

OUTCASTIA
Land of Dragons

**CAMPAIGN
SOURCEBOOK**

Version 4.0



NITEHAWK JARRETT

For use with Advanced
Dungeons & Dragons 2nd Edition



With an Introduction by veteran Dungeon Master™ Bruce Sponagle



Campaign™ Sourcebook

Advanced Dungeons & Dragons 2nd Edition

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I do not adventure to find glory; I find glory in adventuring. I do not live to fight; I fight to live. On this day we can all share the glory of our adventure as we christen this site, which used to be a place of evil. Now it will be home to us; the anomalies of society, the misfits, the outcasts. We christen this place Dragon's Den and welcome any and all who are noble of heart and wish to live in peace and harmony with all others. No longer shall we roam the realms calling no one place home. No more shall we be ostracized because we look or act differently than others. Today that difference becomes a badge of honor, not a mark of shame. Today marks the beginning of a new legacy!

**-Alfheim-Rigel during the christening of Dragon's Den
Tirde 27, 0 AR**



Creator Notes

Outcastia. A land filled with mystery, adventure, danger, and....dragons! The history of Outcastia has been obscured by its legend and by the humans that talk of it. No matter what is said one thing is always consistent in any story that humans preach of this land, it is a remarkable country. Within this book you now hold (formerly called "The Complete Handbook of Outcastia") you will read the truths and myths associated with one of the most powerful and alluring places in the realm. You will read of its origins and its heroes. Its gods and its monsters. Its people and its cities. You will no longer be in darkness about this country that most refer to as "The Land of Dragons".

* * * * *

It has been almost 16 years as of this writing since the land of Outcastia first saw life...but I didn't know it then. It all began back in 1986 on Edwards Air Force Base. I played Dungeons & Dragons with a group of guys every Saturday night from 11 in the morning until whenever the Airman's Club would kick us out. My character, Alfheim-Rigel, had a very elaborate back story. One of those facts was that he was from the capitol of Stein in our unnamed country in an unnamed world. We had a good seven months of gaming and saw many adventurers. We called ourselves "The Wanderers" and the group consisted of the following great people:

- ◇ Rich Phillips (the Dungeon Master)
- ◇ Jim Woodworth (Olos Nah the Elven Archer)
- ◇ Dean Wilkendorf (Bogar the Dwarven Fighter/Thief)
- ◇ Mike (Wayland the Ranger; I never did learn his last name and our characters always clashed being both rangers)
- ◇ Dana Seckel (Kawasaki the Human Ninja)
- ◇ Kal Barela (Sho-Gunn Lee the Hengeyokai Yakuza)
- ◇ Chris Allen (Hsiaofen-Min the Human Wu Jen)
- ◇ George Simpson (whose character just went by the name "The Bard")
- ◇ Vince DeGeorge (Paul Ivan the Human Bounty Hunter; his character and mine ended up best friends and it mirrored in real-life)

There were others, but none stayed for great periods of time such as Solarr the Wizard or Lexie the Thief. This was the core group and the best table-top gaming group I have ever been a part of. After my discharge from the service I'd play D&D on and off, always playing my character of Alfheim. Usually I'd be the DM and I'd set it in the same locale as the game at Edwards.

A few years later in 1988 while living at the city mission in Huntington, West Virginia I once again hooked up with a few people and started another great game session. Once again, I played Alfheim and the others were:

- ◇ Roy Moses (DM and Gimlorain the Younger, dwarven fighter)
- ◇ Yvonne Mann-Jarrett (Tovi, drow elf mage)
- ◇ Dan Carpenter (Devil Dogg, Centaur fighter-thief)

This is where Outcastia and "The Outcasts" were finally born. Most of what you read here came from that short time of only four months. But then again we did play, most times, six out of seven days. And some days we played for 8-10 hours at a time. We did quite a lot. Our characters went from being adventurers, to running our own city (Dragon's Den), to forming our own country...Outcastia. This game session was somewhat different though. None of us had any D&D material, but I happened to have a few things for the game called RuneQuest (which is pretty good). Roy, our DM, just combined that games mechanics with his knowledge of D&D. It was quite fun and unique.

Since then I have used Outcastia as the source for all my games and have expanded drastically upon it. I made the first version of the book you now hold in your hands back in 1993, although back

then I called it "The Complete Handbook of Outcastia". It was only about 15-25 pages long, but it had some good material in it. Each version after the first just kept getting larger and larger. I think the previous version (v3) had about 119 pages. I started work on v4 back in 1997.

But not all things were good. Disaster struck in January 2001 when I was just one graphic away from completing v4. My computer caught the 666 virus and all 24MB of material was lost. I was devastated. I didn't think I had the energy, or even the enthusiasm, to try again. But, I put a call out and soon help arrived. Because of the people listed in the credits of this book v4 is now a reality. And I have to say it is MUCH better than the version I lost. I am VERY happy with it and I am very appreciative to those that donated their time and talent.

We are now working on our own line of RPG products based on the d20/OGL game licenses called Creatures & Chaos. Soon Outcastia will be redone in that format. Those versions will not be free however, but I hope that after you read this it will peek your interest enough to want to shell out a few dollars for the commercial versions. My team of writers, designers, and artists is top-notch and you won't be sorry if you do.

Special thanks goes out to Floyd Resler (fresler@charsys.com) for adding my realm to his more than spectacular AD&D character creator, CharSys. If you haven't checked it out, do so (although you have to run a Mac. Yes, that's right, a Mac.). You won't be sorry. You may find it through versiontracker or at <http://charsys.com> among others. If you enjoy CharSys and would like to expand it or have worlds of your own that you created or other TSR worlds you have made into CharSys files (such as Forgotten Realms, Spell Jammer or Dark Sun) visit my new CharSys World Exchange page at <http://cswe.charsys.com> and submit them.

And last, but not in the least, I'd like to thank YOU for taking the time out to look at, and maybe even use, our teenie-weenie little creation that only took about four years of my life to finish. If you'd like to comment on it you can reach me by e-mail at outcastia@softhome.net (please put "Outcastia v4 Comments" in the subject line). Or you can even snail-mail me at 409 W. 7th Street, Hazleton, PA 18201-4229. All comments, criticisms, donations, and ideas are welcome.

I hope that this manual will give all DM's and players alike a new realm that they can enjoy campaigning in as much as I did and still do. Before I go I'd like to mention one thing about this product...the information contained herein are optional!! A few people have written me about their trepidation to use the new class of Dragon Lord because it seems overly munchkin-like. Although, I see why they feel that way, the Dragon Lord was designed this way for two reasons:

- To give an "all-purpose" class option
- To give "power gamers" something they would like to play

Yes, it does seem somewhat too powerful at first glance. But, I'm sure you will find once you play the class or referee it in one of your games that looks can be very deceiving. Besides, as a DM you have the option to use it only if you WANT to. There's no set-in-stone rule that says you have to use EVERYTHING in this accessory. I know not everyone will like all of, if any, of the options given herein. That's okay. This is a labor of love. Not only for myself anymore, but also for my staff.

So, before you decide to email me with criticisms you should realize that it is up to YOU on what is in your game. And if you are a player who wants to use something from within this tome and the DM will not allow it — he is perfectly within his rights to do so. Don't get upset. Just choose something else. It's just a game after all. Have fun and don't take it TOO seriously. Now I'll let you go to explore my "Land of Dragons". Have fun and may Alfheim-Rigel guide your blades with precision.

Nitehawk Jarrett, II
December 16, 2001

Introduction

Welcome to Outcastia!

Refusing to grow up can be a lot of fun. Really. I first realized this when in high school as a member of the role-playing and war-gaming club. In 1983 – while at the tender young age of 12 – I had stumbled upon a game called “Dungeons and Dragons” – and I have not looked back since. Here was the perfect medium for me to allow my creativity and imagination to take root – where I could play hero (or villain, a role that we DMs seem to excel at) without going through the “I shot you!” “No you didn’t” downside of childhood pretensions. It was then that I took my first steps into being the referee, DMing my first game nearly two decades ago.

Much has happened since then. The AD&D game expanded with the addition of Unearthed Arcania, the first major expansion to the rules first created by Gary Gygax and Dave Arneson. I enjoyed using these new, optional rules, but found my games lacking the real depth that I wanted. I needed a setting for my games, one in which my players could feel that they were a part of.

My wait was short as 1987 was the year when TSR released the Forgotten Realms campaign setting. Here at last was a world ready for exploration, with enough other material being released that there was often more game material available than one needed. The downside was also the upside, as the setting quickly became top-heavy, with far too much material released, with much of it being somewhat questionable as to its true utility of use.

I began to look into “homebrew” worlds in which my gamers could play, but found none, being forced in the end to “wing it” and create my own.

I am quite certain that there are many other players and DMs facing a similar dilemma, and many not necessarily possess the drive or creative instinct needed to create their own setting.

This is where Outcastia comes in. Here you will find a richly detailed world, ready to explore. Though many of the legends of Outcastia have already been written, the world itself is still a young one, and does not suffer for the overabundance of NPCs that many other settings (such as the Forgotten Realms, to name just one in particular) seem to suffer. Outcastia is a world of newly found and newly written heroes: where one’s true worth is measured more by deed than by wealth or upbringing.

This world is a living world, where varieties of character races attempt to work together when they can. Conflicting morals, ethics or goals will propel your players into many adventures, for Outcastia does not lack in its share of opportunism, greed or prejudice.

Is this setting set in stone? Absolutely not! Any DM, as always, is welcome to adapt elements of this setting so that it best suits the style of play that best works for the group as a whole. Outcastia offers much to any gaming group. Whether starting out as a small campaign for first time AD&D gamers, or whether looking for a well-established home for an ongoing campaign, Outcastia is a world that players and DMs alike will enjoy.

Will I DM games in Outcastia? You better believe it!

The door stands before you. All you must do now is open it. Beyond its threshold, adventure awaits!

Bruce Sponagle
March 23, 2002



Chapter 1: The Realm

Outcastia

Some 3,500 cycles ago, Outcastia was part of a vast kingdom known as Alagar. That kingdom is now just a small fraction of its former greatness. At its peak the ruler, King Shaqma XI, was having troubles in the ruins of Bergenia along the Serpents Tooth River with things not of this world, things most dire to the thoughts of man. Things that go bump in the night. The undead. He sent word from his castle in the capital city of Stein to every corner of the realm and beyond that he would pay handsomely for any help he received. He wanted all those of the undead persuasion to be banished from his kingdom. For cycles no one had the courage, or stupidity (as most put it), to come forward and accept the King's challenge. That is, until ten cycles later when the King was on the brink of losing hope.

A group of adventurers known as "The Outcasts", led by the half-elven ranger Alfheim-Rigel, offered their services to rid these ruins. The deal King Shaqma gave them was one million gold pieces and any treasure they found within. He also added that they could take claim to the ruins as their own to do with as they wished. After weeks of frustration, hardship, and near death experiences the group rid these ruins of these undead terrors. At the time, the ruler only paid half of what he had promised. But even with that, the adventurers were happy with 500,000 gold, the small amount of treasure they found and the deed to the land that the ruins occupied.

With a lot of work the adventurers, after many cycles, turned those ruins into a prospering town. Beings came from near and far to set up residency in what they now called Dragon's Den. In the beginning Shaqma was very pleased with the work done by the Outcasts and the increased revenues from a prospering town, but as the town grew king Shaqma became more and more fearful of the glory the city had and the popularity of the adventurers. As the cycles turned he started to fine everything that had anything to do with the city, demanding tax upon tax (even for the most petty of things).

During the building of the city, these adventurers had still traveled the land for fame and fortune. On one of them, Alfheim-Rigel, had learned that he was not actually what he appeared to be. It became apparent to the Outcasts and all the population in and around Dragon's Den that action must be taken. Alfheim sent word to the king that they would no longer pay taxes. The king responded by sending out his royal army to tear down this growing city and burn it to the ground.

During the last cycles, the Outcasts had gained the friendship of many people, most notably the demihuman population. The king's army was met head on with an army twice its size. At the same instance, a draconic army led by Alfheim hit the king at the heart...Stein. Stein was reduced to rubble and it's king banished to the unknown lands. His son, the new King Stefen, gave a royal proclamation declaring Dragon's Den to be a free state. Along with that he succeeded 75% of his kingdom to Dragon's Den for payment due to his fathers greedy rule. This land is what is now known as Outcastia.

The nation of Outcastia is home to several peoples, both human, demihuman...and beyond. It stretches from the southern most tip of the large continent known as Frul and expands some 360 miles north and 530 miles to the east. It is the largest known nation in the realm. Outcastia can be a place of total paradise or a place in your worst nightmares, depending on where you are traveling.

Money

The currency of Outcastia is the Draco. It is equivalent to that of three platinum pieces. It is made of shedded Red Adamantine Dragon scale with the seal of the Rigel family on one side and a dragon's head on the other. There are



draconic runes along the edge and it is the color of crimson. All known places in the realm accept the Draco and are more than happy to take one. The problem with using the Draco in Outcastia, especially in Dragon's Den, is that within its borders it is not worth more than 2 platinum pieces. This can become very confusing, and at times frustrating, to the novice Outcastian explorer.

