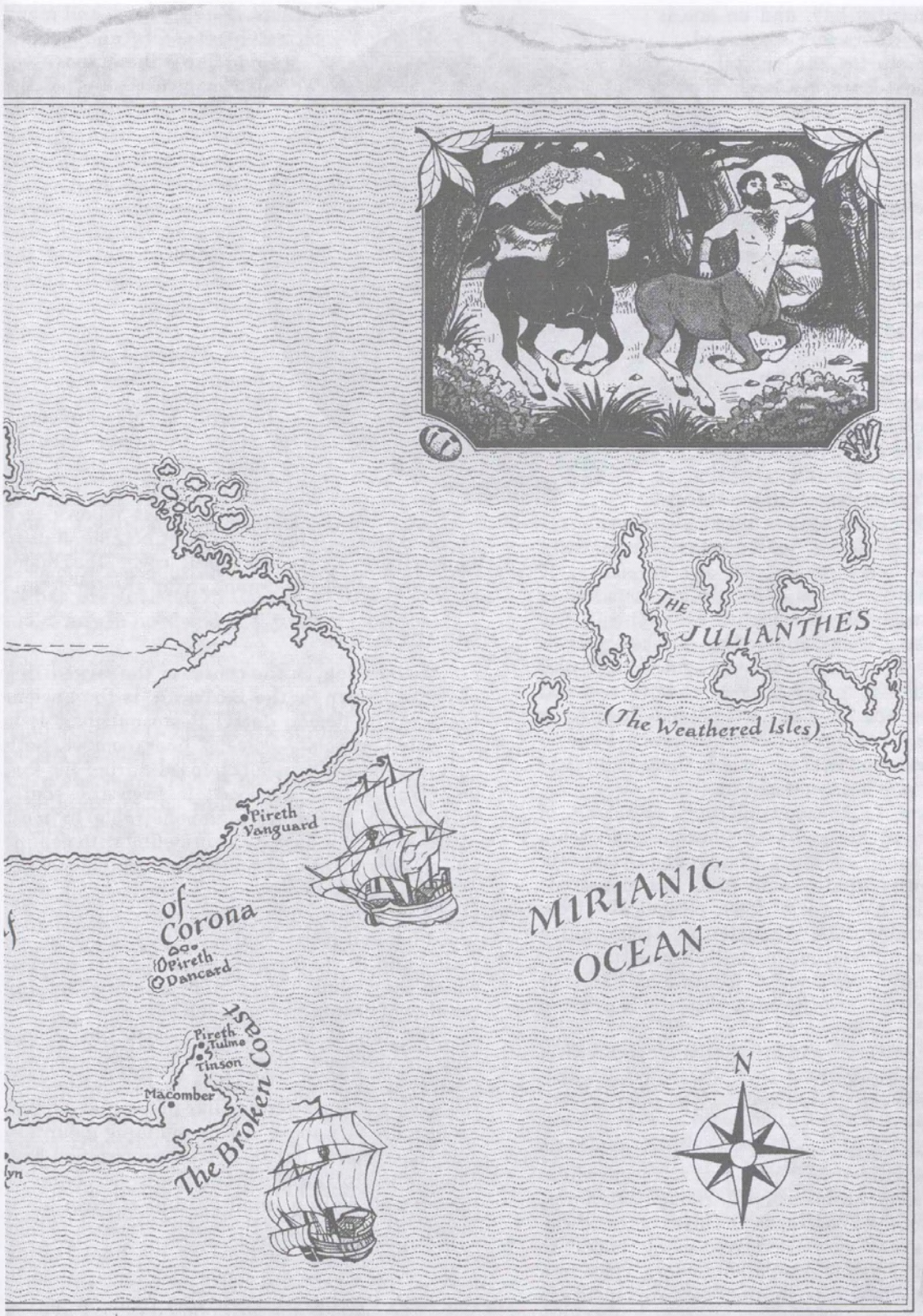
In another section of this book, we've broken down the land into regions and described them in detail. There are plenty of locales listed to help you get to know Corona better and figure out where you want to start your own game. There's also a section that presents biographies and full game mechanics statistics for all of the major characters in the novels. Again, you should take a look at them to get a good handle on each individual persona. For now, though, we're just going to go through a broad overview.

Let's start with the general geography and political boundaries of the world. From there, we'll list some of the characters in the story and how they interrelate with one another. Finally, we'll talk a little bit about how you can add to this, and how your characters can fit into it.

General Geography

Honce-the-Bear is the main kingdom, the civilized center of the human species. It sits primarily on what could be considered a peninsula, jutting out into the Gulf of Corona alongside the Masur Delavel, which is a long thin waterway that starts out as a river and ends


The Barbacan
Mount Alda
ALPINADOR
Weedy Meadow
Dundalis
End o' the World
Timberlands
The Moorlands
Andurblough Inninness (The Valley of Mist)
the Wilderlands
Landsdown
Caer Tinella
Palmaris
Masur Delaval
Amvoy
Dusberry
St. Mere-Abelle
All Saints' Bay
Gulf
Ursal
HONCE-THE-BEAR
Belt and Buckle
Youmaneff
BEHREN
Entel
Jacintha
Freeport
Tallidean Bay
St. Gwendolyn by the sea
The Mantis Arm


THE JULIANTHES
(The Weathered Isles)
Pireth Vanguard
of Corona
Pireth
Dancard
Pireth Julme
Tinson
Macomber
The Broken Coast
MIRIANIC OCEAN
N

up as a narrow bay, and no one is truly sure where one stops and the other starts. The capital of Honce-the-Bear is Ursal, and the second largest city is Palmaris, where quite a bit of the story action takes place. Scattered throughout the country are several other towns, as well as a number of fortifications and monasteries, including St.-Mere-Abelle, which also plays a big role.

On the map, you can see that there is more land to the south, and across the Belt-and-Buckle mountain range is another country, Behren, but for the purposes of the first three novels (which this book is based on), it has no real role in events. So Honce-the-Bear is where action is.

To the north are a couple of towns, Caer Tinsella and Landsdown, and beyond those, there's the Timberlands. The Timberlands is where the story starts, but we'll get to that a bit later. Suffice it to say for now that this is real wilderness, the edge of settled land. It is truly a frontier, with hard living and very little to show for it for most of the people there - and they wouldn't have it any other way.

Far off to the northeast is the land of Alpinador, where hardy barbarians roam their bitterly cold hilly plains and gather in walled towns to stay safe from the monstrous humanoids that swarm down periodically from the mountains. The Alpinadorians maintain a fairly peaceful relationship with Honce-the-Bear, though there have been confrontations a time or two in the past. For the most part, the Northmen just want to be left alone.

Even further east of Alpinador is a set of islands, the Julianthes, or Windward Isles, which is where the evil dwarves, known as powries, hail from.

To the west is a range of mountains, where the stupid but dangerous giants live, and somewhere near those mountains is *Andur'Blough Inninness,* the home of the *Touel'alfar,* the elves of the world. The elves are very secretive, using magic to conceal their valley from all outsiders. Once in a very great while, though, they venture out to see what the impetuous humans are up to.

Nestled between the elven vale and the Timberlands are the Moorlands, a rather unpleasant place filled with sandy hills, washed out gullies, stinking bogs, and many biting insects. Oh, and goblins seem to like it there, too.

Northwest of the Timberlands, where the mountains curve around, are the Barbacan and Mount Aida. This inhospitable area is the home of the demon dactyl and the gathering point for its armies.

He was a creature of lava, shaped like a man, shaped roughly as he had been with arms and legs, rock hard torso and head, and joints somehow fluid, molten and glowing bright orange but not dripping away. He felt awkward, but he felt! He looked on in amazement as he opened and closed his black, orange-striped hand, understood the unearthly strength in that grip, and knew he could crush a stone—or the head of an enemy.

A Brief Look

Though it is beyond the scope of this sourcebook to cover in depth each of the major regions, cities and landmarks described in *The DemonWars Saga*, what follows is a brief look at a few of the most notable. Future *DemonWars* sourcebooks will cover the major cities and regions of Corona in far greater detail.

Mount Aida

Mount Aida, in the center of the jagged ring of peaks known as the Barbacan, is the ancient home of the demon dactyl Bestesbulzibar. It is a blasted, desolate volcano honeycombed with caverns, most of which collapsed during the last war. The easiest approach is from the south, though the Barbacan is impenetrable in most places except for dark caves crawling with goblins and mighty giants. Although Bestesbulzibar, the demon dactyl, was destroyed in the last war, most of the area surrounding Mount Aida remains a brooding, evil place. Evil creatures linger in the valley and in the caves of Mount Aida, some of which may remain open and inhabited by any number of demon-spawned monsters.

The top of Mount Aida seems an almost entirely different place. The mountaintop was destroyed by Avelyn Desbris in his battle with the dactyl. It is now a circular plateau extending six or more feet above the surrounding mountain side, but utterly flat on top. A mummified arm extends up to the sky from the exact center of the plateau, with a small amount of fresh blood always on the palm of the hand. The arm is that of Brother Avelyn and marks his final resting place. Pilgrimages are sometimes undertaken to this spot, but have become less frequent as the plague recedes from the memory of Honce-the-Bear and goblins return to their homes along the paths to the Barbacan.

A spirit can sometimes be seen wandering the mountaintop. He is the ghost of a monk who threw himself from a cliff on Aida rather than betray his faith, and it was through him that the Covenant of Avelyn was forged, through which any person kissing the palm of Avelyn's hand gains complete protection from the Rosy Plague. The ghost is entirely insubstantial and apparently cannot attack or be attack under any circumstances. Other miracles have occurred on the mountaintop; a group on the mountaintop was beset by goblins when a purple ring radiated from the palm, killing every attacking goblin. The shrine is as pure a conduit to the deity of the Abellicans as has ever existed in Corona, and may provide aid to any in need and at the top of Mount Aida.

At last, the sun moving low in the western sky, they came to a secluded grove of pines, neatly tended into roughly a diamond shape. It sat on the gentle slope of a wide hill, surrounded on all sides by a meadow of tall grass and wildflowers. This grove—every flower, every bush, every tree and stone, and the trickling brook that crossed it—was something more than the ordinary forests of the regions. It was something sacred.

Dundalis

The largest of the Bearman towns in the Timberlands, Dundalis has suffered destruction at the hands of goblin armies more than once in recent years. It was the home of the Wyndon family and of the Ault family prior to the first goblin invasion, and it was after that massacre that Elbryan Wyndon was taken in by the *Touel'alfar* and trained as a ranger. Jilseponie Ault was saved by hiding under the stone foundation of the Wyndon residence, and then wandered down the road in a state of amnesia to Weedy Meadow. Elbryan and Jilseponie were the only survivors of that slaughter.

The first goblin invasion was inspired by the Demon Dactyl but not organized or led by that foul creature, and so the goblins and giants quickly dispersed back into their mountain holes after the sack of Dundalis. Within only a few years, Dundalis had been rebuilt by new settlers, with Belster O'Comely's tavern, the Howling Sheila, built on the stone foundation of the former Wyndon residence. The new Dundalis was rougher, with few women and fewer children. The town did not last long—it was among the first to fall to Bestesbulzibar's armies. Elbryan, Brother Avelyn Desbris, and Jilseponie managed to save nearly all of the townsfolk, however, and the massacre at Dundalis was not repeated. After the demon's hordes were driven back, settlers again returned to the site of Dundalis.

Dundalis now is a tiny town of perhaps a hundred people in the Timberlands. It is not walled, and nearly all of the buildings are simple log cabins, built from the huge and straight trees for which the region is named. There are several areas full of caribou moss in the surrounding area; the white fungi can grow to be waist-deep, and are thick enough to make seeing through the surface layer nearly impossible. The area is hilly but not treacherous, and heavily wooded. It is usually not dangerous, with only a few animals dangerous animals around. Goblins are occasionally seen, although during the careers of the Wyndon rangers very few townsfolk actually ever saw any monster.

The primary industries of the inhabitants are hunting and logging, and most manufactured goods are purchased from the caravans which come from the south during the summer months. Summers can be oppressively hot, but the long winters are bitterly cold and long. Life in Dundalis is hard, but generally free from the intrigue common to the southern towns of Honce-the-Bear.

Weedy Meadow

Weedy Meadow is a small town southwest of Dundalis with a population of perhaps 80 hardy Bearmen. It is the easiest town of the Timberlands to reach from the south, as the logging roads are well traveled. It stands on a small hill in a particularly hilly area of the region. It was little more than a hamlet when Dundalis was first sacked, but by the time of the Dactyl's invasion it had grown into a thriving, walled community with a strong trade in lumber, the tall, straight trees being used for the masts of Honce-the-Bear's great ships.

Weedy Meadow was among the first towns struck by the armies of Bestesbulzibar, and Elbryan, Jilseponie, and Avelyn were unable to convince the townsfolk to leave. Only their heroics and a large measure of luck allowed the three to escape and bring along as many townsfolk as

they could. The town was sacked along with everything else in the region, and wasn't rebuilt until after the goblins were pushed back.

After the Demon War, Weedy Meadow was rebuilt along with the rest of the Timberlands towns, although many of the original settlers chose to stay on in the south. The newest incarnation of Weedy Meadow is a tiny but growing village in the Timberlands. There are perhaps ten buildings making up the actual town, with a few lying farther out among the scarce fields of grain. Like Dundalis, the central and largest building in Weedy Meadow is a tavern, offering food and drink and a few beds for the occasional travelers. The town is again walled, and the occasional band of goblins still roams through the region; most of these goblins are well equipped and were part of Bestesbulzibar's armies, but the townsfolk always manage to fend them off. There are few women or children in the new Weedy Meadow, as the region is still dangerous in many ways.

End-o'-the-World

End-o'-the-World is the largest of the Timberlands villages. It was first settled after the destruction of the earliest Dundalis in God's Year 816, and contained approximately one hundred and fifty people by the time it was captured by the hordes of the Demon Dactyl as they came through. The village was never burned but was used as a supply base for the goblin army, and so was recaptured relatively intact after the Demon Dactyl's defeat.