Some Royal Draco's were also produced centuries ago during the rule of Alfheim. These Draco were of Black Adamantine and have a value of fifteen platinum pieces. These are identical to the normal-day Draco except they were made from the scales of Black Adamantine Dragons (there are only two in existence, see new monsters). Although one has not been seen in decades, it is assumed that the few that were made may be part of some creatures treasure horde.

The money system in Outcastia is fairly simple, but there are a lot of different coins. Here is a table that simplifies the different values of the coins in Outcastia that are in use.

Common Coinage & Exchange Values

Coin	Metal	Shape	VS	LM	RT	FR	RG	DC	RD
Vesil (vs)	Copper	Oval	= 1	1/10	1/50	1/100	1/500	1/1500	1/7500
Luminoti (lm)	Silver	Triangle	= 10	1	1/5	1/10	1/50	1/150	1/750
Ritzel (rt)	Electrum	Rectangle	= 50	5	1	1/2	1/10	1/30	1/150
Flamer (fr)	Gold	Round	= 100	10	2	1	1/5	1/15	1/75
Regal (rg)	Platinum	Hexagon	= 500	50	10	5	1	1/3	1/15
Draco (dc)	Red Adamantine	Round	= 1500	150	30	15	3	1	1/5
Royal Draco (rd)	Black Adamantine	Round	= 7500	750	150	75	15	5	1

*Within the capitol a regal is worth more, over double in fact, so 2 rg is worth 1 dc.

Government

Outcastia is ruled by a monarchy. Its current ruler is Emperor Maleki-Rigel, direct descendent of Alfheim-Rigel. As with most of the Rigel descendants he was born with blood-red eyes and the birth-mark of a reversed crucifix on his left forearm. He rules strictly, but fairly. No breaking of laws, no matter how small is allowed in his domain. Punishment can be as small as the loss of food rations for stealing to the death penalty for murder to the loss of an appendage for rape (or attempted rape). On the other hand, Emperor Maleki is also a giving king. He, on a weekly basis, gives food to the needy in his kingdom and even houses those in need.

He is in charge of the Outcastian Dragon Lords and hand picks those that join their ranks. It is a very hard quest to become one since the Emperor is very skeptical and choosy as to who he lets guard his domain.

Cities & Sites

Dragon's Den

The capital, Dragon's Den, is an awesome riverside metropolis of extreme beauty and extravagance. Buildings of different colored marble stands wall to wall with building made of pristine wood from the Everlast Forest. In more exotic parts of the city buildings made of turquoise and adamantine can be found, some with motifs built in the walls and some of the more adorned buildings even has gold, silver and in some very rare occasions starsilver in them. The whole city radiates a feeling of the draconic race, but when you get close to the royal palace the feeling is multiplied hundredfold. The royal palace is a large building with three high towers that can be seen from all over the city. In addition to those three towers there are four smaller ones as well along the wall surrounding the royal palace. The three large towers are made of black adamantite and the four smaller ones of white adamantite. The four white towers have an enchantment on them that absorbs some of the sunlight that hit them, so in the dark they glow with a pale light. The three black towers have thin streams of starsilver on that are almost impossible to see during the days, but in the night pictures of flying dragons can be seen on those towers. The royal palace itself is not just one building; it is rather a

group of buildings that make a smaller city within the city of Dragon's Den. One of the buildings in the royal palace is a thick, squat tower with a flat roof with a staircase circling around the tower from the ground to the ceiling on the outside.

Although most of the city is rich-looking, don't let that fool you. There are many levels of "sophistication" within the walls of Dragon's Den. The main sector of the city where the royal compound is located looks as if it was plucked from the dreams of a rich man. Large streets with planted trees, marketplaces with fountains and statues, large gardens, magical streetlights and shops selling items from all corners of the known world. Two large structures aside from the royal palace is the monument of the Outcasts that dominates the large marketplace just outside the palace and the temple of Alfheim-Rigel located slightly to the west of the centre. Around the main sector runs a wide, paved street with large trees carefully removed from the Everlast Forest when saplings.



The riverfront area is more modest, but still fairly grand, expansive boardwalks with modest shops and housing complexes are located and at the corners taverns, gambling halls and the occasional brothel can be found. Merchants from the whole country can be seen selling their merchandise in the markets during the day, side by side with traveling merchants. Prosperous adventurers, priests, lower nobles, wealthy merchants can be seen hanging in the taverns at night listening to the singing of bards, telling stories of grand adventures or watching artist perform.

The eastern part is where the common people live, here the people that keeps the city running lives and works; farmers, bakers, blacksmiths, chandlers, bookbinders, scribes, merchants, servants, cooks, priests, etc. Most things a person needs can be found for sale here and for a reasonable prize as well. If you are looking for exotic, rare, or expensive items you will have to go to the main sector in the middle of the city.

The western section is another story altogether. This area is known as "Little Xien-Fu Ruan". It is separated from the rest of Dragon's Den by a huge wall with its own gate. Thieves, beggars, smugglers and other undesired people call this home. When this part of the city first grew the buildings were built in neat order, but over the cycles the area near the river has become a labyrinth of buildings and alleys. This is an area most inhabitants avoid in the evenings, but if you know where to look you can find some very interesting places

and persons in this area. The southern part of Little Xien-Fu Ruan is more open and spacious, mostly thanks to the priests and monks of Sho-Gunn Lee's temple that's located there.

On the nextpage is a legend to use with the map which follows it so that you will never become lost within this city's gates. Note that only major buildings and such are marked all others will have to be up to the DMs imagination...

Key to the Map of Dragon's Den

- [1] The royal palace
- [2] Temple of Alfheim-Rigel
- [3] Alfheim's Haven (tavern/inn)
- [4] Royal stables
- [5] Dragon Lord barracks
- [6] Monument: The Outcasts (founders of Outcastia)
- [7] City stables
- [8] Guido's Maps
- [9] Training Center
- [10] Armorer
- [11] General Store
- [12] Blacksmith
- [13] City docks
- [14] Merchant Bazaar
- [15] Lyla Bourgeois (seamstress)
- [16] Main gates
- [17] "Little Xien-Fu Ruan" gates
- [18] Temple of Sho-Gunn Lee
- [19] Rat's Nest (tavern)
- [20] Herbalist
- [21] Dockmaster's building
- [22] Auntie Bessie's Home Away From Home (boarding house)
- [23] Dragon Lord's guild
- [24] Cloven Hoof (tavern)
- [25] Essop Taria (tailor - fine clothes made to order)
- [26] Myagi Yamasoto (armorer/weaponsmith)
- [27] Durham's (licensed money changer)
- [28] The Destiny's Eye (temple to Darr)
- [29] Temple of Tovi
- [30] Adamantine Wings (messenger service; fast delivery service within Dragon's Den)
- [31] Honor Lost (gajin housing)
- [32] Constable's office (and jail)
- [33] Centaur's Lyre (night dub)
- [34] Midas Resler's (pawnshop; used goods)
- [35] Boar's Head (restaurant)
- [36] House of Jeziel (local merchant)
- [37] Elizebell's (costume & finery rental; escort service)
- [38] Borghaf (butcher)
- [39] Walking Shadow (ninja guild)
- [40] The Private Muse (meeting hall)
- [41] "Little Xien-Fu Ruan" docks
- [42] Nyoshi's (rice wine distributor; secret meeting place of The Order)
- [43] Bathhouse
- [44] "Little Xien-Fu Ruan" dockmaster building
- [45] The Crystal Shard (visitor's center & tavern)
- [46] The Gunny Sack (medicines & physics shop; clinic)
- [47] Larrgn Steelehart (specialty weapons & armor -very expensive; front for an exotic travel agency)
- [48] Geisha House
- [49] Trail to burial ground
- [50] Zorric's Exotic Treasure's (rare and unusual gifts)
- [51] Thoughts & Musings (scribe)
- [52] Council Hall (meeting place for city council)





Taverns & Inns of Interest

ALFHEIM'S HAVEN

The best place to relax and drink your fill in the campaign setting of Outcastia, this not actually one place but a franchise of taverns with the same name placed intermittently across the country. To start a Haven franchise you need to pay the owner of the original tavern a fee of 5,000 dc (Draco Pieces). The original tavern is located in the capital city of Dragon's Den and this is the one we will describe here. The other smaller Haven's will be similar to this one. Alfheim's Haven is a place of both merriment and information gathering. At the haven someone either knows something or knows someone who does. Arms are not allowed within it's walls and are to be given to the barkeep, who happens to also be the owner. This is to help give their patrons a feeling of security.

The building itself is what most would call luxurious - a three-story (four if you count the penthouse suite - see below) structure built from black adamantine (also known as adamantium or adamantite) and red marble. On the outside it is surrounded by a 7' high wall of stone with a steel gate leading into its courtyard. From the gate is a stone walk which leads down the center of the courtyard to the front door of the tavern. On one side of the walk is a large 8' tall bronze statue of Alfheim-Rigel the main Outcastian god and on the other side is a statue of Sho-Gunn Lee the great eastern yakuza who founded the tavern along with Alfheim when the latter was still a mortal. The inside is pristine, if the barmaids are not busy with customers they are give the chore of keeping the establishment clean enough so one could eat off of its white marble floors. The establishment is furnished with a bar, an assortment of tables, and a few tables that are used only for gambling (cards, roulette, etc.). There is a huge crystal chandelier hanging in the center of the main room (i.e. the tap room) and two white marble staircases that lead to the upper two floors which have rooms that one may rent either by the night or the week along with what the owner calls rooms of business. The usual fee for a room at the haven is 25 fr a night. The owner lives in a back room of the tavern. The door leading to his abode is off to the side of the bar and is always locked. There is another door directly behind the bar which leads to the taverns kitchen.

In the back of the Haven is a staircase leading up to the roof. On the roof is a, what you would call in our day and age, penthouse suite which is very expensive and used by only the wealthiest of visitors or reserved for VIP guests. The structure that houses this room is located directly in the center of the roof. The rest of the roof has been landscaped with dirt and grass, a few shrubs, very small trees, a pond of sorts, and lounging chairs. A maid and gardener have been hired by the establishment to take care of this area and no other and are always at the beck and call of the rooms inhabitant.

The menu is almost as amazing as the establishment itself. You can get just about anything you want eat here. The cook Adalie is one of the finest chefs in the land having worked for Outcastian royalty. She left that way of life to help better that of the normal folk. What people really come here for though are the ales, wines, and other drinks. There isn't a place in the land that serves better. Many a person has traveled many miles just to visit a Haven for its assortment of alcohol. There are at least 200 different varieties, some home-brewed by the tavern owner (Gimbul) and others imported from across the land. The most famous of the drinks is the Dragon Ale which is a secret recipe that only Gimbul and the franchise owners know. It is rumored that one of the ingredients is powdered dragon scale. One thing though is for sure, it will knock even the most experienced Dwarf on his ass.

On the second floor are rooms that are reserved for those adventurer's that don't want to conduct business in the hustle and bustle of others drinking and frolicking. There is a small fee of 5 fr per hour to use them and there are three.

It doesn't happen often, but some times an adventurer or two will drink more than their fill and become rowdy. For this purpose the Haven also employs bouncers. All bouncers must be of a large type humanoid. Half-Giants, Ogres, and Bugbears are popular among the taverns for this type of employment. Only one bouncer is employed and he has free reign of the bar as partial payment as long as they don't drink so much as they can't stay aware of the crowd. All in all, the people here at

the Haven are very friendly, some would say the bar maids are a little too friendly. But then again, most adventurers won't complain about something like that.

Notes: the staircases are on either side of the main/tap room (which is the largest and contains the bar) lead to the second floor, there is a foyer off to the right of the entrance and a small coat/weapons check room off to the left where visitors check in their weapons and/or coats to the posted hostess (weapons are not allowed in any haven), hitches to tie ones horses along the inside of the haven's walls (and a stable which can house up to four horses for the wealthy within the walls and to the back of the haven). There is a staircase in the kitchen which leads down to the wine cellar and the gaming room is on the left side of the building next to a small meeting room.

Notable NPCs of the Haven

Gimbul (Innkeeper), CG, mountain dwarf, male, 182 cycles, 4' 6", 201 lbs., long black straight hair, ice-blue eyes. **Clothes:** High, soft boots, white apron, brown coat and gray trousers **Wealth:** Over

Average

STR:10

INT:8

WIS:9

DEX:18

CON:14

CHA:12

Level:14 HP:81 Weapons: Hand crossbow, dagger

Adalie (Cook), LG, human, female, 62 cycles, 5' 3", 166 lbs., short grey hair with black highlights, hazle eyes. **Clothes:** High, soft boots, white apron, brown coat and gray trousers **Wealth:** Average

STR:6

INT:10

WIS:7

DEX:12

CON:16

CHA:10

Seviradda (Serving maid), NG, kender, female, 25 cycles, 4' 7", 83 lbs., short brown straight hair, brown eyes. **Clothes:** High, soft boots, white apron, gray blouse and green long skirt **Wealth:** Average

STR:8

INT:10

WIS:8

DEX:16

CON:17

CHA:8

COM:17

Kerrandra (Serving Maid), CG, half-elf, female, 19 cycles, 5' 4", 112 lbs., short brown straight hair, blue-green eyes. **Clothes:** Low, soft boots, red coat and gray dress **Wealth:** Average

STR:12

INT:11

WIS:11

DEX:4

CON:7

CHA:7

COM:16

Drilasa (Serving maid), N, draconic elf, female, 112 cycles, 5' 11", 118 lbs., very long red straight hair, blue-green eyes. **Clothes:** High, soft boots, white apron, brown blouse and brown short skirt **Wealth:** Average

STR:10

INT:14

WIS:9

DEX:12

CON:14

CHA:18

Trarellan (Serving maid), sylvan elf, female, 123 cycles, 4' 10", 91 lbs., long black straight hair, brown eyes. **Clothes:** High, hard boots, white apron, brown blouse and yellow long skirt **Wealth:** Average

STR:9

INT:10

WIS:13

DEX:11

CON:14

CHA:17

Coedia (Serving Maid), human, female, 32 cycles, 4' 9", 130 lbs., short auburn wavy hair, brown eyes. **Clothes:** Low, soft boots, gray coat, yellow blouse and yellow short skirt **Wealth:** Average

STR:7

INT:6

WIS:13

DEX:4

CON:9

CHA:9

COM:10

Wayred (Fighter/Bouncer), NG, human, male, 44 cycles, 195 cm, 89 kg, long black straight hair, blue eyes. **Clothes:** Low, soft boots, brown cloak and gray trousers **Wealth:** Average

STR:18(25)

INT:8

WIS:12

DEX:12

CON:16

CHA:8

COM:14

Level:11 HP:87 Weapons: Shortsword, longbow Armour: Hard leather, shield

Grimmsh (Fighter/Bouncer), CG, bugbear, male, 58 cycles, 6' 9", 241 lbs., Course brick-red hair, greenish white eyes. **Clothes:** Low, soft boots, black cloak, orange tunic, and brown trousers **Wealth:** Average

STR:13

INT:14

WIS:14

DEX:15

CON:12

CHA:9

Level:10 HP:91 Weapons: Machete, Dirk Armour: Brigadine, shield

Thokk (Fighter/Bouncer), NE, orc, male, 27 cycles, 5' 5", 157 lbs., long straight brown hair, red eyes.

Clothes: High, hard boots, green tunic and blood red trousers **Wealth:** Average

STR:17

INT:14

WIS:13

DEX:17

CON:15

CHA:10

Level:7 HP:53 Weapons: Footman's flail, Longsword Armour: Studded Leather

Braxiis (Fighter/Bouncer), CG, minotaur, male, 93 cycles, 7' 10", 470 lbs., coarse black fur, blue eyes. **Clothes:** High, hard boots, white tunic, grey cloak, and black trousers **Wealth:** Above Average

STR:21

INT:7

WIS:13

DEX:13

CON:16

CHA:9

Level:9 HP:64 Weapons: +2 Battleaxe Armour: Hard leather

Welveryn T'sarran (Mystic Knight/Bouncer), CG, half-deep dragon/drow elf, male, 76 cycles, 5' 7", 105 lbs., long ash grey straight hair, red eyes. **Clothes:** High, soft boots, black cloak, red tunic, and black trousers **Wealth:** Average

STR:12

INT:13

WIS:16

DEX:17

CON:11

CHA:14

Level:6 HP:56 Weapons: Mystic Sabre (red "blade") Armour: None

Mystic Knight Skills: : Consciousness [WIS -1], *Injure/Kill [CHA -3], Energy Absorption [WIS +1], Detoxify [CON 0], Intuitive Navigation [WIS +1], Translation [INT -1], Force Sense [CHA 0], Hibernate Other [CHA 0], Affect Mind [WIS -2], Control Other's Pain [CON +1], Force Shield Minor [STR -2], Escape [STR +1], Telekinesis [DEX 0], Beast Language [INT +1], Hibernation [CON 0]

Draconic Abilities: Immune to charm, sleep, and hold magic; Claw attacks (1d3/1d3); Nightvision of 120'; Dragon Fear (once per day)

Ryold Tanner (Fighter/Bouncer), NG, half-giant, male, 162 cycles, 12' 3", 1,610 lbs., long red curly hair, green eyes. **Clothes:** Low, soft boots, brown cloak, blue tunic, and brown trousers **Wealth:**

Average

STR:25

INT:5

WIS:9

DEX:14

CON:12

CHA:12

Level:12 HP:90 Weapons: Great Axe Armour: Plate Mail

Koirin (Magic-User/Regular), CN, dwarven, male, 87 cycles, 6' 0", 196 lbs., long brown wavy hair, brown eyes. **Clothes:** High, soft boots, white tunic, blue robe, and yellow trousers **Wealth:** Average

STR:14

INT:15

WIS:9

DEX:13

CON:5

CHA:3

COM:15

Level:13 HP:50 Weapons: Staff, dagger

Galoven (Ranger/Regular), CG, human, female, 41 cycles, 5' 5", 143 lbs., short red curly hair, brown eyes. **Clothes:** Low, hard boots, blue cape, grey blouse, green trousers **Wealth:** Above Average

STR:17

INT:17

WIS:17

DEX:10

CON:9

CHA:6

COM:17

Level:11 HP:72 Weapons: Hunting crossbow, dagger Armour: Hard leather

Amioldor (Farmer/Regular), NG, half-elf, male, 66 cycles, 5' 0", 138 lbs., very short auburn wavy hair, blue-brown eyes. **Clothes:** High, soft boots, red jacket and yellow trousers **Wealth:** Poor

STR:6

INT:11

WIS:16

DEX:10

CON:12

CHA:8

COM:16

Norgk (Merchant/Regular), LN, horok, male, 42 cycles, 7' 11", 487 lbs., bald head, blue-grey eyes. **Clothes:** High, hard boots, gray jacket, white tunic, and blue trousers **Wealth:** Poor

STR:19

INT:4

WIS:10

DEX:16

CON:18

CHA:12

AUNT BESSIE'S HOME AWAY FROM HOME

It is a quaint little home whose owner, Bessie, turned into a little bed and breakfast. Her goal is not to become rich monetarily, but to meet and befriend new people. She charges just 1 fr a day for room and board (2 fr if you want the master suite). Her son Gunther acts as sort of a bouncer for those people who do not respect the privacy and feelings of the other patrons and herself. Gunther is a large boy for a human. At only 18 cycles of age he stands at 6' 6" tall and weighs 380 lbs.

There are four hitches in front of her abode for her guests' rides to be tied to. The front of her house is taken up by a huge, yet comfy, front porch which has wicker chairs and small tables placed strategically for patrons and herself to sit and talk as they take in the warm summer days. The entrance is to the right of the porch which opens into a coat room. From the coat room you enter the waiting area where Bessie will greet prospective guests (if she already hasn't from the porch). To the left of the waiting area is the living area which has furniture set up in a cozy and home-like fashion for get-togethers. Off of this room, to the left, is Bessie's own living quarters.

The other doorway opens into the dining area which has one long table with a chair at each end and five chairs on each side. Bessie expects all guests to eat together and becomes quite hurt if people refuse. Off to the right of the dining area is the kitchen which has stairs going down to the wine cellar. Also in the dining area are stairs which lead up to the guest rooms and the living quarters for Gunther.

2nd floor:

There are six rooms. On the left of the hallway are one guest room and the master suite. On the right is Gunther's living quarters, the washroom, and two more guest rooms. She only has room for four patrons at a time. More if the males and females bunk together (same sex sharing only unless they are married).

Note: Bessie's place is set up as a friendly and comfortable place to visit. Keeping this in mind, none of the rooms have doors on them except the following:

- Main Entrance
- Bessie's living quarters
- Stairwell to the wine cellar
- Back exit
- All upstairs rooms

Notable NPCs for Bessie's

Bess Treum (Innkeeper), NG, human, female, 65 cycles, 5' 8", 198 lbs., short grey-white wavy hair, green eyes. **Clothes:** soft shoes, white apron, brown dress. **Wealth:** Average.

- STR:9
- INT:12
- WIS:17
- DEX:6
- CON:17
- CHA:7

Gunther Treum (Fighter), CG, human, male, 18 cycles, 6' 6", 380 lbs., very short black curly hair, brown eyes. **Clothes:** High, hard boots, red cape, red tunic and red trousers **Wealth:** Average.

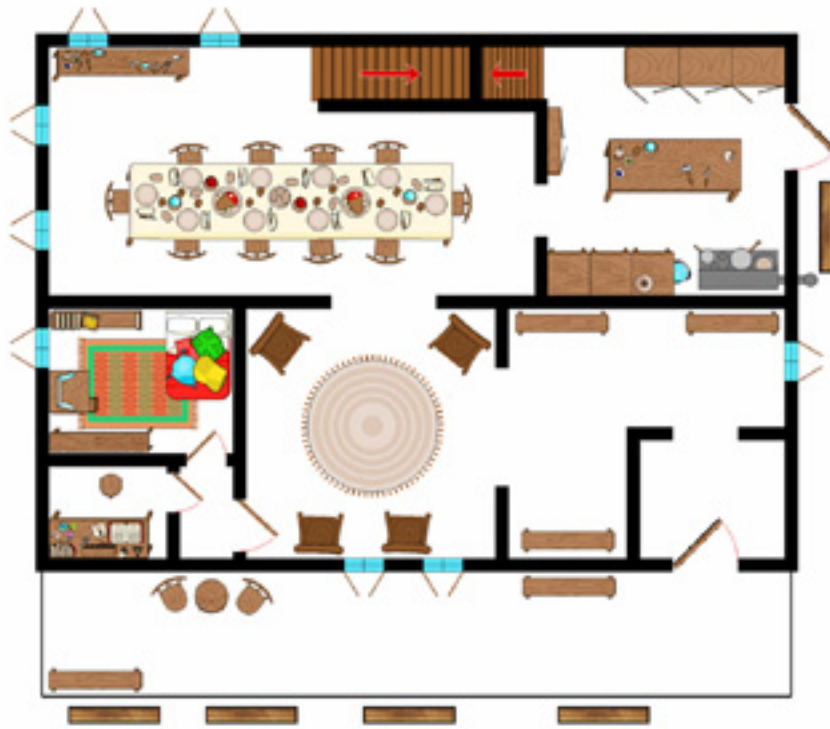
- STR:18/17
- INT:10
- WIS:9
- DEX:16
- CON:12

CHA:14

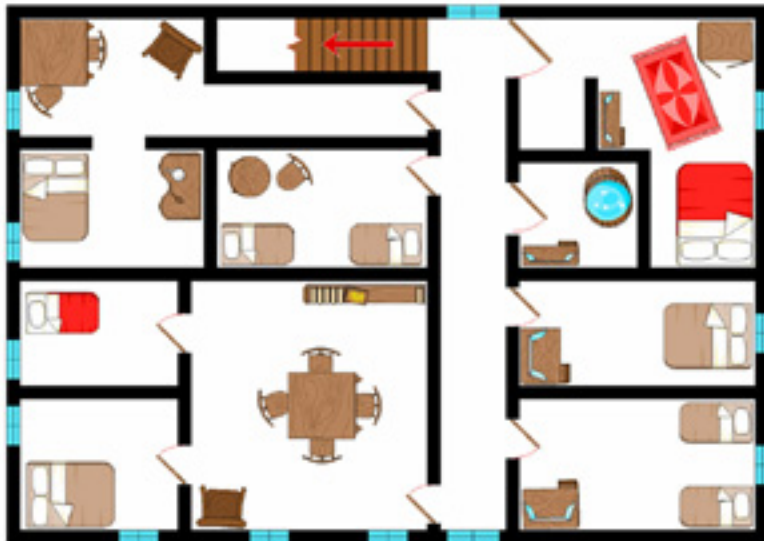
Level:3 HP:19 Weapons: Broadsword, longbow Armour: None.