End-o'-the-World has been resettled since Bestesbulzibar's fall. It remains a tiny village, although it is generally more peaceful than Weedy Meadow or Dundalis. It is situated near the eastern edge of The Moorlands, a dangerous, marshy area filled with goblins, but the Moorlands goblins rarely leave the borders of that swamp. End-o'-the-World is far to the west of the main routes taken by monsters fleeing Honce-the-Bear after the defeat of the Dactyl's armies, and very rarely sees any organized enemies. There isn't likely a more secluded Bearman village anywhere in Corona.

End-o'-the-World is large by Timberlands standards with approximately twenty-five low, rectangular buildings making up the town itself. The buildings are close together, and barricades can easily be erected between them in times of emergency to form a makeshift wall.

The Ranger's Grove

In the deep forest outside Dundalis, there is a small, diamond-shaped grove lined with tall pine trees. Two cairns lie near the northern end of the grove, both easily seven feet long and four feet across. Elven magic holds them in place, and no mortal means can disturb the two cairns. This grove is the resting place of Mather Wyndon and Elbryan Wyndon, two of the greatest rangers ever to live. Mather's cairn contains Tempest, an enchanted silverel longsword, while Hawkwing, a bow crafted from the stalk of a darkfern as the last great work of Belli'mar Joycenevial, resides in Elbryan's grave. It is to this grove that rangers must come to gain a ranger sword and, since the death of Elbryan, a bow.

A herd of wild horses roams the forest around the grove. Their leader, Symphony, was the friend and companion of Elbryan until his death. The great stallion has a turquoise set directly into his breast. The stone allows an empathic connection between Symphony and those humans he knows or allows near. Symphony is intelligent, and can not be broken as a normal horse would be. The herd of horses roaming the area is under the protection of the centaur Bradwarden, who takes offense at any attempt to domesticate the horses without his permission.

Brother Allabarnet's Groves

Scattered throughout the Timberlands and Wilderlands, travelers will occasionally come across groves of apple trees planted in straight lines, usually with a stream nearby. These wild orchards are nearly always in good condition, and the trees bear plentiful fruit. The trees were planted by an Abellican monk named Brother Allabarnet nearly a century before the latest awakening of the Demon Dactyl in the hopes of drawing Honce-the-Bear's populace into exploring more of their world. Brother Allabarnet was named elf-friend, and many of his groves are still watched over by the *Touel'alfar*. It is rare to find any sort of evil creature in one of these groves; elven scouts will usually drive them out.

Although Brother Allabarnet's goal of drawing Honce-the-Bear's people beyond their borders has yet to come true, his orchards often serve as a campsite for the few travelers with business in the Wilderlands, particularly the elves and elven-trained rangers. The Abellican Church has begun the process of naming Allabarnet as a formal saint for his work.

Characters of Corona

The main characters in the story come from several different places, and their lives cross unexpectedly with one another as monumental events unfold around them. Of course, when they set out on their respective journeys, they

had no idea where they'd end up, or even that the road they were following would involve them so intrinsically in the larger goings on in the world.

The dactyl threw back its head and opened wide its mouth, screeching for the sheer joy of the return, for the thoughts of the chaos it would bring again to the quiet human kingdoms of Corona.

Main Protagonists

Elbryan Wyndon and his childhood friend Jilseponie, or Pony, as most people affectionately call her, are two of the main protagonists of the books. They live in a small frontier community in the Timberlands known as Dundalis. Their lives are forever changed when Dundalis is attacked by goblins and they are orphaned.

Avelyn Desbris is another main character, introduced as he is entering a monastery, beginning his life as a monk. He is a truly devout young man, fully devoted to his calling. He also has immense talent with the sacred Ring Stones, the source of magic on Corona.

Elbryan eventually learns the arts of the ranger from the elves, earning the name Nightbird, while Pony ends up serving in the army of Honce-the-Bear. While Elbryan learns a good measure of balance emotionally from his time with the Touel'alfar, Pony seems to carry the most mental baggage. Still, their love for one another is pure, and their desire to see justice done is relentless. They both consistently display heroic qualities, working for the benefit of others without regard to their own situation.

Avelyn, meanwhile, loses faith in his order and becomes an outlaw after stealing a pouch full of magical gemstones and fleeing the monastery. Despite all of this, he maintains his strong faith in his deity, and although he briefly loses sight of the larger picture and what his role should be in it, the monk eventually finds peace in the understanding that he acted in good conscience by stealing the gemstones, even if he acted against the church itself.

The three of them—Nightbird, Pony, and Avelyn—come together to act as saviors to the Timberlands, Honce-the-Bear, and all of Corona, for it is by their efforts that the demon dactyl is defeated. Along the way, Avelyn begins to teach Pony the workings of the magical Ring Stones, and Nightbird shares some of the teachings he received from the elves with Pony.

Support Protagonists

Of course, Nightbird, Pony, and Avelyn are not without friends—or enemies. During the course of their exploits, they meet a number of unique and engaging characters.

Bradwarden the centaur is perhaps one of the most fascinating characters, and he certainly qualifies as the most unique. A loner by nature, he meets Elbryan shortly after the young ranger has returned to the Timberlands to begin his life as a woodsman. Regardless of the circumstances, Bradwarden is always quick with a witty comment, and even when things seem at their worst, he displays an indomitable spirit. He is a formidable fighter who serves as a wonderful foil to the more serious demeanors of Elbryan and Pony.

Belli'mar Juraviel and Tuntun, two of the elves of *Andur'Blough Inninness,* also accompany Elbryan and Pony on some of their adventures, providing both wisdom and guidance in several instances. Though they have their own personal reasons for interacting with the humans, the elves are valuable allies; though at times, their need to remain distant from the machinations of humans puts them into awkward situations.

Roger Lockless, a young human with a penchant for sneaking into and out of supposedly secure places, begins his part of the story as an impetuous and insecure boy who needs to feel important. He is part of a group of refugees that is eventually aided by Nightbird and Pony as they resist the occupation of the evil humanoids in their homeland. Initially, Roger has a difficult time accepting Nightbird, because the younger man sees the ranger as a threat to his own value to the refugees. But as they experience the trials and tribulations of making their way through a dangerous world, where every decision could cost the lives of many, Roger comes to understand responsibility and the value of having trusted allies.

Symphony is another of the unique characters from the story, an impressive horse that forms a keen bond with Nightbird. Through the ranger's patient care, the two become fast friends of a sort, acting as team at all times. Through the

use of some of Avelyn's gem magic, Elbryan and Symphony even develop a telepathic link that helps them in their endeavors.

Antagonists

The heroes mentioned above are opposed by the demon dactyl, of course, along with his army of goblins, the evil dwarves called powries, and Fomorian giants. Their enemies are not limited to monsters, though. Even though Avelyn is one of the key participants in the downfall of the demon dactyl, he is still an outlaw in the eyes of the Abellican church, and the father abbot burns with a desire to bring him to justice and save face. Father Abbot Dalebert Markwart is consumed with hatred for Avelyn, eventually even becoming a conduit for the spirit of the demon dactyl (though he does not realize this until the very end). There are other less scrupulous members of the Abellican order, including Master De'Unnero, a monk unrivaled in the arts martial, a powerful foe whose only true love is the test of battle. De'Unnero faithfully and loyally serves Markwart without question, going so far as to slay anyone who gets in the Church's—and the father abbot's—ambitious way.

Using What You Know

So now you have a basic idea of the land and some of the more renowned individuals who live there. If you've read the books, you also have some idea about what's going on in the world of Corona, and why this will make for a fun roleplaying setting. Now it's time to put that knowledge to use, setting up your campaign. Where do we begin? Well, first we need a theme. We'll talk more about specific themes a few pages from now, but for now let's outline the process of picking our theme.

Establishing A Theme

It's possible that you've already given this some thought, and in fact, you might even have decided on a theme early on, so that you could relay the information to your players in order to assist them in deciding what kind of character to play. The theme doesn't have to be complicated, but you do need one. Otherwise, you won't have any sort of good jumping off point for the adventures.

A theme in the context of this roleplaying game is simply a notion of how your characters are going to be involved in the larger premise of the novels. You already know (or you will by the time you get finished reading through this book) that the major events of the novels revolve around the war with the demon dactyl's army, the destruction of the demon dactyl, and the fallout as a result of that war. But you don't want to simply say that you're going to re-enact all of that. You want to find some part of that larger tale to connect with, at least early on.

Difficulties To Avoid

The theme of the story is in many ways just a short summary of what's going on, and the same holds true for adventures. The theme of an adventure is a sentence or two that describes succinctly the type of adventures taking place. Let's first talk about some of the pitfalls possible in picking a theme.

It's difficult to run a campaign with broad-sweeping ideas and concepts, and imitating the stories from the books directly rarely leads to a satisfying roleplaying experience. You might be tempted to try either of these things, but there are some reasons to avoid them.

There's a lot going on in the novels, and you may initially want to try to employ it all, but there are several good reasons to pare it down. First, you need something workable for you. Trying to manage that much information, even if you are well versed in it on a passive level, can just be too overwhelming. You are left with a bewildering sense of, "There's too much! The world's too detailed!" Second, it's likely that your players are starting with low-level characters. They aren't prepared to take on the whole of the storyline themselves. They need something more manageable, too. Finally, trying to capture everything into one game leaves little room for expansion. If you try to do it all right off the bat, there's nothing left to add to the game later. And one good measure of a roleplaying campaign is how well you can create a sense of things moving forward. Just like in the novels, there has to be some sense of change, of progress, of character growth.

You don't want to try to recreate the stories from the books again, either. Although this may be attractive (or even easy) at first glance, it's rarely a good idea. First, at least some of your players already know what's happened, so there won't be any sense of drama or eager anticipation to find out "What's next?" Second, we've already mentioned that trying to play the characters from the books—or trying to walk in their footsteps with your own set of characters—leaves something to be desired. Beyond all the obvious issues with the sense of falseness that's bound to creep in as you displace those heroes, the game system is random enough that you will invariably not be able to duplicate every action, every attempt to overcome

a challenge, unless you fudge the die rolls—and what's the point of that? Then, all you're really doing is retelling a story, and the players aren't actually *doing* anything at all.

Avelyn understood then—all of it—for it was not without precedent. This gloom that had come to Honce-the-Bear had come before in a definite shape and manner that was oft-told in the historical volumes at St.-Mere-Abelle. All of it: the cancer that had grown in this world, the unpreparedness, the ungodliness of St.-Mere-Abelle. The monks were sentinels of God and yet even they had given in to complacency, to the cancer. And because of that lapse, the darkness had returned. Half crazed, his entire world shattered, Avelyn understood. The dactyl was awake.

Keep It Manageable and Simple

All right, so we've discussed at length what you *shouldn't* be doing. Now, let's cover what *can* work for you. As with any beginning campaign setting, think small. You've probably heard the old saying for recycling, "Think globally, act locally." This applies to picking your theme and running your game, too. Consider the whole body of knowledge from the books, but pick out a single part of it to work with. Choose a single location, a simple theme, or beginning plot idea, and run with it. How do you do that? By analyzing the whole fabric of the books in terms of sections.

You probably remember that each of the books is broken down into parts. Each part covered a different, centralized portion of the story. If you go back and read through the tables of contents from each book, you might be able to visualize each individual theme (this works better if you've already read the stories and can remember what was going on in that part—re-examine the individual chapters to help remind you).

You could further break down your body of knowledge by taking a look at a single chapter, or even a single scene within a chapter. Consider what is going on there at a fundamental level. For example, is this chapter or scene about hunting for goblins in the woods? Or is it about freeing prisoners? Maybe it has to do with a power struggle between two people who both want to lead. Whatever the main point of the scene is, find it and examine it with an eye toward how you could set up adventures that would work similarly. If you are thinking about this before you've even started your players down the road of creating characters, then you're free to go in any direction you want, and you can relay some of your ideas—in vague, tantalizing terms, of course—to them as they consider what kind of characters to play. Conversely, if you want to start with the character-creation process, and let the theme grow naturally out of what the players come up with, you can include the players in the decision-making. A lot of players really appreciate being able to provide input into the kind of game you will be running—it lets them get the most enjoyment possible out the experience. Just remember to keep it manageable and simple.

Settle on a single location to start your game. Even if you have characters with widely disparate backgrounds, figure out a reasonable back-story for why they are all in one place. If you try to run the game with your heroes spread out, not only will you end up needing to have too much information on your plate in order to keep up with all those locations, but you will also get very little accomplished, as you'll divide your time between each situation, and the rest of the players will be sitting around, waiting for their turn. Eventually, out of necessity, you'll bring the characters together anyway, so why not just go ahead and start off that way? It'll save you many headaches.

The location you pick can be anywhere, though you'll want to make your decision based on the kind of theme you intend to use. If you're certain you want your heroes fighting goblins and powries on the frontier, then you need a small wilderness community similar to Dundalis. If, on the other hand, you want to run a game where the characters are hip deep in intrigue between the Church and the baron in Palmaris, then that's where you need to start. Wherever you pick to begin your game, concentrate your research efforts on just that spot, and leave the rest for later.

Don't try to introduce several villains at once. You might have the idea in the back of your mind that there are several enemies you want to throw at your characters, each with a different agenda and each just waiting to make your character's lives miserable as they thwart plan after plan. But you don't need to introduce them all at the same time, like a council meeting of bad guys. Pick one, a lower-echelon figure, and give him a simple motivation—to take control of the local town, for example, so he can be the big fish in the little pond. Then, once your characters cross paths with this villain a few times, he starts to

develop a second agenda, namely, eliminating those pesky do-gooders who keep getting in the way of his nefarious schemes.

After you're at it for a while, you can expand to include more facets of the setting in your game. You can introduce new villains, reveal new plots, and send the characters to new locales. This keeps the setting fresh for the players, and allows you to try new things.