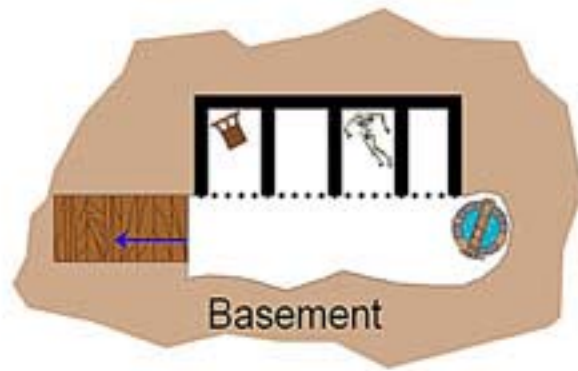
Wine Cellar



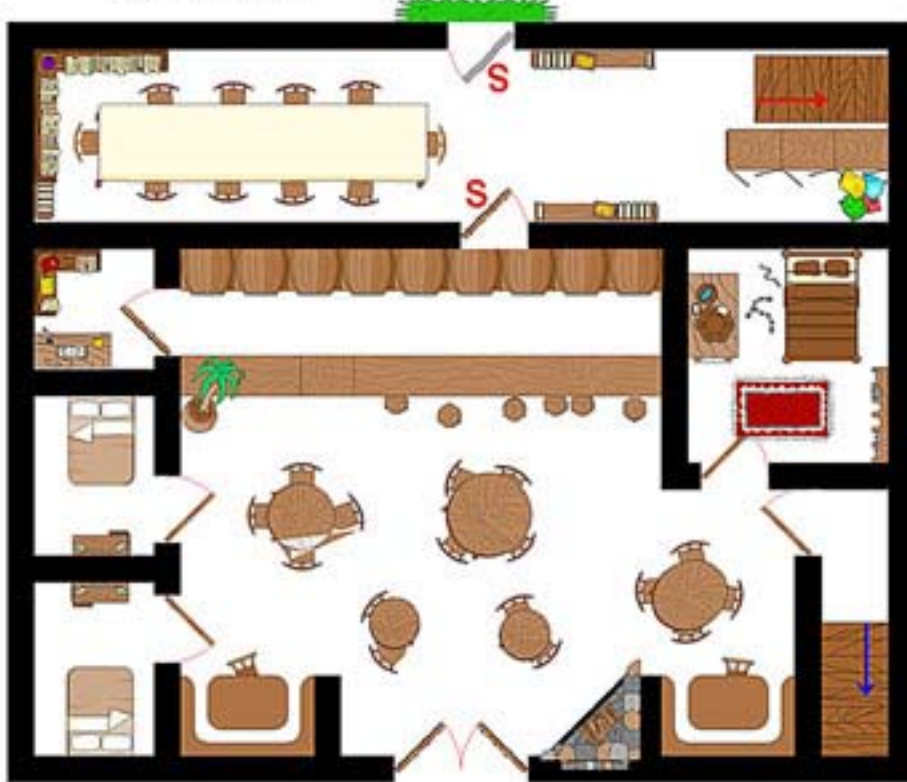
Ground Floor



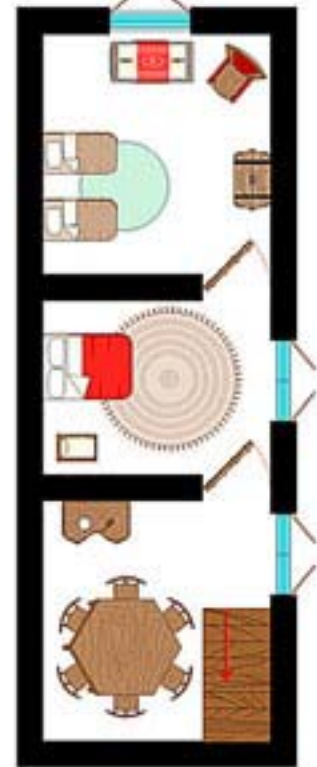
Second Floor



Main Floor



Upstairs



RAT'S NEST

The main entrance to The Nest is to the right; hitches wait for you to tie your horses. When you enter the Nest you are already in the tap room which has six tables where patrons drink themselves silly with two booths set in its darkest corners for those that want (or need) the extra privacy. Off to the right are two doors, each leading to a bedroom where the “entertainment” staff (i.e. prostitutes) do their business.

To the left is a locked door. Behind this door are stairs that lead up to the living quarters of the tavern’s owner on the second floor. There is no kitchen in this tavern. Behind the bar which is on the the far wall directly opposite of the entrance are shelving which holds the barrels full of ale. Behind these is a secret door which leads to a moderately sized meeting area for the dark denizens of Outcastia. On the right side of this room is a staircase which leads down to a dungeon which houses five cells to hold prisoners, ransom hostages, and “undesirables”. In the back wall of this meeting room is another secret door which is used as an emergency exit.

Notable NPCs for the Nest

Fravis Wyndeeep (Innkeeper/Thief), human, male, 42 cycles, 5' 1", 108 lbs., short black-grey hair, hazle eyes. **Clothes:** Low, soft boots, white apron, brown coat and gray trousers **Wealth:** Rich
 STR:9
 INT:17
 WIS:13
 DEX:11
 CON:11
 CHA:9
 COM:14
 Level:9 HP:44 Weapons: Moringstar, magic shortsword Armour: Hard leather

Uleanyth (Serving maid/entertainer), CE, drow, female, 17 cycles, 5' 3", 118 lbs., long white wavy hair, red eyes. **Clothes:** High, soft boots, white apron, blue blouse and red short skirt **Wealth:** Poor
 STR:14
 INT:13
 WIS:17
 DEX:15
 CON:15
 CHA:17

Zadia (Serving maid/entertainer), LE, human, female, 19 cycles, 5' 9", 126 lbs., long flowing red hair, emerald green eyes. **Clothes:** High-heeled shoes, white apron, black dress **Wealth:** Poor
 STR:10
 INT:11
 WIS:15
 DEX:18
 CON:16
 CHA:18

Dantos (Serving boy/entertainer), NE, human, male, 23 cycles, 6' 2", 237 lbs., longish brown hair, blue eyes. **Clothes:** Low soft boots, brown jacket and brown trousers **Wealth:** Poor
 STR:17
 INT:10
 WIS:13
 DEX:16
 CON:12
 CHA:16

Groog (Bouncer/Fighter), CE, bugbear, male, 61 cycles, 6' 9", 284 lbs., black hair, yellow eyes. **Clothes:** High, soft boots, black coat and black trousers **Wealth:** Average
 STR:17
 INT:16
 WIS:7
 DEX:9
 CON:14
 CHA:14
 Level:4 HP:46 Weapons: Battleaxe, dagger Armour: Scale

Cikar (Bouncer/Fighter), NE, orc, male, 46 cycles, 6' 5", 299 lbs., long black hair, red eyes. **Clothes:** Low, soft boots, brown cloak and black trousers **Wealth:** Average

STR:10
 INT:8
 WIS:6
 DEX:16
 CON:17
 CHA:8
 Level:9 HP:78 Weapons: Shortsword, longbow Armour: Soft leather



THE CLOVEN HOOF

The front porch of The Cloven Hoof offers shelter from the weather and sun. The main entrance to The inn is to the left; you can tie your horses on the right side of the building. The inn has a comfortable lobby where you can wait for friends to join you before leaving or as you arrive. The tap room is to the left and the innkeepers' desk is straight ahead on your left. The tap room has 6 tables where patrons eat and drink and warm themselves by the fireplace. Stairs lead to rooms on the second floor. There is another entrance through the kitchen in the back. There is also a door leading to a small conference room for those wishing some privacy for meetings.

It is run by a friendly elven couple who have lived in Dragon's Den for many cycles. They had been adventurer's in their early life, but have long since retired. They opened the Cloven Hoof in hopes that they would meet adventurer's who would share their stories of adventure with them as they do tend to miss that lifestyle from time to time.

Notable NPCs for the Hoof

Elrur Brighttree (Co-Innkeeper), high elven, male, 345 cycles, 6' 1", 148 lbs., very short black straight hair, blue eyes **Clothes:** Low, soft boots, white apron, brown jacket and gray trousers **Wealth:** Average
STR:6
INT:12
WIS:17
DEX:12
CON:10
CHA:5
COM:11

Elothien Brighttree (Co-Innkeeper), high elven, female, 316 cycles, 5' 5", 112 lbs., short auburn curly hair, brown eyes **Clothes:** Low, hard boots, white apron and brown dress **Wealth:** Average
STR:12
INT:10
WIS:8
DEX:15
CON:9
CHA:17
COM:11

Rockmyre

In the early cycles, a group of humans and sea-loving elves found a small cove perfectly suited for a small fishing fleet at the southern coastline and settled down. The cove is sheltered with large cliffs on both sides and a slope leading down to the water. As the cycles passed by they expanded the cove into a larger harbor and now it has grown into one of the largest cities in Outcastia. The population consists mostly of humans and elves, but a large number of dwarves have settled down here as well to work the ore and minerals that come down from the mountain settlements to the east. The buildings are mostly made of stone and wood. The streets are paved stone on the higher ground and packed mud on the lower.

The buildings furthest to the south are actually built on poles over the ocean, connected with bridges to the mainland. The city layout is pretty organized and it is fairly easy to find your way around the city. There is a part of the city built in the western cliff as well, separated from the rest of the city. In the cliffs lives a small colony of swanmays.

On the high, rocky cliff to the east is a large mansion overlooking the ocean and also most of the city, and in one of the houses furthest from the shore lays the mansion of the Baron of the Southern Pass. There is also a large market located to the north and a smaller one to the south, near the ocean. Most of the persons live close to the water in wooden homes, but merchants and others live as far from the sea as possible.

The southern market is a fish market. Fishermen sell and barter their freshly caught cargo with the rest of the population here. The northern market is more like a normal market and almost everything can be found there.

Most of the population in Rockmyre works with the ocean. The largest fishing fleet of Outcastia is located here and there is also a group of aquatic elves and other divers that, with the help of small magical items, work on the ocean bottom and in the underwater caves that exists all along the southern coast. In these caverns the aquatic elves have large pearl-farms and seaweed plantations. In some of the caverns veins of precious ore have been found and a small mining business is also in operation here.

Boline

Boline is a large farming community located in a vast grassy foothill area called Pearly Field. Pearly Field got its name from the white-looking hills that dominate the south part of the grassland. Among those hills is the small town of Boline. Boline is surrounded by large fields of wheat and corn. Among the fields occasional farms can be found. The town itself is dominated by a large gathering hall and a silo. The gathering hall functions both as a meeting place and a town hall when businesses' concerning the whole community is to be discussed. In the back of the hall is a two-story house where the local Baron lives. All buildings are made of wood, but the gathering hall has a foundation made of stone. The streets are packed dirt and during the heavy rains in the late autumns the roads turn into a muddy mire and nothing stays dry.

Most of the inhabitants of this town are farmers, but there is also a very prosperous contractor that takes care of the businesses between the community and the outside. On the southern hills are a few cattle herds, mostly cows, but a few sheep herds walk among the grassy hills. The town inhabitants are mostly halflings, but a large amount of humans also lives here, as well as an occasional horok family.

Macintor

A few miles from the border between Outcastia and Alagar lies the large city of Macintor. Macintor was an important trading post before the foundation of Outcastia, now it is a city in decline, but it still has some trading going on both sides of the border. Almost all of the trade between Outcastia and Alagar goes through Macintor, either by caravans on land or on ships.

Macintor is large on first glance, but some buildings have stood empty for a long while and a few have started to crumble. Most inhabitants live in the center and to the south, while the north and east sections are more sparsely populated. The grandest building in the city is the merchant guild "The Crimson Rose". The guild is a large red colored, three-story building with large windows.

Macintor also has a large harbor and there is all kind of boats docking here. All incoming ships must pay a small fee to the harbor master on arrival; in return their guards will look after the boat. If a captain doesn't pay the fee, his ship will almost certainly be looted the following night and everything of value stolen.

Due to its closeness to the border there are a large amount of smugglers operating here. Anything can be found here if you have the right contacts. Since slavery is forbidden in Outcastia, but not in Alagar, many young unlucky persons wake up after a wet night in chains on a boat heading for Alagar. In one of the more isolated buildings in the city lives Viscount Kiret.

B'mor

Where the Plain of Many Streams meet the Sky-top Mountains lies the town of B'mor. B'mor started out as a mining city and has a lot of blacksmiths, weaponsmiths and oremelters. Some of the best weapons made in Outcastia are done here. Wealthy or important individuals often order their weapons directly from one of the smiths here. The most popular weaponsmith is a mountain dwarf named Glion Goldtooth.

The town gets a large supply of ore from small mining communities higher up in the mountains. They also have a pretty good relationship with the dwarves living in Thraim-Zak, a mountain dwarf Holt in the northern parts of the Sky-top Mountains. Most of the dwarves living and operating in B'mor are from Thraim-Zak.

The town itself has no prominent building that stands out. All houses are made of ordinary stone, finely cut and made by stonemasons, while the roofs are made of wood given by the settlement Lūna in the Everlast Forest and worked by carpenters from both cities. Most of the citizens are humans and dwarves, but there are also a large number of elves and other humanoids living here.

In the outskirts of the city lives Marquise Tarlek of B'mor. The manor of the marquise is iden-

tical to the rest of the houses in the town. In a somewhat larger manor near the slope of the mountain lives Vismarquise Wellintor. And in a large wooden house in the outskirts of the town to the east lives the Marquise of Everlast Forest.

B'mor is also a trading post between the elven cities in the Everlast forest and the mountain holt in the sky-top mountains. Many beautiful ornamental swords made in the Thraim-Zak holt find their way into elven hands, through the merchants in B'mor.

Thraim-Zak

Not many non-dwarves have set a foot inside this dwarf holt. Thraim-Zak is anyway considered a friendly and open society, since they have no fear of dealing with other races. Thraim-Zak is located in the north of the Sky-top Mountains and its tunnels lead deep into the earth and goes almost the distance of the entire pass. The main entrance is in the north pass and this is the only entrance known to others. There are however three other exits to this holt. One is high up in the mountains and leads to a large flat surface where the dwarves have their flying mounts (a group of griffons). The other two lead out to the surface to the north, one almost directly over the town of B'mor and the other closer to the Everlast Forest. The population of Thraim-Zak is made purely of mountain dwarves. The leader is King Thraim IV.

The holt mines a large amount of iron ore, but there are also some veins of gold, silver, adamantite, and gems. Deeper into the earth is a fairly large vein of starsilver waiting to be discovered. Over the cycles the dwarves of Thraim-Zak have been in numerous battles with the drows and other evil humanoids from the underground. The last battle took place 74 cycles ago and a large band of drow elves was thoroughly beaten, but the population of mountain dwarves was depleted pretty badly. Now they have grown back to a more normal level but they are still vulnerable if another large assault comes.