A little later in this section, we'll discuss some specific examples of this kind of planning, but first, let's discuss where our themes come from.

A Land in Turmoil

The one thing that drives a roleplaying game is conflict. You need it to generate the action, make the characters struggle to achieve their goals, and make it satisfying when they succeed. The world of Corona is full of conflict, and that conflict isn't about to go away any time soon.

The heart of every theme rests on conflict. In fact, you might remember from basic literature classes in school that common themes in fiction are Man versus Man, Man versus Nature, and Man versus Himself. Theme is all about two forces butting against one another, and the conflict and resolution that occur as a result. So, why does conflict exist in Corona?

To begin with, there are five large-population sentient races that dwell in relative proximity to one another, considered to be the five main races of Corona. They are the humans, the *Touel'alfar,* the powries, the goblins, and the Fomorian giants. There are certainly other sentient species, such as the centaurs, but these five races make up the vast majority of the total population.

The humans far and away dominate most of the world, though that is measured not so much by square miles and population levels as it is by a combination of earnestness and resilience. They do everything faster, in a more organized fashion, and with a greater sense of purpose and eagerness than anyone else. They have built the great cities, made roads, and settled new lands with an eye toward harnessing the available resources. Humans are, without a doubt, the most industrious of the five races.

The *Touel'alfar* and the humans get along well enough, even though the elves remain generally aloof and frequently refuse to get involved in the machinations of the humans. They often see the rapid expansion of human endeavors, as well as that race's propensity for infighting, as its greatest single weakness. Still, the elves recognize the inherent goodness in humans and will stand side by side with them in times of need—and when it clearly benefits the elves to do so.

On the other side of this spectrum are the evil races. The goblins, powries, and giants serve as the nemeses to the humans and elves, and it is fortunate for the civilized world that they can't get their act together.

The goblins, being sniveling, wretched creatures, survive by their vast population figures alone. They are the most diminutive of the five races, and they are often treated like slave labor by even the other evil species. Still, when they have the advantage of surprise and numbers, they can prove to be formidable foes. And when they are on the rampage, they show no mercy.

The powries are just as ill-tempered as the goblins, but they also have the additional advantage of extraordinary constitution. Known also as "bloody caps" for their practice of wearing berets dipped in the blood of their slain enemies, they hail from the Julianthes, a set of islands in the Mirianic Ocean. They ply the waves in their durable barrelboats, looking to board and raid all other ships in the ocean. They are more organized and determined than the goblins, but without the overriding will of the demon dactyl, they still don't have the wherewithal to be a potentially overwhelming foe.

The Fomorians, hulking giants that stand fifteen feet tall or more, would be a much bigger danger to the good races if they weren't so dim-witted. Some people speculate that the giants aren't truly evil, but simply not intelligent enough to even understand the concept of morality. However, this has been disproved on more than one occasion when a giant leader of exceptional intelligence has risen up to lead its brethren into battle against the humans and elves—with full understanding of their evil course.

Regardless of their ability to reason out the consequences of their actions, giants are individually far and away the most dangerous of the evil races, and only the fact that they do not breed rapidly has spared the rest of the world from destruction. Even two or three giants patrolling the humanoid areas are enough to make the most stout-hearted warriors give pause before engaging them.

The goblins, powries, and giants cannot get along well enough to cooperate, which is just as well, for when the demon dactyl manifests and bends these minions to his will, they become a far more proficient fighting force. When that happens, we are introduced to the central conflict, and remember, conflict is what drives the story and generates the action.

Invasion!

War between the five sentient races is the central plot—the main theme—of the story, at least for the first two-thirds of the books. The demon dactyl has awakened, and it is hungry to begin conquering the lands to the south of its home in Mount Aida, in the mountains far to the north. It begins its preparations for war by bringing together the leaders of the various evil races and ordering them to gather their forces in the great valley known as the Barbacan, sitting at the foot of Mount Aida inside a ring of mountains. This will take several years, but once the demon dactyl has his minions properly cowed and willing to throw themselves against their enemies, the humans and elves, the invasion will begin. It will not begin as a quick strike, but more of a subtle advance, from several directions at once.

"Now I understand. This land is my land, my ranger haunt. It is under my protection, though the proud and hardy folk here would hardly believe they need it, and certainly would refuse it should I ask. I have no friends among the current residents of Dundalis, and in truth, I expect none. But I have found peace, Uncle Mather. I have come home."

Of course, war, even invasion, is still too broad a theme by itself. We need to pare that idea down a bit, get it down to a more manageable level. This is true in the novels, as well as the roleplaying game, so let's take a look at a couple of examples of "Think globally, act locally."

Life in the frontier of Corona has never been easy or safe, but after the dactyl awakens, living on the frontier becomes a fight for survival. Initially, we do not see the full scale of the invasion by the evil races, but we are introduced to it in a much more personal and chilling manner, when a vanguard horde of goblins attacks and burns the town of Dundalis, where Elbryan and Jilseponie live. The town and everyone in it are destroyed, leaving only these two as survivors. Almost as soon as their personal brush with the brutal realities of war begins, it ends. Shortly thereafter, Elbryan is whisked away by the elves, and Jilseponie, in her anguish, blocks out what she has witnessed and wanders away in a daze, eventually winding up adopted in a city far away.

Elsewhere, the powries begin preparing for their own kind of invasion, gathering a large force of their barrelboats with plans to land along the coastline and work their way inland. We see two instances of this in the novels. The first one occurs at Pireth Tulme, where Jilseponie was stationed as a member of the Coastpoint Guards. When the powries arrive, they catch the soldiers off guard, and the evil dwarves gain a foothold onto Corona to hopefully (for them) hook up with other forces further inland.

The second example is the powrie assault on St.-Mere-Abelle. The circumstances are similar, but this time, the monks are ready, and the powries are waiting for a support force to attack the monastery from the inland side. The monks realize this and trick the dwarves into attacking from the sea prematurely. The assault fails.

In both of these situations, we deal with the theme of the invasion, but also in both cases, we have a single setting, a single monster, and a tighter focus.

Secondary Conflicts

There are several secondary conflicts presented in the novels. Some of them are a direct result of the war and its aftermath, while others existed prior to the war itself, brought forth only after the war forced them to a head. Again, it's the conflict that sets the theme, but we need smaller portions of the overall idea to make it workable in our game.

One of the secondary conflicts is the bitter struggle between the two factions of the Abellican order (those who believe Avelyn Desbris is a hero, and those who believe he is a heretic). Much of this conflict rises out of pride and self-importance on the part of those who believe they know what's best for the entire Church as an institution. Because there is disagreement over how things have traditionally worked versus how they are working now, some of the church leaders are finding that they are being questioned, something they are not used to and do not take well to.

So, at its simplest level, the theme of this conflict could be summed up as Man versus Man or Man versus Himself. The Man versus Man idea is simple and straightforward enough. But the Man versus Himself theme is more subtle. Even when a leader of the church sides with the father Abbott (and many of them do, out of loyalty and habit), he may find himself questioning whether or not this is really what the church founders envisioned, or what the deity intends. Truly, isn't

it more than a little ironic that the leader of a major religious institution would allow pride and arrogance to taint his views? But that's exactly what happens, and conflict results.

Another major secondary conflict revolves around struggles between the monks and the secular leadership of Honce-the-Bear as they both vie for control of the country. This is political maneuvering, again based on a very simple premise that Man goes against Man, and has at its root simple power. Who gets to control the masses? This conflict grows to become the major theme of the latter part of the story, after the war with the demon dactyl is resolved.

There are other, smaller conflicts that arise throughout the story. Conflicts exist or grow between characters as they struggle to find the best path to success, both personally and as a team. For example, Tol Yuganick and Nightbird do not see eye-to-eye over who should lead the refugees from the three Timberlands towns. Master De'Unnero and Father Abbot Markwart don't necessarily agree on the best way to pursue and capture Nightbird and Pony and to recover the gems. Master Jojonah and Master Braumin Herd don't agree on the right course to spread the truth about Avelyn Desbris. Even Elbryan and Pony can't completely agree on whether they should be together or apart during the final book, and Pony can't even resolve internally whether or not she should have told Elbryan that she is pregnant with his child.

Everything that exists in *The DemonWars Saga* is interesting and draws our attention because it has conflict and needs resolution. We read because we need to know how it gets resolved. Good adventures are the same way.

Picking a Theme

"Finally!" you're probably thinking. We've gotten to the point. Above, we talked a lot about what a theme is, how to pick one that is suitable for beginning a game, pitfalls to avoid, and we even interspersed some examples from the novels themselves to help you see what we're talking about. So here we are at the point where you decide what you want the theme of your campaign to be, at least initially. Here are a few examples to get your creative juices flowing.

Refugees

Your characters live in the Timberlands when the evil army crests the hill and destroys their homes. They survive, but now they must face the reality that they are caught in the middle of a vicious war, and they are going to have to figure out a way to survive. Fortunately, they aren't alone. They have each other, and they might eventually meet up with others like themselves. Eventually, it's going to be payback time for those goblins, powries, and giants.

This is a classic conflict of the characters versus the monsters. The novels are rife with scenes like this, as Nightbird and Pony and the rest struggle to reclaim the Timberlands and aid the people who have lost their homes. For adventures, you'll want to work with the very basic idea (the invasion has begun) initially, and then work some twists into it as you progress. For example, after the characters have begun a guerilla-style fight with the humanoids from the safety of the woods, the evil forces bring in specialists (maybe monsters with a few character levels, etc.) to hunt the heroes down. Another possibility could be a power struggle that develops between the characters and other refugees (maybe the characters have been acting as leaders, and someone else wants to usurp their power, or maybe the characters have been following the current leadership but are beginning to disagree more and more strenuously with the current policies regarding battle plans, methods of survival, etc.).

Build on the basic theme by making it tougher and tougher for the characters, but you can run this theme for quite a long time. It's a good choice when the players are fairly independent and would rather figure out a lot of the direction for the adventures themselves, by choosing how to react to the environment around them.

Clean-Up

The demon dactyl has been defeated, but his army, now a disorganized mess with only pockets of any real resistance, is still in the field. It's time to drive them all back to the mountains and let the people reclaim their homes. Your players' characters are all members of Honce-the-Bear's military, or volunteers working with them, and it's their job now to move into the territories that have been savaged by the fighting and root out the evil. With armor shining and lots of supplies carefully bundled up, they set out.

In a lot of ways, this works the same as Refugees, above. The characters are hunting monsters. This time, though, there can be more structure to the adventures, as it is likely the PCs have been given a lot of direction from superiors. Plus, you can throw in the wrinkle of political complications (perhaps orders or instructions from command back in Palmaris clearly require one set of actions, while the characters' immediate superiors in the field consistently disregard those

orders to fulfill their own agendas for self-aggrandizement.) This sort of theme is useful when you have players that aren't always sure what course of action they should take and can benefit from a little guidance on your part.

All that the ranger saw was the woman, all that he heard was her breathing. His eyes roamed over her—the thick mop of blond hair, the blue eyes, shining in the dim light, despite her weary condition, and her lips, those thick and wonderful lips, those so soft lips. He could hardly breathe, could hardly keep the strength to stand, all his thoughts, all his energy, tied up in a single word, a name he had not spoken for so very long. Pony.

Pilgrimage

The Church has suffered mightily since the destruction of the demon dactyl, for the old head of the order, Father Abbot Markwart, strayed from the path and nearly fostered a civil war with the King of Honce-the-Bear. But that issue has been resolved, and it is now a time of healing. Your players are either members of the Abellican Church or companions to the monks who feel that it's past time to visit Mount Aida, the sacred site where the remains of Avelyn Desbris rests. Of course, getting there won't be easy.

Use this sort of start-up theme to kick off a campaign that's wide open, where the players don't know what's happening in the setting because you've reached the end of the existing story. It's also good for combining a number of different theme possibilities fairly quickly after the initial adventuring begins. You can have them deal with monsters in the wilds (perhaps getting sidetracked or stuck fending for themselves like the Refugees theme, above), you can throw in political conflict (there are still factions in the order arguing over the direction the church should take in the wake of Father Markwart's disastrous reign), or you could go off in a completely new direction that hasn't even been seen before (perhaps the magic of the Ring Stones suddenly stops working, or something unusual—and mysterious—has happened to the site of Avelyn Desbris' victory over the demon dactyl).

Politics

Life is slowly starting to return to normal in Palmaris, the second-largest city in Honce-the-Bear, now that order has been restored and those members of the Abellican church who became greedy with power have been put down. However, there are still plenty of problems for the citizens. Merchants complain of monsters still in the area, attacking their caravans, lots of refugees from the countryside are still living like squatters inside the city walls, because they don't have the money or the strength to go home and rebuild, and there's not enough food. To make matters worse, the Behrenese, who were so badly mistreated during the church's awful persecutions, are still angry, and their government is threatening some form of payback.

Your characters could be doing a wide variety of work in such circumstances, from hiring on as caravan guards, to working as part of the city guard, to serving as members of St. Precious Abbey, tending to their flock during such troubling times. Use this sort of introduction if you want to give the characters a very specific direction to go, but want to allow yourself the possibility of altering the course quickly. When so many different forces come together in an overcrowded city, you have plenty of room for growing conflict.

Conversely, the characters could be some of those refugees, freshly arrived in the city and in need of food and shelter. Of course, they only have what they carried in on their backs, and there's not enough of anything to go around.

This sort of introduction is good if you want something more open-ended for your campaign right away, particularly if you would rather let the characters find their own way into a theme. In fact, this beginning could very well lead into just about any of the other ones mentioned above.

Using Your Theme

Once you know a little something about your theme, you can figure out in more detail what sorts of adventures you want to throw at your characters. As we said before, you might have even given them some inkling of what to expect before they started rolling up characters, so they would have a better idea of what will be most suitable.

Be sure to read through the sections of the core rulebooks on designing adventures, setting up challenge levels, and determining appropriate treasure for your game. These will help you prepare an adventure story that will be balanced,

and will also ensure you cover all the different points needed to make the adventure fun and exciting throughout the game session.

Adventures should begin quickly, like the first chapter of a good book. You've got your theme picked out, so throw the characters into the middle of the setting that goes along with it and get them hip deep into the center of the conflict. For example, if your theme is going to be Refugees, set the scene with four or five sentences, and then throw some action at the players right away. Maybe your opening scene is a town meeting to discuss the increase in goblin tracks seen in the woods around. Or maybe the characters are working for a farmer who hired them to get some crops in before the first freeze comes. Or perhaps they have just arrived in town, having come from elsewhere, and are on their way elsewhere.

In all three cases, describe this situation, answer any questions the players have, and then get the action going by having the goblins show up right away. Maybe they're burning a barn, perhaps they just appear over the closest hill, or maybe they ambush the characters as they're trying to leave the town, forcing them back for safety's sake. From there, you're off and running.

Just remember, keep it simple to start with. One setting, one villain, and one localized theme are all you need. With those three things, you can work up very playable and exciting adventures for your *DemonWars Saga* campaign.

The Heroes of the Books

We mentioned previously that in a roleplaying game, you don't want to simply re-create the action of the novels and have your players pretend to be the heroes of the books themselves. That doesn't mean you can't throw Nightbird, Pony, Avelyn, Belli'mar, and all the rest of the characters into the mix from time to time, though. In fact, it's not a bad idea to do this from time to time to maintain that sense of continuity with Mr. Salvatore's novels.

In order to use the characters from the novels effectively, there are some guidelines to consider. If you pay attention to these, you should be able to effectively flavor your own campaign with that touch of genuineness that you want, without potentially ruining a good thing by stepping on the PCs' toes.

Cameos and Commanders

The major protagonists can make wonderful leaders for your player characters, providing you with just the right mouthpiece with which to get things moving in the direction you want. By employing book characters in the role of leaders, you can provide the impetus to kick off the adventure without overtly leading the players by the nose. This works particularly well when you are using the story threads for your own adventure ideas, because it makes the integration even more seamless.

If you are running a campaign in the Timberlands during the early part of the book's plot, then obviously, it would be fun to have Nightbird appear from time to time, giving encouragement, asking for help with a specific problem, or warning of impending danger. But you don't have to rely solely on the main characters. You could set things up so that your players' characters encounter Paulson, Cric, and Chipmonk, too, especially if it's a time before Nightbird has even come back from the elves.

You also don't have to limit this sort of appearance to the good guys. The characters could certainly have a brush with antagonists, both major and minor, through their adventures. Suppose you are running a campaign where the characters are in Palmaris in the days before the war. You could have them bump into Master De'Unnero as a younger monk, perhaps on a temporary assignment at St. Precious Abbey. The characters might not even know who he is initially, but if you give them sufficient clues early on about his appearance and demeanor, later, you could have them see him as the Bishop in Palmaris. You've created a connection that gives the players a strong sense of continuity.

Guide, Don't Help

One thing you must be careful of is the temptation to have the story's heroes helping your own player's characters. Yes, those book protagonists are powerful, and yes it will seem logical that they should come to the rescue (after all, that's exactly what they do in the story, right?), but you don't want to fall into that trap.

Letting the heroes of the novels do the work for the player characters takes away the sense of accomplishment the players themselves gain from overcoming the challenges you've set before them. It also tends to condition them to rely on such rescues, and if you continue to placate them with that, soon you'll be pretty much playing the game yourself, running the adventure and playing the major NPCs who solve everything. All the while, the PCs just sit back and watch. That's no good for anyone.

An even bigger danger is the idea of letting the story heroes join in an adventure from the start. While it's possible that you can find

places in the story where a large hole exists in the timeline, and the NPC in question *could* be doing the very adventure you've got cooked up, don't have it happen in that way. For example, Jilseponie spends a number of years serving in the military, particularly the Coastpoint Guards, before she escapes the powrie attack and meets Avelyn. It's conceivable that she could be a part of an adventure where all the other characters are also in her unit, and they gain a special assignment.

When you include the protagonists, though, there's a very real risk that the characters will just ask the major NPC for advice, expecting that you as the gamemaster will play that character to her full ability, therefore making it easier to solve the challenges. Or, conversely, the other characters will actually be more formidable than the story character in question, making the book here seem weak by comparison.

What happens when that book character dies as a result of the variables of the game? Sure, you can fudge that most of the time, but in some instances it will be too obvious what's going on. And the risk there is that the players will know that they have someone with them who can't die, because that character has to be somewhere else later in the story. So now they've got a safety net.

There are a number of ways to avoid this problem. First, the characters in the books already have a plot set out for them. They're off doing the things they did in the story, and they don't have time to also be where the characters are. Second, in the story, they are constantly delegating the work to their friends and companions, and it's reasonable to assume that they can delegate work to the PCs, too.

There's nothing wrong with having the book heroes give the player characters news, information, tasks, and even lend a hand every once in a while, but don't let them come to dominate the action and take the place of the characters doing what characters do.

Dramatis Personae

On the following pages are game stats for many (but certainly not all... others will be featured in future *DemonWars* products) of the characters found in the first three books of *The DemonWars Saga*. Using the guidelines discussed above these personas can add a great deal of depth and interest to your game.

Ubba Banrock 9th-level Powrie Fighter: CR 9; Medium-size Humanoid (powrie); HD 9d10+36; hp 76; Init 0; Spd 20 ft.; AC 15, touch 10, flat footed 15; Atk *warhammer +1 of speed* +12/+12/+7 melee (1d8+5/x3) SQ +2 Save vs. poison and spells; AL LE; SV Fort + 10, Ref + 3, Will + 4; Str 15, Dex 10, Con 18, Int 11, Wis 12, Cha 14.

Skills and Feats: Climb +14, Spot +12; Cleave, Expertise, Improved Disarm, Improved Bull Rush, Leadership, Power Attack, Sunder, Weapon Focus (warhammer), Weapon Specialization (warhammer).

Possessions: Ubba Banrock holds a mighty Powrie-forged warhammer, light in design, quick and deadly. Also, like all of Bestesbulzibar's generals, Ubba wears a pair of *Demon-forged bracers of deflection*, protecting him against all physical attacks. He also wears an extremely brightly colored red beret, showing his high rank among the powries. He wears masterwork chain mail and carries a *+1 warhammer of speed*.

Tactics: Ubba Banrock is perhaps the greatest tactician in Bestesbulzibar's army, which is why the Demon trusted him alone with the march to the sea across Alpinador. Ubba led his army, much smaller than the army of Gothra, Ulg Tik'narn and Maiyer Dek, all the way across the frozen tundra and mountains of Alpinador and to the sea; however, the Demon's fall left his army disorganized. Ubba has not been seen since, and it is likely that he fled to the Julianthes. His army did not make the journey with him.

Ubba tends to avoid direct melee alone, but will not shy from a fight if one finds him. Well armed and magically protected, Ubba can fight with the best alone; however, finding him alone is rare, as his cohort, a 7th-level Powrie rogue, is never far from his side.

Kos-kosio Begulne, 6th-level Powrie Fighter: CR 6; Medium-size Humanoid (powrie); HD 6d10+24; hp 57; Init 0; Spd 20 ft.; AC 15, touch 10, flat footed 15; Atk masterwork longsword +9/+4 melee (1d8+3/x3) SQ +2 Save vs. poison and spells; AL LE; SV Fort + 9, Ref + 2, Will + 2; Str 13, Dex 10, Con 18, Int 10, Wis 11, Cha 9.

Skills and Feats: Climb +10, Spot +9; Cleave, Expertise, Great Cleave, Improved Disarm, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: Besides his weapons and armor, Kos-kosio wears a pair of *Demon-forged bracers of deflection*, protecting him against all physical attacks. His pair was inherited from Gothra after Bestesbulzibar tore the goblin out of its skin. He also wears a brightly colored red beret, showing his high rank among the powries, but his is not as bright as Ulg Tik'Narn's or Ubba Banrock's. He wears masterwork chain mail and carries a masterwork longsword.

Tactics: Kos-Kosio is not a particularly brilliant tactician, but he is not stupid either. He is aggressive and cruel, and loves torturing prisoners. He, much like Ulg Tik'narn, is overconfident, though not to such a degree as Ulg.

Bradwarden, 10th-level Legendary Centaur Barbarian: CR 13; Large Outsider; HD 4d8 (Centaur) + 10d12 (Barbarian) +98; hp 181; Init +9; Spd 60 ft.; AC 23, touch 14, flat footed 18; Atk Greatclub +25/+20/+15 melee (1d10+10), 2 hooves +21 melee (1d6+5) or masterwork mighty composite longbow (+5) +19 ranged (1d8+5/x3); Face/Reach: 5 ft. by 10 ft./ 5 ft.; SA Rage 3/day; SQ Uncanny dodge; AL CN; SV: Fort +18, Ref +15, Will +13; Str 30, Dex 20, Con 25, Int 10, Wis 15, Cha 15.

Skills and Feats: Hide +2, Move Silently +4, Spot +4, Wilderness Lore +18; Improved Bull Rush, Improved Initiative, Power Attack, Track, Weapon Focus (greatclub), Weapon Focus (hoof).

Combat Statistics: Uncanny Dodge (Dex bonus to AC, can't be flanked).

While raging: hp 209, AC 13, Atk Greatclub +27/+22/+17 melee (1d10+12), 2 hooves +23 melee (1d6+6), SV: Fort +20, Will +15; Str 34, Con 29. Rage lasts 9 rounds.

Possessions: Besides his weapons, Bradwarden carries very little with him. He has in his possession a set of bagpipes, and often plays at night; his haunting melodies have earned him the name of Forest Ghost in the Timberlands. Carries a large shield, a greatclub and a masterwork mighty composite longbow.

Tactics: Bradwarden is a ferocious warrior, strong as a giant and almost as brutal. He is very protective of his woodland area of the Timberlands, particularly the wild horse herds roaming the land. The mighty centaur prefers straightforward combat, but is not against using tactics. In large combats, he tends to focus on the largest or strongest foe. Bradwarden often leads his charge with an arrow the size of a spear launched from his bow.

Dandelion, 7th-level Human Abellican Brother: CR 7; Medium-size Human; HD 7d8+21; hp 52; Init +3; Spd 50 ft.; AC 18, touch 16, flat footed 15; Atk Unarmed +10/+7 melee (1d8+4) SA flurry of blows, stunning attack; SQ evasion, leap of the clouds, purity of body, slow fall (30 ft.), still mind, wholeness of body; AL LE; SV Fort + 8, Ref + 8, Will + 6; Str 18, Dex 16, Con 16, Int 9, Wis 12, Cha 10.

Skills and Feats: Climb +10, Listen +12, Tumble +13, Swim +10; Cleave, Deflect Arrows, Improved Bull Rush, Improved Trip, Power Attack, Weapon Focus (unarmed).

Combat Statistics: Flurry of blows (+8/+8/+5 melee); stunning attack 7/day (Fort DC 13); wholeness of body (heal 14 hp 1/day).

Tactics: One of two Brothers Justice prepared for a second attempt against Avelyn, Dandelion was chosen for his immense strength and fortitude, lack of his own willpower, and willingness to obey any orders given. He is the perfect complement to Youseff; Youseff decides on their course of action, and Dandelion executes it.

Togul Dek, 6th-level Fomorian Giant Fighter: CR 14; Huge Giant; HD 15d8 (Giant) + 6d10 (Fighter) +93; hp 180; Init +3; Spd 50 ft.; AC 28, touch 7, flat footed 28; Atk *+4 improved flaming burst spike* +28/+23/+18/+13 melee (2d6+19 plus 2d6 fire/19-20/x3); or rock +14/+9/+4/-1 ranged (2d6+8); Face/Reach: 5 ft. by 5 ft./ 10 ft.; SA Rock throwing; SQ Rock catching; AL CE; SV Fort +19, Ref +6, Will + 6; Str 27, Dex 9, Con 21, Int 7, Wis 8, Cha 6.

Skills and Feats: Climb +20, Jump +20, Spot +15; Cleave, Great cleave, Improved Bull Rush, Improved Critical (huge longspear), Improved Initiative, Run, Toughness, Weapon Focus (huge longspear), Weapon Specialization (huge longspear).

Possessions: Togul Dek and each of his underlings are outfitted in enchanted *+3 lava plate armor*. The armor renders the giants immune to fire, as well as nearly impervious to attacks, functioning as *+3 full plate*. Togul Dek also has a unique creation: a *+4 improved flaming burst spike*. The spike can be used as a scrying device, automatically homing in on enemies. A brush with the spear causes 2d6 points of magical fire damage; prolonged contact causes 10d6 points of magical fire damage per round. Togul Dek wears *+3 lava plate armor* and carries a *+4 improved flaming burst spike*.

Tactics: Togul Dek is the leader of Bestesbulzibar's elite guard, chosen for his great strength even among giantkin. He leads a band of 24 elite giant warriors defending Mount Aida. In combat, Togul uses his magma spear to great advantage, melting nearby rocks, torching trees, and generally creating hazardous conditions for those engaged with him. He is never encountered alone, and his well-outfitted underlings show unusually good tactics for giants.

Maiyer Dek, 10th-level Fomorian Giant Fighter: CR 18; Huge Giant; HD 15d8 (Giant) + 10d10 (Fighter) + 135; hp244; Init +3; Spd 50 ft.; AC 25, touch 7, flat footed 25; Atk Masterwork huge greatsword +31/+26/+21/+16/+11 melee (2d8+17 / 17-20); or rock +18/+13/+9/+5/+0 ranged (2d6+10); Face/Reach: 5 ft. by 5 ft./ 10 ft.; SA Rock throwing; SQ Rock catching; AL CE; SV Fort +20, Ref +6, Will + 10; Str 31, Dex 8, Con 23, Int 9, Wis 12, Cha 15.