Wizardlair

In one of the highest peaks near the eastern edge of Sky-top Mountains lie the biggest community of draconic elves in this mountain range. Wizardlair consists of a large series of tunnels and caverns inside the peak and most of the magic-oriented draconic elves can be found here.

In the beginning this cave system was the home of a great silver wyrm. When she died she left the lair to the draconic elves so that they could safeguard her remains from grave robbers. They have obliged and moved her remains to one of the caves highest up in the complex, deep in the lair. There she rests on her treasure hoard safe from all thieves and plunderers and if anyone is caught inside the burial chamber without permission they are expelled from Wizardlair, if they have any of the treasure on them, their wings are torn from their body and they are forever banned from any draconic elf lair. The current leader of this community is a very wise old draconic elf name Llirionidia.

Downwind Caves

Downwind Caves is located in the highest peak on the western side of the Sky-top Mountains. Downwind Caves got its name from the fact that it never blows into their tunnels. It has an extremely wide entrance and a large platform outside it, but it never blows there. A large outcrop hangs over it and snow and wind is turned aside from the cavern.

Like Wizardlair, Downwind Caves is an old dragon lair. This lair belonged to a red wyrm that was killed by a group of dragon slayers many circles ago and his treasure was stolen then too. When the draconic elves found this place they sealed the entrance in the back of the caves that the dragon slayers came through and built their community here. The sealed path leads all the way down into the caverns of the underdark and unknown to the draconic elves a large city of hobgoblins live straight beneath them.

In contrast to Wizardlair, most draconic elves here are fighters, but there are large groups of

mountain rangers, clerics and thieves as well. Most of the clerics worship Mara Zespin. The leader of this community is a strong fighter named Blackwing.

Mukrios

At the western entrance to the north passage through the Sky-top Mountains lies the small village called Mukrios. Mukrios consists of a small inn, a blacksmith, a public store and a dozen houses. There is a steady trade going on with the town of B'mor, mostly small gems going to B'mor in return for food.

The mayor in Mukrios is also the innkeeper, and he is a jolly half-ogre by the name Ytril. Ytril is also the representative of the city when need be and has been granted the rank of baron in the return of keeping the pass as clean as possible. The buildings of Mukrios are cut completely from stone and are extremely sturdy. Most of the inhabitants of this village are some kind of crossbreed. Half-ogres and half-orcs dominates this village.

Hopes End

In the middle of Red-sand Desert lays the small village of Hopes End. Many of those that live here are convicted criminals that have not been able to return to normal life after atoning their crimes. They have all found a meaningful way to help society by learning the way of the desert and help lost wanderers to safety in oases or if possible into the city. All types of races can be found here and no one looks twice at a new face that enters their world. Their elected leader is a wizened old orc with a fast mind and an even faster mouth. He has taken the liberty of proclaiming himself Baron of the Desert.

There is not much to be seen or found in Hopes End. There is an inn, a blacksmith and a grocery store but that is it. Visitors are always welcome and any news they bring is greeted with carefully concealed enthusiasm. Even though society has turned their back to them, they have not turned their back to society. More then once a group of fighters from Hopes End has come to the rescue of nearby settlements when they have been under attack from a superior force.

Lüna

Deep in the Everlast Forest lies the elven city of Lüna. Lüna is actually located high in the trees, so it is very easy to miss it. All buildings are built on the limbs of the trees except for the smithies and stables that are hidden on the ground. The population consist almost entirely of Sylvan and High elves, but a small number of gnomes live among the elves in their tree-city. The trees making the foundation of Lüna are connected at different levels by rope bridges and for the more adventurous there are heavy rope-like vines, called lianas, that can be used to swing from one tree to another. Lüna is one of the oldest, if not the oldest, society in the world.

The elves in Lüna are self-supporting but they do admire the work of the dwarves in Thraim-Zak and often buy swords from their smiths. They also produce magnificent bows and ornamented staffs that are very popular in Outcastia. The ruler of Lüna and the rest of Everlast Forest is a wizened old elf named Shalazhar. Shalazhar knows almost everything that takes place inside his kingdom and is treated with the uttermost respect by the other elves.

Olos-Nah-Dim

Located in the northeast part of the Everlast Forest lies the small elven village of Olos-Nah-Dim. This is the home of most of the grey elves in the kingdom and in contrast to the city of Lüna, this village is built on the ground. The area around Olos-Nah-Dim is enchanted and it is like a paradise. All buildings are built into living trees or into the ground and they look like part of the nature. There are small waterfalls and ponds all over the area and a large variety of animals live here. Olos-Nah-Dim is the home of some of the greatest falconers and archers in the empire. In the enchanted area you can see

a variety of raptors flying around; falcons, eagles, owls, hawks and buzzards. The most prominent grey elf is an old ranger named Drionide. He takes care of the few disagreements that surfaces in the village, otherwise he does what he loves the most; spending time in the forest.

Elemmire

This is the one city that has the most connections to the world outside Everlast Forest. There is a well-organized trading going on with the town of B'mor. Like the village of Olos-Nah-Dim this settlement is built on the ground but there the similarities ends. Elemmire is a grand elven city with high towers and beautiful parks where large trees are left where they first started growing. No one that has been there can actually say where the city starts and the forest ends. All kind of elves lives here, except for drow, who are killed on sight.

The merchants in Elemmire are always on the lookout after swords made by the smiths in Thraim-Zak. Even though the elven smiths are masters in their craft they all recognize superior objects when they see them and they admit that the dwarven smiths are better at forging swords and axes. But when it comes to bows and armor the elven smiths have no peers. The carpenters from Elemmire has also helped the town of B'mor to make strong and durable wooden roofs for their town. The countryside is dominated by village architecture, most building are made of stone or mud, although some towns do prefer to use wood.

Areas of Interest

Pearly Field

The large grassy foothill area in the south part of Outcastia is called Pearly Field. Pearly Field is a quiet part of the country, but that has not always been the case. Long before Outcastia was founded this was a large rocky plain, almost like a desert and life was almost nonexistent. But some hundred cycles before the foundation two powerful earth wizards moved here to practice their art in peace. They built their home and lived there quietly for many cycles until a jealous sorcerer came and wanted to know the secret to their power. The two wizards refused and a terrible battle took place between the wizards and the sorcerer. The battle was at a stalemate until the sorcerer summoned a large group of water elementals to his side. To block the elementals the two wizards went deep into the earth and caused the living earth to rise and swallow the elementals, their house, and the sorcerer. The wizards died in their struggle, but the remains of their effort is still there today as a large gathering of foothills. With the hills came moisture and the land became luscious and fertile.

Some decades later the first group of halfling settlers moved into the area and built the first of many burrows in the hills. More and more settlers came and in time the town of Boline was founded some hundred cycles before the Outcasts came to this part of the world. Nothing much of interest can be found in this part of the world, except for an occasional cave system, but somewhere deep in one of the hills lies the swallowed home of the two earth wizards.

Serpents Shade

Serpents Shade is a large forest on the south bank of the Serpent Tooth River. This is a sparsely populated area and is fairly wild. Many would-be adventurers have traveled into this forest and never returned, those that do often bring back stories of strange sounds and horrible feelings of dread. Sometimes they come back with a trophy; an evil bugbear or, in some rare cases, the burned body of a troll. The emperor knows about this area, but has decided to keep it wild as long as nothing comes out and harasses the countryside or the city of Dragon's Den.

The forest looks inviting at a first glance and at the fringe it is pretty peaceful. Local lumberjacks cut trees and herbalists pick herbs for their poultices without fear. But when they venture deeper into

the forest the feeling changes. Patches of mire and bogs can be found and eerie sounds passes through the trees and bushes. Near the center of the forest lies a small hill and the mouth of a cave can be found on its base.

In the eastern part of the forest a large gathering of pixies, sprites, dryads and other small woodfolk live. Smaller groups can be found all over the forest, except in the deepest part towards the center. The eerie sounds that can be heard are actually these tiny creatures warning unsuspecting humanoids that they are getting into danger if they continue. No one can see them unless they want to be seen. Along the fringe of the forest are a small number of houses, mostly lumberjacks and herbalists. But an occasional hedge wizard and ranger also live there.

Serpents Tooth River

The large river cutting through the northern part of Outcastia is named Serpents Tooth River. The river is pretty calm and the water relatively clean. Fishermen from Dragon's Den and smaller villages can be seen throwing nets in the water, trying to catch fish. Some boats harbors divers though and they collect crabs, algae, clams or oysters. And sometimes cargoes coming from Dragon's Den, Macintor or even Sponagle or Okuda take this way to reach their destinations along the river.

The river starts at the Crystal Lake in the north where the Alagar, Gandoria and Gimland borders meet, then it flows down through Gandoria where the smaller river Dragon's Fang merges with it. Then it enters Outcastia before it reaches the eastern ocean where it runs out.

Plain of Many Streams

The area between Serpents Shade, Everlast Forest, Serpents Tooth River and the Sky-top Mountains are very fertile and littered with small streams coming from the higher ground in the south and running towards the river. This area is called the Plain of Many Streams. Most of the herds in Outcastia are here and there are many small communities on the plain. Two of the largest settlements in Outcastia are also located on this plain. The capitol Dragon's Den is located in the northeast part of the plain and the town B'mor near the mountains to the south.

This is an extremely peaceful part of the empire and many children from the settlements like to run around here and try their luck fishing or hunting frogs in the streams. Most of the streams are shallow enough to wade across, but there is one small river coming down from the Sky-top Mountains that crosses the plain and a number of bridges have been built to enable an easy crossing.

Sky-top Mountains

The Sky-top Mountains is a high mountain chain that stretches from the plain of Many Streams down across the border into Farkhas. Most of these mountains are very high and there are very few passes that go through them, and of those only two are smooth enough for horses and carriages. One of these passes is in the north, about two days of hard riding south of B'mor, and the other is near the border between Outcastia and Farkhas.

The north pass is open most of the cycle, only in the middle of the winter will this pass be clogged down with snow. It is in this pass that the main entrance to the dwarf holt of Thraim-Zak is located. A bit up in the mountains at the western side of the pass lies a small village called Mukrios. And on the eastern side the pass opens up close to the fringe of Everlast Forest.

The south pass isn't used much. Some land-bound traders use this pass to get into Farkhas, but most of the trade between Outcastia and Farkhas is done by ship between Rockmyre and Frakhus. In the Sky-top Mountains is also some other dwarf holts: Kilizzert, Farurdal, Bifobek and Nalonzaar are the larger ones. These holts are very secluded though and very little trade is done with them. There are also two large communities of draconic elves living in the east part of these mountains, Wizardlair and Downwind Caves.

In addition to these humanoid settlements there are also a large number of dragons living in

this mountain range. The most common dragons are gold, silver, red, white, adamantite, shadow, deep and bronze. There are also a large number of other dangerous monsters inhabiting these mountains and only the bravest of stupidest adventurers venture in here of their own free will. The dwarves and draconic elves keep the areas closest to the passes fairly safe, but the rest is a dangerous wilderness.

Red-sand Desert

Between the Sky-top Mountains and the Pearly Field lies a vast desert. It almost never rains here and the sand is mixed with a fine iron dust that has blown down from the miners and ore-smelters in Sky-top Mountains. This iron dust has slowly started to rust and has given the desert its name: Red-sand Desert. Due to the proximity of so much iron in the sand not much lives in this desert. There are a few oases in it and around the biggest one in the middle lay the small village of Hopes End.

Red-sand Desert is a fairly dangerous place to be in. It's not just the few water holes but a lot of dangerous creatures roam here at night as well. Here lives a fairly large amount of blue and brown dragons and the lucky ones might be found by one of the nomadic tribes of desert wemics that live here. The desert reaches as far north as the north pass and almost all the way down to Rockmyre in the south.

Dragon Head Peninsula

Northeast of the capitol Dragon's Den the Serpent toothriver merges with another smaller river named Serpents Tail. The area in between these two rivers is called Dragon Head Peninsula since it resembles a dragon's head. This area is very rocky and there are no large communities here. There are however a large population of kobolds and goblins roaming around among the cliffs, and since Dragon's Den's foundation there have been frequent skirmishes between the guards and raiding parties from these bands.

The one thing that is good about this peninsula is the large amount of herbs that grows here and also some rare plants needed in magical inks can be found in crevices and small canyons here. So at times band of hunters travel by boat over the river and into the peninsula to earn some money. Sometimes they return and sometimes they become dinner for the humanoid living there. There is a person that actually calls this inhospitable area his home, and that is Vismarquise Crunch.

Field of Blood

On the other side of Serpents Tail lies the Field of Blood. This is the place where the army of Alagar was slaughtered by the humanoid forces of Outcastia. After the battle all of the dead was left on the field and the priests of all the Outcastian Deities cursed the place. Since then nothing grows here and it is rumored that the slain Alagar forces haunt the place at night. The more acidic comments say that it is the punishment from the gods for their actions. There might be some piece of truth in that since no one has seen or heard anything from a soldier from Outcastia.

About 200 cycles ago the curse was lifted, but even though plantlife has returned, the haunting still continues and most travel around the area. Now a grassy field covers most of the area and there are many clusters of trees and bushes scattered about on the field. For those brave or stupid enough to enter and investigate there are many valuable objects to be found. There are also rumors about a tower standing somewhere in the area.