Skills and Feats: Climb +20, Jump +20, Spot +15; Cleave, Expertise, Great cleave, Improved Bull Rush, Improved Critical (Huge Greatsword),

Improved Initiative, Iron Will, Quick Draw, Run, Toughness, Weapon Focus (Huge Greatsword), Weapon Specialization (Huge Greatsword).

Possessions: Besides his magnificent greatsword, his fine armor, and a bag of rocks, Maiyer Dek's only possession is a pair of enchanted *Demon-forged Bracers of Deflection.* These bracers, one pair gifted to each of Bestesbulzibar's four generals, unerringly deflect all incoming physical attacks, including arrows, spears, hurled boulders (unless Maiyer Dek decides to catch such a boulder), and even the mightily enchanted elven ranger swords. The powerful enchantment gives the wearer DR 20/+4. Wears *+2 banded mail of invulnerability* and carries a masterwork huge greatsword.

Tactics: Maiyer Dek is the tallest and ugliest of the giantkin who answered the Demon Dactyl's call. Standing at almost seventeen feet tall and weighing over 4,000 pounds, the imposing brute serves as one of Bestesbulzibar's generals, bringing his army of giants along with Gothra's goblins and Ulg Tik'narn's powries through the Timberlands and south the Caer Tinella and Landsdown.

Maiyer Dek's greatest advantage over most of giantkin is not his size, however; it is his wit. He is ponderous and careful in his decision-making (much to the dismay of his fellow generals) but he is tactically far superior to most any other giant. With brains and an immense amount of brawn, Maiyer Dek would be a force to be reckoned with, even without the magical bracers of the Demon Dactyl.

Still, his melee tactics are very straightforward. He picks whichever target he deems to be the most threatening (or the most fun) and flattens it.

Avelyn Desbris, Human 5th-level Abellican Brother/11th-level Gem Master: CR 16; Medium-size Human; HD 5d8 (Abellican) + 11d4 (Gem Master) +32; hp 75; Init +1; Spd 40 ft.; AC 18, touch 11, flat footed 17; Atk Hand +12/+9/+6/+3 melee (1d8+1); SA Stunning attack; SQ evasion, slow fall (20 ft.), still mind, purity of body; AL LG; SV Fort +14, Ref +8, Will +17; Str 13, Dex 12, Con 18, Int 14, Wis 22, Cha 13.

Skills and Feats: Concentration +14, Heal +23, Hide +9, Jump +9, Knowledge (Arcana) +21, Knowledge (Religion) +19, Move Silently +9, Spellcraft +13, Tumble +9, Wield Ring Stone +30; Craft Gem Item, Deflect Arrows, Expertise, Gem Focus (Hematite), Improved Bull Rush, Improved Disarm, Improved Trip, Ring Stone Affinity, Remote Stone Manipulation, Ring Stone Combination, Ring Stone Expertise, Ring Stone Mastery.

Gems: Ruby, Graphite, Turquoise, Amber, Chrysoberyl, Gypsum, Malachite, Magnetite, Sunstone, Garnet, Hematite, Tiger's Paw, Serpentine, Clear Quartz, bag of Celestites, Amethyst.

Magic Points: 125

Combat Statistics: Stunning attack 5/day, Fort DC 18.

Tactics: Avelyn is a rowdy former monk, traveling the land issuing preparedness training to the patrons of every bar in every town he passes through. He loves to toss people around, especially guards, and makes use of his bulk in bull rushing and grappling everyone he can get a hand on. In such a barroom brawl, Avelyn will only strike for subdual damage. When someone draws weapons, Avelyn always singles out that target, first disarming then incapacitating the offender.

In more serious fights against goblins, giants, and the like, Avelyn makes use of his incredibly potent magic. He is perhaps the greatest magic user in the history of Corona, and has personally invented several uses for the stones; for example, Avelyn once possessed a goblin with the hematite, then used a tiger's paw to morph the goblin's hand. He also discovered the ruby's ability to create a lasting wall of fire.

Avelyn has double the normal maximum magic points for his level, and has a +7 bonus to his Wield Ring Stone skill; he is the single most powerful gemstone wielder known in the recent history of Corona, and can perform more powerful feats far longer than any other gemstone user, excepting perhaps Father Abbot Markwart at the height of his power.

Marcalo De'Unnero, Human 15th-level Abellican Brother/2nd-level Gem Sorcerer: CR 17; Medium-size Human; HD 15d8 (Abellican) +2d4 (Gem Sorcerer) +51; hp 124; Init +9; Spd 80 ft.; AC 21, touch 15, flat footed 16; Atk Unarmed +16/+13/+10/+7 melee (1d20+3); SA Holy strike (+2), flurry of blows, lethal strike, stunning attack; SQ diamond body, diamond soul, evasion, improved evasion, leap of the clouds, purity of body, slow fall (50 ft.), still mind, weightless step, wholeness of body; AL LE; SV Fort + 9, Ref + 10, Will + 10; Str 16, Dex 20, Con 16, Int 13, Wis 16, Cha 14.

Skills and Feats: Climb +22, Listen +22, Move Silently +24, Tumble +24, Swim +22, Wield Ring Stone +22; Deflect Arrows, Dodge, Expertise, Improved Disarm, Improved Initiative, Improved Trip, Mobility, Ring Stone Affinity, Spring Attack, Weapon Focus (unarmed).

Gems: Hematite (Ring), Tiger's Paw*.

Magic Points: 35

Combat Statistics: Flurry of blows (+14/+14/+11/+8/+3 melee); stunning attack 15/day (Fort DC 20); wholeness of body (heal 30 hp 1/day); lethal strike (Fort DC 20) 1/week.

Possessions: De'Unnero wears a *ring of regeneration*, stolen from the merchant Aloysius Crump during De'Unnero's term as Bishop of Palmaris. The hematite of the ring can be accessed as a normal hematite.

Tactics: Ever hungry for battle, Master Marcalo De'Unnero takes risks often deemed foolish by his subordinates, peers, and superiors alike, but he always wins. He uses whatever tactics are appropriate to set up his attack, be it ambush, stealth, or simply charge, but he never shies from a fight. As the greatest warrior ever to emerge from Saint-Mere-Abelle, De'Unnero is still searching for a fighter who can give him a challenge.

As a Master of the Abellican Order, De'Unnero usually has access to any gemstone he needs. He is never without his favored gemstone, however, a powerful Tiger's Paw.

Gothra, 7th-level Goblin Rogue: CR 7; Small Humanoid (Goblinoid); HD 7d6; hp 25; Init +7; Spd 30 ft.; AC 17, touch 14, flat footed 14; Atk Short sword +6/+1 melee (1d6-1/19-20); SA sneak attack +4d6; SQ Uncanny dodge, evasion; AL NE; SV Fort + 7, Ref + 8, Will + 3; Str 9, Dex 17, Con 11, Int 10, Wis 13, Cha 11.

Skills and Feats: Balance +13, Escape Artist +13, Hide +15, Listen +13, Move Silently +13, Open Locks +13, Spot +13, Tumble +13; Alertness, Dodge, Mobility.

Combat Statistics: Uncanny Dodge (Dex Bonus to AC, can't be flanked).

Possessions: Gothra's only possession of note is a pair of enchanted *Demon-forged Bracers of Deflection.* These bracers, one pair gifted to each of Bestesbulzibar's four generals, unerringly deflect all incoming physical attacks, including arrows, spears, hurled boulders, and even the mightily enchanted elven ranger swords. It does not, however, protect the wearer from grapple and pins (though no physical damage can be inflicted even if the wearer is pinned) or energy attacks, such as graphite's lightning blast, or a bonfire. As Gothra found out, however, they only function when the Demon Dactyl wants them to function, and offer no protection from the Demon itself. Wears studded leather and carries a short sword.

Tactics: Like most goblins, Gothra employs very conservative tactics in conquest, preferring to secure an entire region before moving on to the next. This tactic does not sit well with the other generals, particularly Ulg Tik'narn and Kos-kosio Begulne of the Powries, nor does it fit well with the Dactyl' plans for conquest.

Gothra avoids personal combat at all costs, fleeing and hiding when necessary. Should a conflict be joined, however, Gothra is able to strike relatively effectively from hiding; it is this method of attack that earned Gothra his place among the ranks of the goblin tribes, as all above him tended to die suddenly and violently.

Roger Lockless,7th-level Human Rogue: CR 7; Medium-size Human; HD 7d6-7; hp 21; Init +8; Spd 30 ft.; AC 14, touch 14, flat footed 10; Atk Masterwork short sword +5 melee (1d6-1/19-20); SA Sneak Attack +4d6; SQ Evasion, Uncanny Dodge; AL N; SV Fort +1, Ref +9, Will +3; Str 9, Dex 18, Con 8, Int 12, Wis 13, Cha 14.

Skills and Feats: Climb +4, Diplomacy +12, Disable Device +11, Escape Artist +16, Gather Information +7, Hide +14, Listen +8, Move Silently +14, Open Lock +14, Pick Pocket +14, Search +11, Tumble +14; Alertness, Dodge, Improved Initiative, Skill Focus: Escape Artist.

Combat Statistics: Uncanny Dodge (Dex Bonus to AC, can't be flanked).

Possessions: Carries a masterwork short sword.

Tactics: Roger is a noncombatant, and he knows it. He is better and more often used as a sneak, creating havoc in enemy camps, or as an informant, as he is adept at knowing everything that goes on around him. In combat, Roger uses his wits to survive, utilizing anything handy. He is a good judge of his own power and of the strength of those around him, and picks his fights wisely.

Quintall, 10th-level Human Abellican Brother: CR 10; Medium-size Human; HD 10d8+30; hp 75; Init +3; Spd 60 ft.; AC 18, touch 13, flat footed 15; Atk Unarmed +9/+6/+3 melee (1d10+1); SA Holy strike (+1), flurry of blows, stunning attack; SQ evasion, improved evasion, leap of the clouds, purity of body, slow fall (50 ft.), still mind, wholeness of body; AL LN; SV Fort + 9, Ref + 10, Will + 10; Str 13, Dex 17, Con 16, Int 10, Wis 16, Cha 10.

Skills and Feats: Climb +14, Listen +16, Move Silently +16, Swim +16, Wield Ring Stone +16; Deflect Arrows, Dodge, Improved Trip, Mobility, Ring Stone Affinity, Spring Attack, Weapon Focus (unarmed).

Gems: Sunstone, Garnet.

Magic Points: 12

Combat Statistics: Flurry of blows (+7/+7/+4/+1 melee); stunning attack 10/day (Fort DC 18); wholeness of body (heal 20 hp 1/day).

Tactics: His willpower broken and rearranged by vicious Master Marcalo De'Unnero, Brother Justice, formerly known as Quintall, is single-minded in whatever mission the church leaders use him for. The mission he was created for was the destruction of Avelyn, and so Quintall follows the wandering brother. He is ruthless, fearless, emotionless and honorless, utilizing tactics of

ambush and kidnapping, murder of innocents, or any other action he deems necessary to complete his mission.

Ulg Tik'narn, 9th-level Powrie Fighter: CR 9; Medium-size Humanoid (powrie); HD 9d10+45; hp 85; Init 0; Spd 20 ft.; AC 15, touch 10, flat footed 15; Atk *keen wounding longsword +2* +12/+7 melee (1d8+6 / 15-20); SQ +2 Save vs. poison and spells; AL LE; SV Fort + 11, Ref + 3, Will + 4; Str 15, Dex 10, Con 20, Int 10, Wis 12, Cha 9.

Skills and Feats: Climb +14, Spot +12; Cleave, Expertise, Improved Disarm, Improved Bull Rush, Improved Critical (longsword), Power Attack, Sunder, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: Ulg Tik'narn wields a gleaming serrated sword designed to inflict massive bleeding upon any opponent he comes against. In addition, like all of Bestesbulzibar's generals, Ulg wears a pair of *Demon-forged bracers of deflection*, protecting him against all physical attacks. He also wears an extremely brightly colored red beret, showing his high rank among the powries. Wears masterwork chain mail and carries a *+2keen wounding longsword*.

Tactics: Ulg Tik'narn is an expert (if aggressive) tactician, employing more advanced combat strategies than his goblin or giant counterparts. His greatest (and perhaps only) flaw is his overconfidence; he believes his army to be unstoppable.

In melee combat, Ulg fears neither blade nor bolt, due to his bracers, and is not even really concerned with magical attacks, due to his resilient nature and innate magic resistance. Sword in hand, Ulg is willing, and he believes able, to fight and defeat any foe. Ulg Tik'narn never shies from any combat, on any scale, except in the most extreme and dire circumstances.

Youseff, 7th-level Human Abellican Brother: CR 7; Medium-size Human; HD 7d8+14; hp 45; Init +3 (Dex); Spd 50 ft.; AC 18, touch 16, flat footed 15; Atk Unarmed +6/+3 melee (1d8); SA flurry of blows, stunning attack; SQ evasion, leap of the clouds, purity of body, slow fall (30 ft.), still mind, wholeness of body; AL LE; SV Fort + 7, Ref + 8, Will + 7; Str 11, Dex 17, Con 14, Int 12, Wis 14, Cha 10.

Skills and Feats: Climb +10, Listen +12, Move Silently +13, Tumble +13, Swim +10, Wield Ring Stone +12; Deflect Arrows, Dodge, Expertise, Improved Trip, Ring Stone Affinity, Weapon Focus (unarmed).

Gems: Sunstone, Garnet.

Magic Points: 8

Combat Statistics: Flurry of blows (+4/+4/+1 melee); stunning attack 7/day (Fort DC 15); wholeness of body (heal 14 hp 1/day).

Tactics: One of two Brothers Justice prepared for a second attempt against Avelyn, Youseff was chosen for his complete lack of morals and his cunning in combat. Were he not so supremely confident in his and his fellow Brother Justice's abilities, Youseff could be a fine tactician. Instead, after finding his goal he and Brother Dandelion are very straightforward in their assaults when they can be. When necessary, he will employ stealthy killing tactics.

Elbryan Wyndon, the Nightbird, 17th-level Human Touel'alfar Woodsman: CR 17; Medium-size Human; HD 17d10+68; hp 157; Init +7; Spd 30 ft.; AC 21, touch 13, flat footed 18; Atk Tempest +27/+22/+17/+12 melee (1d6+9/15-20) or Hawkwing +20/+15/+10/+5 ranged (1d8+4/x3); SQ bi'nelle dasada (+8), Oracle; AL NG; SV Fort + 14, Ref + 8, Will + 7; Str 20, Dex 16, Con 18, Int 15, Wis 15, Cha 14.

Skills and Feats: Animal Empathy +22, Handle Animal +22, Hide +23, Move Silently +23, Ride +23, Wilderness Lore +22; Expertise, Improved Critical, Improved Initiative, Mounted Combat, Point Blank Shot, Precise Shot, Rapid Shot, weapon Focus (shortsword), Weapon Focus (longbow).

Gems: Sunstone (set in Tempest's hilt).

Possessions: Elbryan is the wielder of many powerful gifts from the elves, including *Tempest*, his *+4 silverel keen shortsword of speed* and Hawkwing, his mighty [+4] longbow. He has a red and a green Touel'alfar armband, one wrapped about each bicep. Also among his possessions are the blanket and mirror he uses for Oracle, finely made Elven clothing (fit to his size, of course), and common woodsman gear such as rope, food, and a blanket.

Tactics: Elbryan is the complete warrior. He can fight in any circumstances, on any battlefield, against any foe. He is deadly at range or in melee, alone or in a group. He is an expert at preparing a battlefield, a master of stealthy attack, hit-and-run, night-fighting, and any other tactic necessary.

Elbryan is occasionally found alone but more often he is with Jilseponie, Roger Lockless, Bradwarden, or some of the elves (especially Belli'mar Juraviel). In almost all situations, Nightbird is the leader, but he is not above taking orders when the situation dictates. His ranger haunt was originally the three Timberlands towns of Dundalis, Weedy Meadow, and End o' the World, but the circumstances of the Demon War have him traveling far and wide, from Aida in the Barbacan to Saint-Mere-Abelle on All Saints Bay, in his quest to stop the Demon Dactyl and its evil minions.

THE DEMONWAR

What follows is a summary of the plot of the first three novels in *The DemonWars Saga*. After reading through this, you should recall most of the major events of the three books (if you haven't read them in a while), or else you should have a general understanding of what went on in the books (if you've never read the novels before). In the section following this summary is a set of tie-ins with the plot elements of the books that you can use to integrate your own adventures with the larger story.

THE PLOT

At its core, the trilogy of novels tells the tale of how war came to Corona in the form of a battle of good versus evil, and how a few brave individuals sacrificed much in order to win the day. In Corona, the evil in men's hearts fosters a being known as the demon dactyl (or maybe the demon dactyl is the source of all evil and its presence is what taints men's souls—who can say?). Most of the time, the demon dactyl lies dormant, defeated but never destroyed. It bides its time, waiting to surface again and call forth its armies. The tale of the DemonWar is one such occurrence.

The Demon Awakens

As the story unfolds, we're introduced to Elbryan and Jilseponie, or Pony, as she prefers to be called. They are two young adults living in a small town in the Timberlands named Dundalis. Their lives are forever changed when goblins attack Dundalis and burn it to the ground. Only Elbryan and Pony survive, but they are separated for several years.

Elbryan is taken in by the *Touel'alfar* and begins training as a ranger so that he might return one day to the Timberlands to keep such a tragedy from ever happening again. He makes many acquaintances, including Belli'mar Juraviel, who becomes a true friend. Belli'mar is in charge of Elbryan's training. Elbryan also gets to know Tuntun rather well, though she seems more bent on belittling the boy than being his friend.

Pony, meanwhile, wanders away, orphaned, and in her grief blocks the memories of what occurred from her mind. She spends several years living in Palmaris with adopted parents, working in their tavern. A young noble named Connor Bildeborough begins to court her, though she is initially reluctant. Eventually, he asks for her hand in marriage. On their wedding night, she cannot bring herself to consummate their marriage, and the young noble insists on an annulment.

Normally, Pony would be imprisoned for refusing her husband's wedding bed, but the abbot that annuls the marriage takes pity on her and sentences her to serve in the military. She leaves Palmaris and her adopted parents behind.

Meanwhile, a young man named Avelyn Desbris enters into a monastery to become a brother of the Abellican Church. He is extremely devout and innately powerful in the ways of the sacred Ring Stones, the gems given by the deity as gifts to men. He surpasses all of the other initiates in his learning and devotion, and he is fortunate enough to be chosen to go gather in a new collection of magic gemstones from Pimaninicuit, a secret island far out in the ocean. He succeeds admirably, bringing home the single largest collection of sacred stones in the history of the church, including a huge amethyst.

Upon returning to the monastery, he discovers the awful truth about how the monks keep the existence of the island a secret when he witnesses the total destruction of the ship and its crew. Eventually, disenchanted with the corruption and pettiness of his order and fearful for his own life, Avelyn steals a bagful of the magical stones and flees, killing one of his masters during the escape.

After a number of years, Elbryan is finally ready to become a ranger. He has learned much from the elves, and made many good friends. The elves grant him several gifts, including a wonderfully crafted bow named Hawkwing, and a ranger name, Nightbird. Then they send him on his way. Nightbird makes his way back to the Timberlands, and finds that it has changed considerably since he last saw it.

Dundalis is rebuilt, but of course, he knows no one there now. Still, he faithfully scouts the surrounding woods for that town and two others, Weedy Meadow and End-o'-the-World, keeping a careful watch for trouble brewing from the north.

Jilseponie, meanwhile, has become a member of the Coastpoint Guards, a rather elite unit of soldiers charged with protecting the coastline of Honce-the-Bear. Stationed at one of the remote forts, he finds life to be almost intolerable, for her comrades in arms are far keener on carnal pleasures than doing their duty. When a whole host of powries invades, the soldiers are caught unprepared, and the fight goes badly. Jilseponie

manages to escape and turns her back on the soldiering life, disenchanted with what she has experienced there.

Eventually, Jilseponie stumbles across none other than Avelyn, and they become friends. The monk has taken to drinking to drown his guilt and his sorrows, but he also now fervently believes that the demon dactyl is awake, and men should head the dangers. No one seems interested in listening to him, but Pony, at least, is willing to accompany him. Together, they wander the countryside of Honce-the-Bear.

During this same time, Elbryan, or Nightbird to the folk of the Timberlands, begins his life as a ranger in the forests. He encounters trappers, the occasional goblin, and resistance to his presence from some of the folk of the villages. He ignores them while continuing to patrol the forests. He encounters Bradwarden, a huge and witty centaur with a fondness for raw meat. They become friends and at times wander the woods together.

Back at the monastery, the father abbot, Dalebert Markwart, is furious that Avelyn has absconded with magic gemstones. Of course, he is angry that the younger monk fled the walls and killed a master along the way, but of even greater concern to him is his own reputation. He does not wish to go down in the annals of history as the father abbot who allowed gemstones to be stolen. He has one of his other masters, De'Unnero, prepare a young monk to become a Brother Justice. A Brother Justice's only function is to deliver justice, and in this case, Quintall, one of the other monks who went to Pimaninicuit, is charged with finding Avelyn, killing him, and bringing the stones back.

Nightbird discovers a strange location hidden in the forest, a mysterious grove of trees with a sacred cairn in the middle of them. At the same time, he meets a magnificent horse named Symphony that leads a herd of wild horses. Slowly, over time, Nightbird and Symphony form a bond, and eventually, the ranger is able to ride the stallion—though Nightbird never claims that the horse belongs to him. They are simply friends.

Avelyn and Pony continue to wander through the countryside, slowly working their way to Palmaris. Along the way, the monk begins to teach the girl how to use the Ring Stones, teaching her the magic inside them. As they travel, he hears the story of her lost past, and decides he must take her back to her childhood home so that she can overcome her terror.

Brother Justice is on the monk's trail, following him through the use of magic. As Pony and Avelyn return to Dundalis, the assassin monk is closing in. Pony recognizes the sight of the village, and some of her memories begin to come back to her. As she wanders through the forest on the outskirts of the town, Brother Justice captures her, intending to use her as bait to lure Avelyn out and to his death.

Meanwhile, Avelyn and Nightbird become acquainted, though neither Elbryan nor Pony is aware of the other's existence. When word comes that Brother Justice is looking for Avelyn, the pair of men go seeking him. They manage to rescue Pony and kill Quintall, the Brother Justice. Pony and Elbryan finally see one another, after so many years of each thinking the other was dead. It is a happy reunion.

The three companions spend their days in the Timberlands, Avelyn trying to open people's eyes to the threat of the demon dactyl through his preaching, Nightbird and Pony sharing their time together in the woods, looking for the more immediate threats of goblins. At one point, Avelyn shares some of the magic of his stones with Nightbird, planting a turquoise into Symphony's chest that creates a mental link between the horse and the ranger.

But the peace and quiet is short-lived. An army of goblins, powries, and giants appears and advances toward the three towns of the Timberlands. End-o'-the-World gets hit first and hardest. Only a few refugees survive the attack. Weedy Meadow is the next target, but this time, the heroes are better prepared, and they manage to get most of the citizens out. Dundalis is the last of the three to fall, but the goblins, powries, and giants capture an empty town this time, for with plenty of eyewitness accounts, it is easy to convince the folk of that town to flee without a fight. With the survivors of the three towns collected together, the whole band hides in the woods and lives off the land, waiting for a chance at revenge.

One of the skills Nightbird learned while with the Touel'alfar is known as Oracle, a meditative link with a kindred spirit. The ranger seeks solace in his Uncle Mather, who was a ranger in the Timberlands before him. During one particular Oracle session, Nightbird has a vision that leads him to the cairn in the grove.

There, the ranger battles a zombie that might possibly be his uncle, gaining his uncle's sword in the process. The sword, Tempest, is a product of elven magic, contains a truly unique gemstone, and becomes Nightbird's melee weapon of choice.

The band of refugees wages a guerilla-style war against the army of the demon dactyl, hitting small groups, supply trains, and so forth. The life is hard, and there are numerous difficulties to overcome, including a trap laid to catch Nightbird

and a betrayal by Tol Yuganick, a citizen of Dundalis who 'sold out' to the powrie leader. The common folk would escape to the south if they could, but it's too dangerous, for the whole northern frontier of Honce-the-Bear is now crawling with the humanoids.

Finally, Avelyn realizes what he must do. He must confront the demon dactyl in its lair. Six companions agree to go with him into the far reaches of the wilderness, to the Barbacan and into Mt. Aida. They are Nightbird, Pony, Paulson and Chipmonk (the remaining two trappers), Bradwarden, and Belli'mar. Along the way, they discover and free some prisoners, and Belli'mar parts ways with the group in order to lead the humans to safety at Andur'Blough Inninness. The rest continue on and, unknown to them, are shadowed by Tuntun.

"Fool!" the dactyl shrieked wildly. "Fool! What have you done?"

"Not I," Avelyn answered under his breath, though he knew that the demon could not possibly hear him. "Not I." The monk understood, then, knew his fate and willingly accepted it.

Bestesbulzibar crawled across the dais, away from Avelyn—who was standing tall, shining, praying—and toward one of the lava flows. The hundreds of purplish rings converged in the middle of the room.

Aida, the very mountain itself, exploded.

At the Barbacan, there is another great host of goblins, powries, and giants, and the heroes must battle their way into the mountain. During the fighting, Paulson and Chipmonk fall. Once inside, Tuntun makes her appearance, though she, too, falls in battle, this time to the undead spirit of Quintall, melded into a magma body.

The four remaining companions fight their way to the demon dactyl, but they are separated. Avelyn faces the creature alone while the other three try to fight their way to his side. The battle between Avelyn and the demon dactyl is fierce, but in the end, the monk triumphs by destroying the huge amethyst he brought back from Pimaninicuit with Tempest. The resulting blast kills both Avelyn and the demon dactyl, levels the mountain, and traps Bradwarden, who must hold a collapsing section of tunnel up long enough for Nightbird and Pony to escape.

At the top of the mountain, the pair find Avelyn's arm jutting out from the remains of the mountain, holding aloft Tempest and the gemstones. The goblin army has been destroyed, as well. The two humans gather the treasures and head back to the Timberlands.

The Demon Spirit

The second book picks up almost immediately where the first has left off. Elbryan and Pony have returned to the Timberlands, and continue the fight against the remains of the demon dactyl's army. Pockets of the creatures still huddle, wondering which direction to go or whether they should scatter to the four winds.

At St.-Mere-Abelle, the monks are under attack from the powries, a whole host of the dwarves having arrived in an armada of barrelboats and other sea vessels. The monks succeed in defeating the hated powries, but it is apparent to Master Jojonah, (Avelyn's trainer) that the father abbot is changing somehow, and not for the better.

There is a more volatile, hateful nature to Dalebert Markwart, as evidenced by, among other things, his sacrificing a peasant man in order to detonate a ruby in the midst of many powries on the shores.

Markwart is consumed by hatred and resentment toward Avelyn Desbris, whom the father abbot considers the worst kind of heretic. He is so wrapped up in restoring his own reputation at the expense of Avelyn's that he begins to believe more and more outlandish notions about the monk, including the presumption that Avelyn actually was in league with the demon dactyl, and only died through mutual betrayal. Unknown to anyone, including himself, the father abbot has actually begun to be influenced by the demon dactyl's spirit, which gives him visions and speaks to him as though it is his own conscience giving voice to personal thoughts.