Everlast Forest

Located in the northeast part of Outcastia is the large forest known as Everlast Forest. Even though it technically is a part of Outcastia it is an independent state with its own ruler. The majority of the population are elves of all different kinds, except drow elves, but there are a fairly large number of gnomes living here to, and a large number of dryads. The elves are mostly gathered in three locations:

Lüna, Elemmire and Olos-Nah-Dim. But there are smaller communities or individuals living all around the forest. Rangers, falconers, and archers constantly patrol the forest to discover thieves or other unwanted individuals from entering the forest, they find and discourage many but some manage to slink through and hide in the thickness of the forest.

Most of the forest consists of pines and cedars. And the oldest and tallest of those stand in the middle, close to the city of Lüna. A part of the forest was sold almost 1000 cycles ago to use for shipbuilding. The trees in that part of the forest are replaced. Immediately after one tree is cut down a new one is planted in its place to keep the size of the forest. These young plants are magically encouraged to grow quickly and after a few decades no one can tell that tree apart from the others.

Interesting places outside the cities

On the coast just to the south of Pearly Fields is a large cavern whose entrance is hidden by an illusion. Behind the illusion stretches a wide tunnel that stops at an underground lake. In the bottom of the lake is another water-filled tunnel leading further into the rock. After almost 400 meters the tunnels angles up and ends in a vast cave where an ancient gold dragon called Sunstroke lives. Sunstroke isn't the dragons' real name; his real name is Zedulioernomicrion (Zedul for short). Sunstroke has helped the village of Boline a couple of times in his life and is counted as a close friend to most of the older villagers, the younger consider him a myth or fairy tale since he hasn't been seen in almost 100 cycles.

In the woods of Serpents Shade lives a very old black dragon called Shadowdeath, no one knows his real name. Shadowdeath are currently considering an attack on the town of Boline on the wish of the Viscount of Serpent Tooth River. In return of a cycles harassment of the city and the fall in grace of Baron Bridlehoard he has been promised a grand chance to eliminate his mortal enemy, the young silver dragon that has ruined more then a few of his plans.

Shadowdeath lives in a large series of caves in the middle of the forest. The cavern is littered with traps of different kind, both magical and natural. He has also invited, either by force or persuasion, other dangerous creatures to live in his caverns for their mutual benefits. Among his guards is a group of bugbears, some cloaklers, a few trolls and a large amount of skeletons and zombies. The undead is the remains of previous adventurers or fortune hunters looking for his treasure.

Shadowdeath is a very cunning and intelligent being and has so far not been connected to any evil activity and therefore been left alone. He has also made his lair protected from scrying magic and this is the place he practices his necromantic arts.

Near the edge of the Red-sand Desert lie the ruins of a large city. Hundreds of cycles ago there were a great earthquake that rocked the whole Sky-top mountain range and caused two large cliffs to rise from the ground just to the south of that range. This quake scared a complete city of hobgoblins that came pouring down the mountainside straight towards the unsuspecting city of Nebolides. The population of Nebolides wasn't prepared for such an onslaught and many were slaughtered without a chance to defend themselves. Of those that fled a few lived to reach safety in Rockmyre or Hopes End. The city of Rockmyre instantly put out their militia and went to stop the invading horde, they were on the verge of breaking when the riff-raff army from Hopes End reach the battle and with an unmatched fury killed every hobgoblin in sight and chased the survivors back into the mountain again. Most of the dead were left in the street where they had fallen and the city was abandoned.

Now no one lives in Nebolides anymore and the city has fallen in ruins. The same earthquake also opened up a new cave system under the city and a few months ago a necromantic brown dragon secretly moved into that cave system and has turned it into a highly defended keep filled with traps and slaves. More and more of the corpses of city dwellers and hobgoblins alike disappear into the caves and wind up as skeletons or in a few cases zombies in an ever growing army of undead.

Deep in the Field of Blood stands a small stone tower. Inside lives a group of priests and a few paladins that have taken it upon themselves to put the undead to their final rest. A total of 12 priests and 3 paladins live in this tower. The tower is a sturdy two-story building with small windows. The first floor consists of a large dining room and a small cellar filled with vegetables and pickled meat. The second floor consists of sleeping quarters and a small map of the area filled with different symbols and pins. The symbols represent places where an undead spirit has been laid to rest, killed, or banished and the pins locations where undead have been encountered, heard, or places where items have been found that possibly could put a tormented soul back to rest.

If any in the group find out that a person has removed an unusual object from the area they will look him up and study it and then try to regain it by any way possible if it seems to have any connection to a now undead spirit. They would prefer to buy the item or trade it for something else, but they will steal if necessary.

No one outside their small group knows of their existence, not even the emperor. Some individuals might have some suspicions, but they have nothing concrete to go by.

Nobles

The mansion is the house of the Viscount of Rockmyre, at the present a half-elf named Irlion. Irlion's mother is an aquatic elf that has moved back into the ocean and lives with the rest of her race. She left the title and it's responsibility to her son when her husband died 14 cycles ago in a violent storm. Irlion takes his responsibility serious and he always tries to keep himself informed of happenings in his city. The mansion itself is a two-story building with large windows at the waterside, and smaller towards the land. In the basement there is a sliding door in one of the deeper rooms that leads to a series of caves. The caves lead all the way down to the ocean and into some of the habitat caves of the aquatic elves.

The local baron in Boline is a halfling named Briddlehoard. He is a happy Hairfoot and is well-liked of the other farmers. He is also the owner of the local contractor firm and is a very wealthy man. If one of his fellow townsmen has a bad crop he willingly lend out money for the unlucky farmer to survive, if the man can't repay in cash he can repay with a favor instead. At present almost half the community owns him money or a favor.

Briddlehoard is not a typical noble, not even close. He has no real sense of manner and jokes whenever he feels like it, no matter what the situation. The only times he is serious is when dealing with problems and when talking to the emperor or Sunstroke, an ancient gold dragon living to the south.

Briddlehoard almost never lives in the mansion in the back of the hall; instead he lives in a burrow in a nearby hilltop with his family. His brother runs his contractor business for him and he has two Horok brothers as caravan guards when he is leaving the town to go to other settlements.

Viscount Grope of Serpent Tooth River lives in a fancy mansion in Dragon's Den. Grope is a cranky old human that despises all younger noblemen since they lack any kind of manner and style. He especially dislikes Baron Briddlehoard of Boline since he never takes his role as nobleman seriously, but the bigger reason for this hatred is that even though he as Viscount should be more influential then a mere Baron, it is actually the opposite. Grope's title is not worth anything; he doesn't own land and can't exploit travelers on "his" river since one of the previous kings has forbidden just that. Most other nobles treat his courteously, but they are more open in their friendliness to more influential nobles, even those of lower rank. The viscount has secretly gotten in touch with a renegade black dragon to harass the town of Boline.

Viscount Gropes' mansion is a large three-story building made of purest white granite with a

large well-tended garden with exotic flowers and birds flying around. He lives together with his two sons and only daughter. The two sons are Mieko and Paul, while his oldest is his daughter and heir Leina. Leina is in her early thirties and single, while the two sons are in their mid twenties.

Close to Viscount Grope lives another noble. Marquissess Claudia of Serpents Shade is a beautiful, slender, young half-elf, with long dark hair, brown eyes and a ready smile. People often consider her naive in the area concerning politics and often talk to her like they talk to a child, since she frequently goes to parties or have parties of her own at her mansion. Nothing could be further from the truth though, she plays a role but in reality she is an extremely bright young woman and works in the shadows. One of the few that has seen through her charade is Emperor Maleki-Rigel and he frequently finds reasons for her to visit him in private to discuss various topics and ideas. These meetings are known among the nobles, but they think the emperor is having an affair with her and thinks nothing more of it.

Claudia's mother was a wood-elf and her father the previous Marquise. Her mother and father died in an accident a few cycles ago and she has lived alone since then. The only living relatives are on her mother's side and they live in the Everlast Forest. She has no thoughts about looking for a husband yet as she enjoys her life tremendously right now, but if the right person comes along she might change her mind.

Claudia's mansion is a two-story building made out white marble, with a gray marble tree built in on one of the sides. The mansion has large windows and a pool in the backyard where a few swans live; around the pool stand large oak trees and a few pines. This is the Marquissess favorite place to relax and contemplate. Claudia has for some time suspected that Viscount Grope is plotting something, but until she can find some concrete evidence she will keep silent to avoid looking competitive with her fellow nobleman.

Viscount Kiret is a large burly half-orc with a sour mood and a quick temper. He is the result of a rape done to his mother by a rampaging band of orcs when she was out riding in the countryside. The orcs was caught and killed by the local guards, but the result of the rape came 9 months later when Kiret was born. His mother slowly faded away in solitude and died 25 cycles ago, leaving the 6 cycle old alone with his tutors, that mostly wished to be somewhere else, so he grew up knowing scorn and hatefulness from the rest of the population. Now he lives alone with only a few servants to keep the house and garden neat. He also has a group of bodyguards living in the house. The bodyguard are mostly other burly half-orcs but there are also a half-ogre that Kiret always keep close to him.

In his early twenties he stumbled into an operation by a local group of smugglers and in a brutal battle took charge of the group. Now he secretly controls most of the smuggling going on and he has turned into a wealthy man. He thinks he is running the show, but unknown to him he is working for Cerberus and he will soon be contacted by one of their agents and ordered to follow orders, or incriminating evidence of his operations will reach the Emperor.

Baron Gnimblegommenionedis of the Plain of Many Streams, or Gnimble for short, is a very outgoing, carefree gnome that resides in a house on a small hill in the middle of the plain. He lives together with his small clan; he has after all only five siblings, four aunts and uncles, his two parents and four grandparents, a wife and four kids; all in all a happy little family. If you count his in-laws, nieces and nephews a total of 34 gnomes lives in the house.

The house is a low, two story building with tiny windows and a large cellar that works as a small burrow. Gnimble has no real problem within his domain, except when the spring rain is heavy and the streams overflows. But he knows that the rain will eventually stop and the streams go back to their normal levels if they are left alone, so he usually doesn't do anything anyway during those times except he takes out his small boat and goes fishing.

Marquise Tarlek is a thin human with a bushy moustache and long black hair in his mid thirties. He is married since four cycles back with the daughter to a local blacksmith and have a two-cycle-old girl that he loves more than anything. She is a happy girl with a ready laugh and the whole community adore her and she is welcome wherever her small feet take her, even the grumpiest old dwarf likes her.

Tarlek is well liked among the other nobles and even the emperor. He is frequently invited to others and invites others to his house just as often. But he is very strict and never lets his personal friends get any favors in dealings with the merchants in the city. He believes in the freedom of competition and if a close friend of his has to wait for an order to be done, because others have put in orders in before them, they will have to wait. He even insists on having his own orders to be put in order and not to be given any favors. Most of the smiths in the city disobey this order anyway somehow, but it is never done on his order.

Vismarquise Vellintor is a burly mountain dwarf with a large black beard. His stewardship stretches across the whole Sky-top Mountains. Vellintor takes care of most of the news-gathering from around the world for the dwarves in Sky-top Mountains. He frequently travels to the capitol when anything big is closing in or when any of the dwarven kings in these mountains requires something. Vellintor lives in a large stone house on the slope of the mountain closest to the town of B'mor. The secret entrance to Thraim-Zak is located not far from his premises and most news goes that way into the mountains.

Vellintor is close to 400 cycles old and has no living children. He have had three sons over the cycles, but they have died in battle defending the dwarf holt. His current heir is a nephew simple called Hammerfist. Vellintor has started to feel his age and will soon petition to the emperor to renounce his title as Vismarquise of Sky-top Mountains to his nephew, so he can move back into Thraim-Zak for the remainder of his life.

King Thraim IV. This mountain dwarf rules the Thraim-Zak dwarf holt in the Sky-top mountains. He hold the rank of king, but to avoid any trouble with other nobles in the empire and to give him the ability to make his own decisions the emperor has given him and his ancestors the rank of Duke as well. Thraim does not take an active part in the schemes of the other nobles and only leaves the holt when the emperor requires it or he needs a favor from outsiders.

Baroness Llirionidia is an extremely gifted sorceress and has no peer in this community. Most of her knowledge she gained in talks with the now dead silver wyrm and her offspring. She personally sees to the safekeeping of the remains of her friend and she personally takes care of those that desecrates the tomb. At times she may even be seen in the Everlast Forest capitol of Lūna conferring with the great elven sorcerer Shalazhar whom she considers a good friend.

Llirionidia is also a close advisor to emperor Maleki-Rigel and frequently help him when magic is involved. Due to this fact she has been given the rank of Baron to be allowed according to the law to function as an advisor. Llirionidia has no husband, but she has one child. Her only daughter, Mindionna has just passed 120 cycles and are turning out to be a very gifted wizardress and might even become more powerful then her mother. Mindionna is a very ambitious elf and takes her studies very seriously. Due to her quick mind she has already mastered a large number of spells and thanks to her mother some of them are very rare. She has also started to experiment on ideas for new ones.

Baron Blackwing of Downwind Caves is a strong draconic fighter that has way more muscles then brains. He is a master in combat but has a big trouble understanding the finer touches of diplomacy involved when dealing with others. He is proud, but not stupid and if he doesn't understand he will listen to others if they can explain something without making him feel like an idiot. He often follows the guidelines of his fellow ruler Baroness Llirionidia.

Blackwing has no wife and no children, he feels that taking a wife would tear him away from his duties as a ruler and that any kids of his would never reach his level of skills and therefore live in shame their whole life.

Baron Ytril of Mukrios and The North Pass is at the first glance an intimidating person, standing almost 7-1/2 feet tall. But when you get to know him you will discover a very outgoing and carefree half-ogre with a pretty average intellect. Ytril is married to another half-ogre and has a little boy that's five cycles old. He lives with his family in a large apartment in his inn and when he is gone his wife takes care of the establishment.

In court Ytril is very straightforward and speaks his mind, even to the emperor. He has absolutely no interest in how other thinks of him, as long as he is truthful to himself and his interests. If you have a secret that you desperately want to remain that way, don't tell Ytril. If you do you can be sure that every noble knows it within two minutes of speaking with him.

Marquise Daliandri of Everlast Forest is a half-elven merchant that is the only one that can make any business with the elves in Everlast Forest. Daliandri is fair in his bargains but is very suspicious of persons that want to learn about the elves in the forest. Afraid of competition he strongly discourages others from trying to negotiate with the elves, even though he knows that the elves are open for other traders as well. He has just pretended to have the only permission to do so and so far it has worked out pretty well. If another merchant wants to try their luck the Marquise has a group of half-elven and elven employees roaming around in the countryside and they have orders to harass any merchant that comes close to the Everlast Forest. They don't kill anyone and never steals either, just damages the goods, breaks the wheels on the carriages, free the horses, etc. and threatens the owner not to do it again. So far no one has tried more then twice and the reported attacks have scared away many others from even trying. If any merchandise is ruined or wagon beyond repair due to his protection he will take on the role as beneficiary and offer to pay for the loss, without any need of repayment or favor own. This has given him a fair reputation among merchants all over the empire and thus further preventing fortune seekers from trying their luck with the elves.

The elves in Everlast forest know of his schemes, but so long as no one is seriously hurt by his business they will let it pass, as a funny pastime. If however anyone manages to enter the forest and seeking trade they will trade with him or her freely and willingly; if he can win the elves trust.

Daliandri is a law-abiding citizen in the bottom and if another would pass through he would try to establish a consortium with that individual for their mutual benefits. He and his special employees would never kill or maim anyone. If someone would die of the injuries given to him in such a skirmish Daliandri would instantly confess his involvement and offer compensation for his deed. If however one of his employees is killed nothing can be found that would lead any investigation back to him.

Baron Flabbergast of The South Pass is a reclusive old man that never leaves his mansion in Rockmyre. He keeps himself in his study reading books or writing on his biography, which has nothing to do with reality as he picture himself as a great hero, almost in the class of the Outcasts. His only son Poeli takes care of the responsibilities of the baron hood and is often called Baron by the population and the other nobles. Contrary to his father Poeli is outgoing and a socially active person. Poeli is in his early thirties and have courted a merchant daughter in the city for a couple of months now.

Baron Grishpolk of the red-sand desert is a self-proclaimed baron, but emperor Maleki-Rigel has been thinking about making the wizened orc's title official as well and maybe even turning him into a vismarquise. The only thing holding Maleki back is the inbred hatred that all Rigel's have been born with since the days of Alfheim.

Grishpolk was caught while leading a raid against the village of Mukrios when he was young. He spent 15 cycles working of his crime and was in a small way impressed by the way the empire was

run. So when he was released he tried to enter the society, but was always confronted with closed doors and suspicion. Hurt, but not surprised he listened to tales about the village of Hopes End and went out into the desert to find it. He was found half dead by one of the wemic tribes and was brought to the village. When he regained his health he became a strong and valuable member of the community and won the trust of many others. When he grew old he had become popular among all the inhabitants and they elected him their leader in a grand ceremony a few cycles ago. His highest and most secretive wish is to meet the emperor and swear his fealty as the first orc baron in Outcastia's history. To finally show the whole empire that he is a loyal follower of Maleki-Rigel and can be trusted.

Vismarquise Crunch. He is probably the most exotic and eccentric of all the nobles in Outcastia. Crunch is an Ogre that has somehow mastered the art of magic. He lives in a sturdy house on Dragon Head Peninsula made completely of large rocks and a deep, wide trench surrounds the house. In the bottom of the chasm lie numerous bodies of kobolds and goblins that have tried to reach Crunch in his house while he sleeps. Crunch is completely loyal to the emperor and he has chosen to live here to further increase his knowledge of magic.

Important NPCs

Glion Goldtooth is the most famous weaponsmith in B'mor. Glion has seen over 200 cycles and have lived the last 50 of them in this city. His work is always excellent and most nobles want to get a weapon, shield or suit of armor made by his hand. Glion is very aware of this fact and he charges much for his work from these persons. A work from Glion costs almost three times as much as an item from another weapon smith. This might sound unfair, but he does this to be able to work for the less fortunate in the city for almost nothing.

He is very popular among the children of the town since he fashion toys for them if they help him in the forge; sweeping, cleaning, picking up metal scraps, run errands, etc.

Glion lives alone, his wife died in a fever 50 cycles ago and he doesn't have any children of his own. When she died he moved here "to get away from the memories" as he put it. That is why he has taken a fondness of the kids in the town, he consider them his and woe to anyone who treat them badly. In his youth Glion lost one of his front teeth in a battle against drow elves. Instead of having a gap in his smile he fashioned a golden tooth and had it put in instead. That gave him his last name.

Interesting buildings

The Crimson Rose

The Crimson Rose is a beautiful building just outside the dock district in Macintor. Its red walls can be seen from a long distance and outside stand two large human bouncers. These bouncers make sure that no uninvited persons can enter the building. Only merchants can come and go here, as they will, except for the employees of the Rose. The ground floor is mostly one large room with high pillars with tables and booths where merchants can rest or discuss business proposals with each other, without having the fear of being found out. In the back there are also a small number of rooms where more secretive businesses can take place without anyone hearing.

The second floor is restricted to the more prosperous merchants and even they have to pay an annual fee to be welcomed there. There is a wide ledge going across this level with large luxurious rooms on the right side. On the left is a white railing, about four feet high that enables a person on this level to see the first floor from above. On this level larger businesses are made, they could involve more merchants and/or a larger amount of funds. It is on these levels the more influential merchants can formulate plans that will keep the other ambitious merchants in check. The third floor consists of large sleeping quarters where the prominent customers can rest for the night, if they won't return to their own houses.

Royal Palace of Dragon's Den

The Royal Palace located in Dragon's Den, which is called House Rigel by the locals, is a very large building that is surrounded by a wall. A person entering the gateway will find themselves in a large open garden with two large statues made of black adamantite in the shape of dragons. The rest of the courtyard is filled with large trees and bushes, there is also a few small ponds on the ground with fountains in all forms that makes a soothing sound that can be heard all over the ground. Paved paths go between the different buildings and to various ponds. The whole garden radiates an aura of peace and calm. In the ponds swim exotic fishes in all colors imaginable and brightly colored hummingbirds flies among the trees and flower beds.

The buildings on the Palace ground are made almost completely of adamantite in different colors. The buildings to the sides are for various craftsmen that are completely bound to the Palace to make sure that everything is neat and functional. Only the best craftsmen are invited here and they are extremely choosy when it comes to recruiting apprentices. When one of the masters in the compound dies the emperor send out a group of individuals that travels around the country searching for the best replacement and when they found one they invite him to work in the compound. None is forced to do so, but if they are willing they will be moved as quickly as possible to the capitol and they will receive an apartment within the palace ground for themselves and their family. Weaponsmiths, blacksmiths, bowyers, carpenters, stonemasons, weavers, gardeners, grooms, falconers, animal trainers, sculptors, painters and seamstresses all live within the area and all give their absolute best to improve the compound. One of the largest advantages with working on the palace ground is that all expenses are paid for by the emperor, so that the craftsmen always work with the best materials available.

In the central building live the emperor and his eventual family. The building is fairly high and the lowest two floors are areas where the emperor receives visitors and petitioners. The higher floors are only for the emperor and his family and their servants. The building has large windows and the highest floors reaches above the surrounding wall so they get a view of the entire city.

There is one strange building on the palace ground and that is a solid stone tower that stands separated from the other buildings. Around the tower goes a staircase up to the top. There are no doors or windows on the tower and the top is flat. This tower functions as a landing place for draconic visitors. Even though the dragons visiting the emperor are usually of a friendly nature, they still radiate a fear aura and to prevent panic they have agreed to land here, unless it is urgent...in which case they land wherever they choose.

Dragon Lord Guild

Near the Royal Palace of Dragon's Den lies a very large building where the dragon lords reside. This building has many different functions and the different parts of the structure show this. There are not only dragon lords residing here, there is also a group of physicians living here to tend to the sick and injured and a few wizards to help with magical ailments and other areas that needs the touch of someone with purely arcane experience.

One of the most important places in the Guild is the library. Every time a dragon lord returns from an expedition he is required to give a full account to one of the scribes working here. The library is always open and there are always a couple of clerks willing to help if someone needs to find something among the numerous scrolls. The library is so vast that even if the person has a fairly accurate idea of what he is looking for it can take a few weeks until they find exactly the information they need. All information is stored under different categories and in some cases it is duplicated since some information fits under many categories.

Another important place is the training facilities where any dragon lord can receive any kind of weapon training for free. More experienced fighters are expected to train younger and more inexperienced ones when they are back in town. A large part of the building is dedicated to sleeping quarters for the traveling dragon lords that are currently in town. Any dragon lord is entitled a place here to rest

when they need it. Those that are assigned to the city guard use the dragon lord barracks located near House Rigel.

On the topmost floors is an infirmary where injured dragon lords and also injured draconic beings, such as draconic elves, are treated back to health. For those unfortunate ones that are beyond help the staff puts forth their best effort to make their last days as pleasurable as possible so they won't feel abandoned and neglected in their last moments in life.

Temple of Alfheim-Rigel

On the west side of the street leading to the royal palace lies the great temple of Alfheim. The temple itself is almost the size of the royal palace and the outside is smooth and covered with a golden paint that makes the temple glow in even the faintest sunshine. The first thing that a person notices inside the temple is a large statue of Alfheim made of gold. The statue is dressed in the adventuring gear that Alfheim wore before obtaining godhood including the Rigel cloak and a razor shield on his left arm. It wears a beastial cestus on his right arm that reaches up towards the sky with the hand half open as if he is reaching for something. In front of the statue is a large basin that constantly is sending up a large fire making the statue look alive thanks to the fleeting shadows.

The walls on the inside are covered with paintings depicting Alfheim in various situations. Some picture him battling some form of monster or standing victorious after a battle; some picture him together with his friends and companions. But the largest picture is on the wall behind the statue right above the holy altar, that picture is in fact divided into two parts side by side. The left part depicts when he battled the Avatar of Corellon Larethian and the right when his sword Zanclues was knocked out of his hand and it can be seen flying away.

Alagar

Alagar is one of the oldest kingdoms in the world. It was founded when large groups of human that abhorred the humanoids and all they represented grouped together for survival when they entered the surface world. In the beginning there were some internal strife among the stronger humans on who would take charge of the refugees. After a contest was made one strong human was victorious, a burly fighter named Shaqma. He quickly rounded up his ragtag band and moved them north. After a long and dangerous journey they came to the shore of a small lake that was named Shaqma after their leader and there the humans settled down and founded the city of Stein. Shaqma knew that to be able to survive and prosper on this world they had to be strong and he started to train his people in the art of war. All young men were required to train at least two cycles with different weapons so that they could defend themselves if necessary. All understood the importance of this and all had a big thirst for knowledge so the army grew in strength and cunning quickly. Soon patrols were sent out to find other human settlements that felt the same and to remove bands of humanoids or humanoid-loving humans from the area. A few other settlements were found and they willingly joined forces with the city of Stein. Most of the exploration went to the south and as a few other settlements were added the Alagar kingdom was born. The humans in Alagar guarded their borders with a high ferocity and all humanoids within the area was killed or chased away.

In the first century the city of Stein more than ten-doubled its size and a large stonewall was built around it. The kingdom of Alagar stretched all the way to the Minotaur Mountains to the east and the Great Forest in the south. Here the kingdom met their first strong opposition. The first explorers sent into the mountains found a small mining community of mountain dwarves. After a few skirmishes and carefully planned accidents most of the dwarves were killed. When the scouts decided that the dwarves was weakened enough they made an all-out attack. Many scouts were killed in the battle but they managed to kill all the dwarves. Unable to take their dead with them the scouts left their dead in the belief that all dwarves in the mountain were dead. But they were wrong. Shortly after the scouts had left a group of dwarves found the bodies of the scouts and the dwarven holts in Minotaur Moun-

tains prepared for war. When the next group of scouts came, the angered forces of dwarves easily routed them and the same happened to the next group. The current ruler of Alagar soon suspected that there were something happening in the mountains and he sent a larger force the next time. This time the dwarves lured the army into a canyon and this army was killed as well, but this time there were a few survivors that hid among the dead and sneaked away in the night and reported back to the king. Now he finally could put a finger on what he was up against he turned all his might against the dwarves in the mountains. The war among the cliffs and peaks lasted many cycles and dwarves and humans suffered heavy losses, but the larger number of humans soon got the upper hand and soon the dwarves where retreating. Suddenly the humans found the whole surface empty and there were no trace of the dwarves, the dwarves had retreated into their underground holts to hide. The human soldiers soon figured that out but they could not find the entrances. They sent messages back and soon a group of mountain men with good tracking skills came and they found traces and clues as to where some of the entrances were. Once shown where to work the army started reducing the rocky doors with hammers and picks and soon an entrance into the heart of the holts were open and the humans poured in like an avalanche and killed everyone they could find. Some dwarves managed to escape through undetected exits and left the mountains to find other places to live, most went to Gimland. Others went to the deepest tunnels and through secret doors into the underdark and founded small underground societies. All in all five large dwarven holts where destroyed and left in the hands of the humans. When the forces returned more then 1/3 of the army was killed or maimed and another 1/3 was injured, but even so it has been a great victory for the humans and they now had control of the Minotaur Mountains and the large number of mines within the emptied dwarf holts.