To prove himself right, Father Markwart decides an expedition is in order, to the Barbacan itself, to see what has actually happened, for little news on the demon dactyl has reached the civilized world, and no one knows anything for sure.

In the meantime, we are introduced to a new character, Roger Lockless. Roger is an orphaned boy, part of the refugees who are now just to the south of the Timberlands, in the vicinity of Caer Tinsella and Landsdown. He takes great pleasure in slipping unnoticed into and out of the evil army's encampments, freeing prisoners, setting clever traps for the sentries, and other mischief.

During their various excursions, Nightbird and Pony have found themselves in the Moorlands, and suddenly, Elbryan realizes he has passed this way before, when he first left

Andur'Blough Inninness. He uses Oracle to remember the path, and they follow it back to the secret elven valley. They are denied entry, though, for the queen of the elves, Dasselrond, forbids all who are not of the elves from passing inside. Instead, Belli'mar rejoins the two companions. He convinces them to head to Caer Tinsella and Landsdown, and travels with them.

They came over the edge of the now flat-topped mountain, in sight of a huge plateau of empty grayness—except for one tiny spot of light. Toward it they went, trudging on, plowing through the heavy ash. They could not discern the source until they were very close, within a dozen strides, and then they hesitated. An arm, Avelyn's arm, protruded from the ash, holding fast to Tempest at mid-blade and with a bag hanging below that.

As the monks prepare for their journey to the Barbacan the political currents are already flowing between the two sides of the issue of Avelyn Desbris' heresy. Master Jojonah heads the minority that believes he is a hero and for this political leaning he is ordered to go on the trip despite his advanced age. However, the father abbot has many other eyes and ears, and any wrong steps on the part of the aged master will get back to Markwart.

Back in the frontier, Roger Lockless attempts another excursion, but this time, he underestimates his opponents and winds up treed by Craggoth hounds, and becomes the powries' prisoner. Nightbird, Pony, and Belli'mar arrive in the refugee camp and immediately assume command, at the welcome invitation of several old friends. One of the first things they do is attempt to free Roger, but he has already managed a good deal of that himself.

In the meantime, the monks have found themselves on the periphery of Alpinador, and choose to ambush a large humanoid force, despite the displeasure of a number of those loyal to Markwart. There is an impressive display of magic, and then the monks prepare to move on but not before they get acquainted with Andacanavar, another elf-trained ranger who provides them some aid and guidance. Then, they make their way to the remains of Mt. Aida, where they discover the truth about what occurred—and a very-much-alive Bradwarden still inside the tunnel. They realize that he has been kept alive all this time from a minor magical treasure Nightbird received from the elves and in turn gave to the centaur. They dig Bradwarden out and forcibly return him to the south.

Markwart, upon hearing of the capture of the centaur, insists on meeting the expedition in Palmaris, where he personally attends to the questioning of Bradwarden through torture in the bowels of St. Precious Abbey. Master Jojonah is horrified, but Markwart deals with him by sending him on a trivial mission to the south, to Ursal, to get him out of the way.

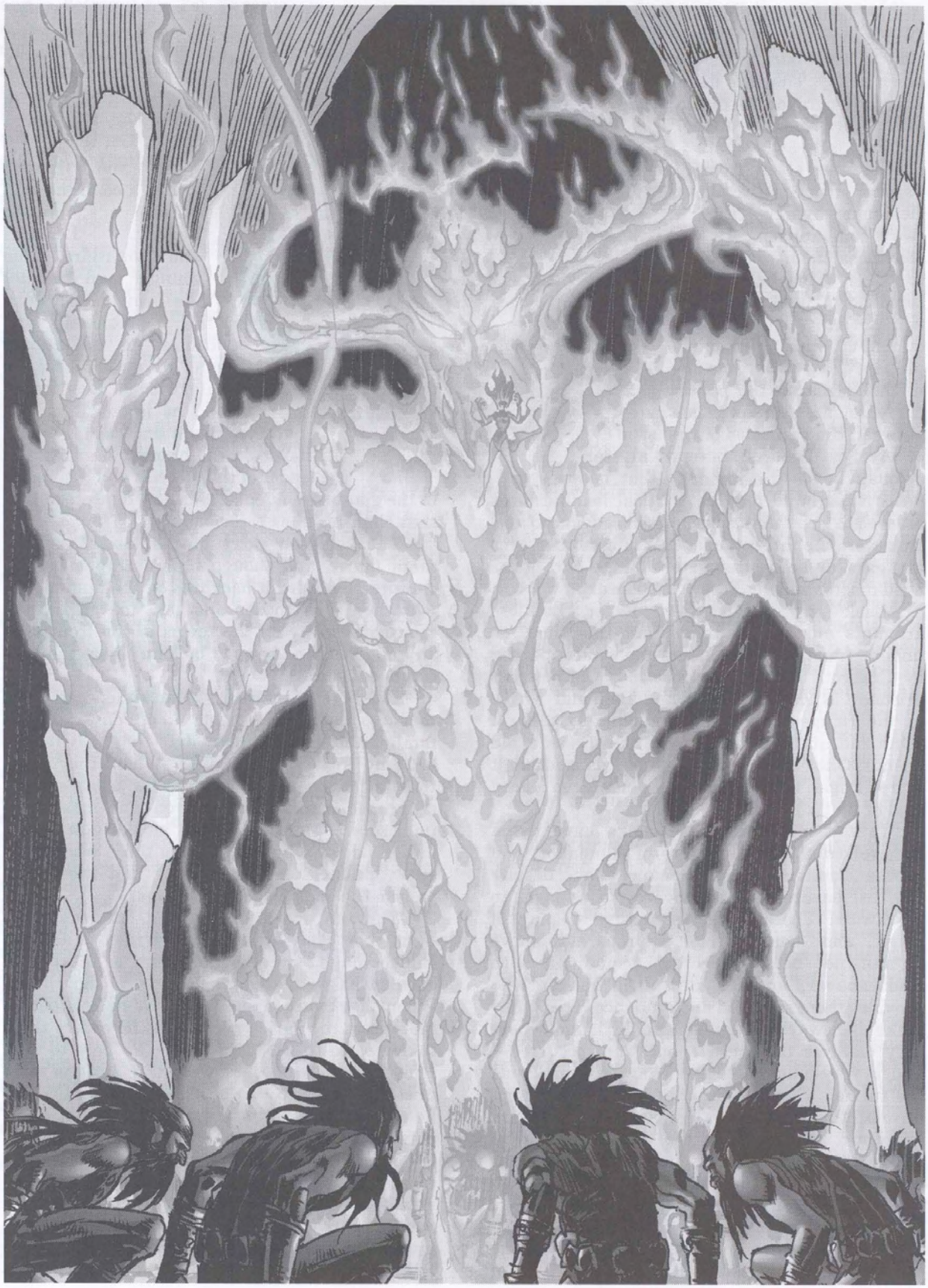
In the frontier towns, a confrontation brews between Roger Lockless and Nightbird. The younger man does not like being usurped by the newcomers, and at first his immaturity won't allow him to see the greater wisdom. Eventually, though, he is convinced. So the refugees once again wreak havoc on the humanoid army, and the leader of the powries and the leader of the giants are at odds over how to proceed now that Nightbird has returned.

The refugees carry out an attack on the main forces, and though it is a trap meant to capture Nightbird it backfires on the humanoids, who then turn on one another. The grip of the monstrous army on the towns of the frontier is slipping fast, and it won't be long before the land can be reclaimed.

Dalebert Markwart, meanwhile, has used magic to discover the existence of Pony's adopted family, the Chilichunks, and they have been brought in for questioning. When they can't tell the father abbot enough, he accuses them of crimes against the church and has them imprisoned. More and more monks now sit on either side of a line separating those who would show kindness and generosity and those who believe the ends justify the means.

Through more questioning, its comes to light that Pony was once married to Connor Bildeborough, and the nobleman is taken into custody as well, though for only a short time. When Markwart is satisfied that he can get no more from the various prisoners, he orders them taken back to St.-Mere-Abelle as bait to lure Pony and the stones. However, he assigns some unsavory tasks to two new Brothers Justice, for he can see that there are loose ends that could potentially be problematic to his own plans.

The refugees want to take action immediately, to reclaim their homes now that much of the monstrous army has been crippled from the deaths of their leaders, but Nightbird and Pony preach caution. Instead, they decide to travel to Palmaris to enlist the aid of the Baron. They all



set out, intending to slip around the monstrous army.

Back in Palmaris, the Brothers Justice kill a powrie and then murder Abbot Dobrinion of St. Precious there, making it look like the powrie snuck into the abbey to commit the crime. Connor Bildeborough finds clues that tell him otherwise, and now believes that his own life is in danger, so he heads north, hoping to encounter Pony in order to warn her that the father abbot is hunting her. The Brothers Justice are close behind.

Master Jojonah has taken ill on the road south to Ursal, and along the way he hears the news of the abbot's death. After he recuperates, he turns north again, reasoning that he will be needed to stem the turmoil from the resulting power vacuum. He returns to St.-Mere-Abelle, much to the father abbot's irritation, but he is allowed to stay, and begins to research the history and beginnings of the church, in hopes of finding something to show that Avelyn had the right idea.

Connor does indeed find Pony, and the rest of the refugees, and he passes his warning along. Nightbird, Pony, Juraviel, and Roger Lockless decide to turn the tables on the two assassin monks, laying a trap for them, killing one and capturing the other. They now have the proof they need to show that the father abbot—or at least his church—is responsible for the death of the abbot in Palmaris. The group splits into two, Connor and Roger escorting their prisoner south, and the other three heading east, to St.-Mere-Abelle, to rescue Bradwarden and the Chilichunks.

On the road to Palmaris, however, the monk escapes, kills Connor and then begins to pursue Roger. He manages to trap the monk in a tree and runs to find the others, but when they return, the monk has strangled himself trying to escape Lockless' rope bindings. Once again, Roger heads south to Palmaris, this time with the unpleasant burden of a dead Connor along with the monk. He gains an audience with the Baron and explains what has happened, along with Connor's theories that the church murdered Abbot Dobrinion. The baron, though grieving, believes the young man and together, they decide to get to the bottom of it all. Roger returns once more to Nightbird and the others to tell them that they have the baron on their side, and also to give Defender, Connor's sword, and Greystone, the noble's horse, to Pony. Then they say their goodbyes.

In St.-Mere-Abelle, Master Jojonah finds evidence of a kinder, gentler church in the musty records, but before he can do much with it, Father Abbot Markwart sends him away again, this time to accompany De'Unnero to Palmaris to be installed as the new abbot. At the same time, the Chilichunks, wasting away in the dungeons of St.-Mere-Abelle, finally succumb to their torture. Markwart orders their bodies left where they are.

As Elbryan, Pony, and Juraviel move east, they stop long enough to rescue a caravan from a goblin attack, crossing paths with the new abbot of St. Precious, De'Unnero, in the process. Pony and Jojonah have a tentative conversation about Avelyn, which, once the two groups have separated again, prompts Jojonah to secretly part ways with the other monks and sneak back to the heroes' campfire that night.

Father Markwart has a vision and follows up on it, discovering a copy of a forbidden tome, *The Incantations Sorcerous,* stashed in the deepest recesses of the monastery library. He retrieves it and begins to study it. He learns how to summon demon spirits and other tricks. He brings spirits to inhabit the bodies of the dead Chilichunks.

In Palmaris, De'Unnero is installed as the new abbot, and when Baron Bildeborough meets with him to discuss Connor's death, the nobleman is rebuked. In a fury, the baron and Roger set out for Ursal to speak with the King. But De'Unnero tracks them in tiger form and slays everyone except Roger on the road.

Nightbird, Pony, Juraviel, and Master Jojonah arrive at St.-Mere-Abelle, sneak in, and rescue Bradwarden. They discover the dead bodies of the Chilichunks, now demon-possessed. They destroy the creatures and escape. When the College of Abbots convenes later that season, Father Markwart names Jojonah a heretic for aiding the "criminals" in rescuing the centaur. Jojonah is burned at the stake.

The Demon Apostle

Pony, Nightbird, and Juraviel have returned to the frontier, currently in Caer Tinsella. Members of the King's army, led by Shamus Kilronney, are there to fight the remaining humanoids, and a contingent of Palmaris' city guard, led by Shamus's cousin Colleen, arrive in Caer Tinsella to report that Baron Bildeborough was killed on the road to Ursal. The heroes suspect that Roger Lockless survived, because there is no word of his body being found.

At St.-Mere-Abelle, Father Markwart's powers are growing, thanks to *The Incantations Sorcerous,* and those monks loyal to Avelyn and Jojonah, led by Brother Baumin Herd, Jojonah's protégé, have begun to meet in secret to discuss how to get the truth to the world. Roger Lockless has infiltrated the monastery, posing as a cleaning boy in order to try and find more evidence of the church's complicity in the deaths of so many.

Juraviel discovers that Pony is pregnant, and Elbryan does not know. Pony is angry with herself for being weak after she and Elbryan had agreed to abstain for the duration of the war, and she still grieves for her dead adopted parents. She and Elbryan argue over the course of their lives, and finally, reluctantly agree that Nightbird should go north with a caravan to help rebuild Dundalis, while Pony will go south to look for Roger. Elbryan realizes that she is also going to try to find a way to get revenge on the church that killed her parents, but he knows he can do little to stop her. She does not tell him about the baby, knowing that to do so would only cause him to try to stay with her.

The King of Honce-the-Bear is concerned about the death of the baron of Palmaris, and his advisors offer him different courses to follow. At Markwart's secret insistence, the abbot in Ursal and one of the King's advisors convinces the King to allow the church to make De'Unnero a bishop, holding both temporal and secular power. The King's other advisors are outraged.

When the followers of Avelyn are discovered by Brother Francis, who is loyal to Markwart, he helps them escape the monastery rather than turn them in, because he can't stomach any more killing. He also discovers Roger Lockless and knows he is in league with the supposed heretics Markwart is hunting. He gets them together so that Roger can guide them far away. They make their way toward the north, to the frontier.

In Palmaris, Pony disguises herself as the wife of a tavern owner (who was one of the refugees from the Timberlands) in order to learn more about what is going on in the city, especially in regards to the new bishop, De'Unnero. De'Unnero continues to look for clues to Pony and Nightbird's whereabouts, and gets the information he is seeking when he interviews Shamus and Colleen Kilronney. He wants to go to the north, to hunt them, but Markwart does not allow it. So he sends Shamus back north to keep an eye on Nightbird.

In the meantime, the bishop decides to gather all of the magical gemstones in the city, hoping that he might catch Pony if she is in the city. In addition, he begins to stir the populace into a frenzy, playing on their spiritual fears to rile them into greater dedication to the church. Working secretly, Pony begins a quiet campaign to discredit the bishop, using a network of informants throughout the city. Colleen becomes one of those people, growing to like Pony and what she stands for.

On the road toward the Timberlands, Roger discovers that more elves are out and about. They promise to shadow him and the monks he guides. At the same time, Juraviel decides he must return to his home, at least for a while, and parts ways with Nightbird and the caravan before they've reached Dundalis. Before he can reach Andur'Blough Inninness, though, he hears a calling, a magical song that pulls him south where he joins with the other elves, led by the queen, Lady Dasselrond herself. Nightbird and the others return to Dundalis and begin to rebuild.

Bishop De'Unnero uses force and intimidation to gather up Ring Stones; even breaking into a merchant's house when that man refuses to relinquish stone he was sold long ago. The bishop has him arrested and eventually executes him in a blaze of fire in public. In addition, soldiers begin to harass the Behrenese who live near the docks, eager to persecute and blame them for the past troubles. Pony studies these dark-skinned people and realizes that they are a potential ally. She attempts to contact them, hoping to lure them into the fold of the secret insurrection.

Father Markwart continues to manipulate events from remote at St.-Mere-Abelle, even going so far as to intimidate the King by way of his manifested spirit. The King and the father abbot agree to meet in Palmaris to discuss the job Bishop De'Unnero is doing and the effect it is having on the people of the city.

In the north, Shamus finds Nightbird, convinced his duty is to arrest the man, but when goblins attack the troopers and the ranger and his companions help save the soldiers, Shamus has to reassess his preconceived notions.

The monks decide that they must make a pilgrimage, to Mt. Aida, to see for themselves Brother Avelyn's final resting place. They ask Nightbird to guide them. He agrees, and Bradwarden and Roger go, as well. When Shamus Kilronney discovers this, he sends word back to Bishop De'Unnero.

In Palmaris, Colleen brings members of the Abellican church together with Pony, and they agree that perhaps they have more common ground than they thought. At the same time, Lady Dassalrond's elves have infiltrated the city and are watching everything that's taking place with a critical eye. Pony continues to try to quietly foster rebellion, though everything moves too slowly for her liking. She also realizes with dismay that, as she grows closer to her due date, she will be out of action. When De'Unnero receives the communiqué from Shamus Kilronney, he finally persuades Father Markwart to let him hunt the ranger himself. Markwart has plans to replace De'Unnero with a kinder, gentler bishop, and this seems like a perfect excuse to begin that process. De'Unnero makes it to Dundalis

in record time and confirms that Nightbird has headed north, to the Barbacan. He continues the pursuit.

In Palmaris, the rebellion seems to be falling apart before it can even begin. Brother Francis, now in charge, is putting the people at ease again after De'Unnero's harshness, and most of the population is satisfied with that. Pony, however, cannot abide it, and when Father Markwart arrives and parades through the streets, Pony lets her emotions get the better of her. She uses a lodestone to assassinate the father abbot. Afterward, the city is locked down tight, and Pony feels miserable when she learns that the father abbot is not dead after all.

The Barbacan was a wild place, as untamed as any land the ranger had ever seen; a place of huge, rocky outcroppings, jagged stones, and thick copses of dark trees. It was a place where a trail ended abruptly in a hundred-foot drop, or a boulder might come suddenly down upon an unwary traveler's head. A place of the most primal danger...

De'Unnero catches up to Nightbird, killing one of two elves that are accompanying him and the monks. The other elf manages to get word to the ranger. The monk and the ranger have a confrontation, but they are forced to leave it unfinished. De'Unnero flees, only to return a few days later, with Shamus and his soldiers in tow. But when De'Unnero orders the soldiers to take the men, they refuse, realizing when they see his transformed tiger paw that he is the one who murdered the baron.

In Palmaris, the father abbot has survived through great magic, and has discovered the location of Pony. The elves realize this and rush to warn her. Pony manages to escape, but Markwart's spirit confronts her outside of town. They battle, and he wounds her, but the elves come to her aid, driving the spirit off. Pony survives, but she loses the baby. The elves, after visiting with the King to apprise him of the truth, head to the north, intent on returning to their home, their role in these events at an end.

Shamus and his soldiers, now outlaws in the eyes of the church, decide to accompany the monks and the others to the Barbacan. When they reach the mountains, they discover great hordes of goblins still in the area. They try to sneak past, but they are spotted, and they all are forced to make a run for it to the top of Mt. Aida. There they intend to make their final stand, and as the goblins close in around them a magical emanation radiates from Avelyn's hand, destroying every last one of the humanoids. The pilgrims and their companions are safe, but are now trapped because of the winter snows.

De'Unnero returns to Palmaris to report to Father Markwart. The King confronts the father abbot about the treatment of the citizens, but when De'Unnero reports what has happened in the north, all agree that there is but one thing to do. All of them must go north, partially to catch the criminals and learn the truth and partially to keep an eye on one another.

In the meantime, Pony and Colleen make plans to head north to warn Elbryan. They try to outrun the monks and the King's soldiers, but with Markwart and De'Unnero working together with magic, it's no use; the two women are captured. They are forced to accompany the larger expedition north. Along the way, Pony manages to trick one of the monks into trying to heal her, and she uses the opportunity to warn Elbryan of what's coming.

The monks and soldiers, headed by the father abbot and the King, arrive at the Barbacan and have Nightbird and his companions trapped. Only Roger Lockless escapes. After discussions, the fugitives realize they have no place to flee and surrender. All of them are taken back to Palmaris and locked in the dungeons, Roger following secretly behind on Symphony. Along the way, the rogue hooks up with Juraviel, who has been charged with observing how everything plays out.

In Palmaris, Roger and Belli'mar join with the secret network Pony had set up before her departure. Working together with a few monks at the abbey, they develop and carry out a plan to free the prisoners before any trials and executions can begin. The fugitives go into hiding, but the monks track them down by spirit walking. At long last, Pony has had enough. As the rest of her companions flee, she takes up a lodestone and begins marching straight toward the manor where Father Markwart is dwelling. She uses the magic stone to repel all the soldiers and their weapons from her, magnetically pushing them away as she rushes to the confrontation she has been seeking for so long.

Nightbird follows her, soon joined by Roger Lockless, Belli'mar Juraviel, and Bradwarden. The elf has recovered the ranger's weapons.

Together they rush after Pony, hoping to aid her in some way. At the manor house where Markwart waits, Pony gets inside and confronts him, and now, unhindered by pregnancy, she attacks him ruthlessly.

Nightbird and De'Unnero square off, battling fiercely. In the end, the ranger defeats the monk and throws him from a second-story window, but he is gravely wounded himself. He rushes to Pony's side as she tries to wage a spiritual battle with Markwart. Alone, the woman cannot defeat the father abbot—and the spirit of the demon dactyl—but together, with Elbryan helping her, they manage to drive the evil spirit out of the monk. Before he dies, Dalebert Markwart acknowledges his errors and tells his subordinates that he was wrong, exonerating Pony, Nightbird, even Avelyn, and everyone else.

Juraviel rushes to Nightbird's side and, realizing the man is beyond anyone's help, simply holds him, and tells him that his son is alive and well in Andur'Blough Inninness. Nightbird smiles in contentment and dies. Outside on the lawn, the body of De'Unnero has disappeared.

In the aftermath, a new and more compassionate church is promised, and the monks even approach Jilseponie about becoming a mother abbot. But she grieves for her fallen love, Elbryan, who is borne on a caisson, pulled by Symphony all the way to Dundalis, to be buried near his Uncle Mather. Juraviel returns to the valley of the elves to report on the death of Nightbird, but they now have his offspring to raise and train, though unknown to any of them, the spirit of the demon dactyl apparently lingers in the child, planted there when Markwart and Pony battled in the field north of the town.

"Now I understand. This land is my land, my ranger haunt. It is under my protection, though the proud and hardy folk here would hardly believe they need it, and certainly would refuse it should I ask. I have no friends among the current residents of Dundalis, and in truth, I expect none. But I have found peace, Uncle Mather. I have come home."

Using Story Threads

Presumably, the whole reason you're interested in playing in a *DemonWars Saga* campaign setting is because you enjoy the story in the novels. It makes sense, then, that you would like to use the novel material however you can. We've already covered how you can employ the geography, the major characters, and even the conflicts of Mr. Salvatore's books as you create your themes for your adventures. But there's another way to tie in with the books. By finding plot threads that have been left open-ended in the stories themselves, you can create a strong connection between your own roleplaying adventures and the larger story of the novels. You want to be certain you're not tying yourself too strongly to what went on in the books, but as long as you keep the possibilities for future direction open, using plot threads is a fine way to start a campaign.

Story Threads

What follows are a series of suggestions, adventure hooks that begin where a plot threat from the novels leaves off. Any of these ideas is great for kicking off your own campaign, or they can be used as a quick sidelight adventure for your main campaign.

Survival

Perhaps a character begins as a sailor on board the *Windrunner,* somehow surviving the destruction of that ship in All Saints Bay after the trip to Pimaninicuit and back. The character might manage to swim to shore and escape the notice of the monks, though if he begins to decry the monks in public, he will surely draw their ire. The campaign or adventure could revolve around the character and his friends trying to convince others of the atrocities committed, or perhaps simple greed leads them to attempt to return to the island to see what's there.

Reinforcements

Any number of characters could be involved in the relief of Pireth Tulme, where Jilseponie escapes the destructive attack of the powries. Once news of the assault reaches civilization, the King will most certainly send an army to drive the powries back into the sea, and thus could begin the military careers of the heroes.

Resistance Fighters

The characters could be citizens of the Timberlands, living and working in the forests around the towns of Dundalis, Weedy Meadow, and End-o'-the-World. As the goblin army overruns the place and everyone is forced to flee, the heroes could become part of the group of able-bodied fighters who engage in hit-and-run tactics against the humanoids. Nightbird could become an NPC leader, or the heroes could establish their own secret camp, separate from notice by the others, and dish out additional grief to the powries, giants, and goblins.

Holy Mission

Abellican brothers might hail from St.-Mere-Abelle, participating in the battle that sees the powries try and fail to capture the monastery. The characters might be given additional tasks by Father Markwart and his subordinates that are separate from the expedition to the Barbacan, but no less vital.

Caravan

The heroes could be members of the caravan that Pony, Nightbird, and Juraviel rescue while on their way to St.-Mere-Abelle. Even after the battle with the goblin band, the guards and the merchants still have a long way to travel before reaching civilization. Similarly, other caravans in the area might experience similar troubles and have new heroes, namely the player characters, come to their rescue.

The King's Army

Some or all of the characters could be serving with Shamus Kilronney's troops as they ride north to aid in the fighting in the Timberlands. The characters might even be a special detachment, used by Shamus to take care of special tasks that ordinary soldiers have neither the time nor the expertise for. Whether these heroes participate in the confrontation at Mt. Aida when the King and father abbot arrive is up to you. It would probably be better for them to have another mission, though.

Underground Resistance

The characters could be part of the underground resistance that Belster O'Comely and Pony establish in Palmaris, working with those two and many others to try and stir up enough support to overthrow the bishop of Palmaris. The heroes can receive plenty of assignments from their superiors, from rescuing merchants about to be arrested for possession of gemstones to smuggling Behrenese refugees out of the city, or attempting to spy on the goings on in the abbey.

Aftermath

The characters could belong to any number of groups that played some part in the story, and are now faced with choosing their path in light of the revelations at the climax of the tale. This could include being members of any of the military organizations or perhaps the King's court, younger monks who have seen their church shaken and nearly toppled by a corrupt leadership, new settlers in the frontier trying to eke out a living now that the humanoids have been driven back into the mountains, or citizens of Palmaris who have survived the oppressive tyranny of the church. In each case, the opportunities are open and endless, and there's still plenty of turmoil and potential conflict resting just beneath the surface to keep things interesting.

Avoiding the Books

It's entirely possible—and acceptable—that you don't want to tie your adventure or campaign plots into the book threads. Instead, you might want to set your adventures in a part of the world that doesn't come into play (Alpinador, for example, or a city further south from Honce-the-Bear, like Freeport). Or perhaps you want to do more than that; you want to take the world of Corona and stand it on its ear, creating new stories and themes that are unrelated to the setting as it exists in the books.

For example, maybe you'd like to run a campaign where a great and charismatic leader of the powries rises up and forces the dwarves to abandon their evil ways and tries to normalize relations with the humans. Or maybe you decide that the nation of Behren to the south grows tired of Honce-the-Bear's mistreatment of Behrenese in its cities, and decides to attack, bringing with it a new and frightening kind of magic that no one's ever seen before. Or perhaps you introduce an entirely new race of sentient creature from a very distant locale. Maybe they have come to trade, or maybe they are bent on domination.

Whatever your leanings, this variety is great. We have provided you with the basic tools to run a campaign set in the world of Corona, but what you do with those tools is entirely up to you, and more power to you if you want to stray from the set path. That's what adventures are all about, after all. Your imagination is your only limit, and only by letting it run free can you gain the full value of roleplaying with this product. So go for it! Have fun, create, and make of it what you will.

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