But the humans was not allowed to celebrate their victory for long, when scouts from the south came back and reported that unseen archers in the Great Forest killed everyone entering the woods. Aware that he had to do something and do so quickly before his followers lost faith king Crimion I choose another strategy this time. He knew that most of his forces where unavailable at this point and that he hardly could afford another war like that against the dwarves, if he wanted to defend his borders. So he ordered his archers to put the forest in flame. A large number of arrows was fletched and archers trained and a few weeks later a long line of archers stood at a distance and started firing burning arrows into the trees and the forest caught fire. Distressed sounds could be heard from inside and now the arrows fired from the humans hit both trees and elves. The human arrows were soon answered with bow fire from the woods and human archers started to fall. At this stage the king ordered his melee soldiers to attack and even though soldiers were lost most reached the forest alive and most of the elves was killed within a few days, and within a month the elves was driven from the forest and king Crimion I could celebrate another great victory.

King Crimion I now could boast with 5 dwarven clan insignia and 2 elven ones as his trophies. The rumor of his exploits spread quickly and in the last cycles of his rein the kingdom of Alagar reached all the way down to the Serpent Tooth River and they have reached the kingdom of Gandoria to the east. Since Gandoria consisted of humans they were left alone and now the Alagar forces could focus their attention to the south.

At this stage the growing kingdom stayed their advance to grow in military size again. This was also the time when Macintor and Crimion were founded. The Alagar border was still for almost 200 cycles and during this time the population grew quickly due to the addition of more human groups and the large abundance of ore, wood and farmland. At this stage the wisest of the humans studied the books and artifacts taken from the elven community in the Great Forest and the first human wizards walked the earth. Their number quickly grew as the books where translated into the human tongue and the first wizards wrote down their findings and studies.

After this period of regrowth the humans once more started moving south, crossing the river and expanding their borders past the Serpent Shade Forest and into the lush plain to the south. They quickly reached the Sky-top Mountains and a large rocky wasteland. Scout parties reported both areas uninhabited and the army moved slowly south through the area until they reached the southern

ocean. Now King Shaqma VII spent almost 10 cycles making sure that the mountain range indeed was empty before progressing east.

Here they met the biggest opposition so far in their advance, the combined forces of elves and dryads in Everlast Forest. King Shaqma VII tried the same tactic that his predecessor used against the elves in the Great Forest but here the magic power of the elves quenched all fires before they could get a firm hold in the forest. And when the king's wizards tried to put their magical powers against the elves many died as mighty sorcery came from the forest and struck them down. Frustrated the king ordered the bulk of his army into the forest, supported by the wizards that still lived. As the army closed in they were greeted by a heavy rain of arrows, fireballs and lightning bolts that seriously diminished the human force. When the men suddenly faced large earth elementals that came straight out of the ground in the middle of the army they had enough and ran.

More than 2/3 of the army laid dead or dying on the ground before the Everlast Forest and Shaqma VII had to acknowledge the first defeat of the kingdom. In the need of doing something he let his remaining force surround the forest and here the growth stopped.

A few cycles later Shaqma VII founded the city of Bergenia near the Serpent Tooth River. Its main purpose was to support the troops surrounding the Everlast Forest.

In the cycles to come the human forces would mount a large number of attacks towards the forest and all would end in tragedy for the humans, the last one most of all. In the last war a large group of humans actually managed to enter the forest and they actually succeeded to capture a group of elves and when they moved back out in the open they used them as living shields and returned safely back outside the range of the elves. Here they did a horrible mistake, they tortured and killed some of the elves right in front of the other elves in the hope that it would draw the other elves out of the forest. The elves watched helplessly when the prisoners were killed but they did not venture outside the forest, not even when their youngest princess and was taken away. Instead the angered wizards and priests laid a terrible curse on the city of Bergenia. Within a month of the torture of the elves there was a heavy rain over Bergenia and all humans touched by the rain or within the city of Bergenia became sick within a few days. After a few days people began to die and within a month the city of Bergenia became a ghost town. But that was not the end of it. The people began to walk the city streets again as undead, most returned as skeletons and zombies, but the large group of soldiers became ghosts, banshees, shadows, wraiths, wights, shades, phantoms, mummies, vampiric mists and the soldiers that kidnapped and tortured the elves became vampires or crimson deaths while the wizards became lichens. All undead became bound to the city and as the king sent scouts to find out what has happened they were added to the rank of undead as were the forces sent to clean the city.

Some of the humans left the city before the cursed rain with the elven prisoners. They traveled north through the city of Crimion and further north to the capitol of Stein. Here the elves were presented to King Shaqma IX. At this stage Shaqma IX was a fairly young man and given to tantrums and he ordered the elves to serve in the palace.

Shortly after the cursed rain and the failed cleaning operations two earth-wizards settled down in the vast rocky area to the southwest and tried to find a way to remove the curse. They might have been able to do that if it hadn't been for a jealous sorcerer that wanted to credit for the cure and challenged the wizards. Resulting in the death of all three and the birth of the Pearly Field.

More than 300 cycles pass before a young soldier is ordered to guard the elven slaves during their chores and he starts to talk to them. In the beginning he is as hostile to them as all the others, but the more he learns the more he starts to doubt his belief. One evening he went to the elves' room and talked to the young female and one of the older elves and he leaves the elves with a new point of view; humanoids have the same right to live as humans do.

Over the next months he has more and more conversations with the young female elf and one night he got a visit from Xandra, encouraging him in his feelings and bolstering his courage. When she leaves he feels a great longing and he understand the emotions that has been oppressed within him. The next day he talks to the elven maid in a quiet corner and declares his love for her and a few

months later they are married. 3 cycles later she gives birth to a little boy they name Alfheim. The family lived in peace for almost 15 cycles before an angry human killed the man since he loved a “freak”. The elf and her child were smuggled out of Alagar through the village of Mikot at the Lake of Mirrors and then back to Everlast Forest. Where the boy grew up and turned into an adventurer.

Two cycles after the marriage between the guard and the elf a large band of orc raider attacked the city of Stein and a large number of females including the elven maid was raped before the orcs were killed. Since then there has been an increase in the number of guards in the Minotaur Mountains to prevent further raids.

A few cycles later a group called “The Outcasts” led by the boy was hired to rid the ruins of the undead with the promise of 1,000,000 gp and the land the city of Bergenia stood on. They agreed and after a fierce and terrible battle they managed to kill the last of the undead. When they returned they were only given half of the sum, but they took it and started building a new city on top of the ruins of Bergenia. The new city gave King Shaqma XI much revenue, but as the cycles turned the city and the popularity for the Outcasts grew the king began to feel threatened and started to demand heavy taxes from the city. One day the Outcasts have had enough and replied that they would never pay any more taxes. The king responded by turning his mighty force against the city of Dragon’s Den, but they were met by a larger force of humanoids and routed on the field north of Serpent Tooth River and the king was banished to the unknown lands north of Alagar. His son, the newly crowned King Stefen, gave a royal declaration that the Dragon’s Den was now a free state and further that a portion of the land belonging to the kingdom of Alagar was to be given to them as a compensation for the unjust taxes and loss of life due to the previous king.

So in a very short while Alagar lost all the land south of Serpent Tooth River and the border was drawn in a fairly straight line south of the Great Forest and north of the newly named Field of Blood. In the cycles after that the population of Alagar has fostered a burning hatred for the empire of Outcastia since they feel King Stefen was forced to sign the treaty surrendering such a large proportion of their land. So strong is the hatred among the ruler and the more powerful individuals in the kingdom that Outcastian are considered inferior and often stoned in the streets of Alagar cities or taken as slaves.

In the later cycles the kings of Alagar has turned their eyes to the north but that path is blocked by a large swamp filled with dangerous monsters and no one that has been there for more then 1 day has been seen again. There are a lot of rumors circulating about great wonders and large treasures, but since none has returned they can’t be proven true or false.

Money

The currency in Alagar are the common coins, but with other names. Coins from other countries are also valid here, except those from Outcastia. The only Outcastian coins that have any worth are the draco and royal draco, mostly due to their exotic material. Other Outcastian coins are melted down and made into Alagaran coinage.

Common Coinage & Exchange Values

Coin	Metal	Shape		DB	TK	KR	BZ	CW
Dubli (db)	Copper	Round	=	1	1/10	1/50	1/100	1/500
Zkor (zk)	Silver	Square	=	10	1	1/5	1/10	1/50
Kór (kr)	Electrum	Triangle	=	50	5	1	1/2	1/10
Blaze (bz)	Gold	Round	=	100	10	2	1	1/5
Crown (cw)	Platinum	Hexagon	=	500	50	10	5	1

Government

King Crimion IV rules the kingdom of Alagar and he is a very strict ruler. He won’t tolerate any injustices in his kingdom, except those made towards citizens of Outcastia. He has a small amount of counselors that might give him advice but he decides and when he does he won’t tolerate anyone speaking against him. When the king dies his oldest son is crowned the new king. Most of the nobles and the more influential merchants in the kingdom is somehow related to the king.

Those individuals that break the law suffer heavy consequences. For lesser crimes you can be ordered to work in the mines to the east, clean the streets or sewers, or other menial tasks. For breaking greater crimes, you can lose your life, become a slave, have your hands cut off or be ordered to explore the great swamp to the north. Needless to say is that in all circumstances all the belongings to the condemned person goes to the king.

Cities & Sites

Stein

The capitol of Alagar is a large number of buildings surrounded by a large stonewall, named Stein. Most of the buildings are old and made of stone or wood, but there are a few buildings that stand out.

The first among these is the fighting academy. Located on one of the few hills in the capitol lies a large rectangular building that is the training facility for the Alagar army. Here is archery lanes, wooden dummies used for melee practices, and even a large area used to train horseback fighting. In the roofed building are many rooms where instructors teaching recruits on how to use swords, maces, flails, axes, polearms, daggers and knives. There are also three smiths working on new weapons or repairing damaged ones. Many of those working here are old veterans from skirmishes with humanoids in the underground.

The second building is a large round tower. This is the Mage School and all promising youngsters come here to receive their training. The area around the tower is empty since some of the student's spells go wrong with unpredictable results. More than once elementals or minor demons have gotten loose in the city and stinking clouds come rolling down from the tower at least twice a month. In the higher parts of the tower is the gathered knowledge of the wizards of Alagar collected. All wizards that invent a new spell or come across a unique one send either the original or a copy here so it can be used in the defense of the nation.

The third building is the palace of the king. The palace lie on a long ridge running along the lake and here lives the king and his concubines. The king of Alagar doesn't take a wife; instead those females that catch his eye are moved into the palace with him and his other concubines. The current king Crimion IV has at this point nine concubines and a total of 12 children. The king leaves the education of his children to nurses and tutors until they reach an age that enables them to enter the fighting academy. The female children are left to their mothers to learn to be obedient and run a household. When the king tires of a concubine she is sent home with any daughters she has together with a large sum of money so she can live in luxury for many cycles ahead. When a king dies his concubines must move and only his oldest living son is allowed to stay in the palace. The body is prepared and then moved into the royal crypt, which is located in a small mausoleum at the edge of the royal premises.

The kings' way to live makes sure that there is no way that his line will be extinct. There are always a large number of siblings, uncles, aunts and cousins to take over. The current king has eight brothers and nine sisters and a large number of cousins.

Most of the important people in Stein live near the water. While merchants and free workers live closer to the central part of the city. On the other side of the city lives the lowest on the social structure and this is a hard place to live.

Near the harbor is a large stone tower with a large roofed platform on the top. In the winter and during dark nights the platform is filled with wood and then lightened and it functions as a beacon to guide ships on the water back to the safety in the harbor.

Crimion

South of the Minotaur Mountains lies the city of Crimion. Crimion is primarily a merchant city with frequent trading with Okuda in Gandoria. Crimion lies on a large hill and the area surrounding it is flat so it is easily defended.

. . . . Crimion is a very nondescript city and the only interesting places here are the merchant's

square and the monk cloister. The merchant's square is more like a hexagon shaped square with six large buildings, one on each side. These buildings are own by the six most prominent traders in Alagar, four of them resides here in Crimion, one lives in Stein and one in the small village Gion on the coast. These six merchants meet once every six months to discuss common interests. These six merchant houses tries to keep the other merchants in check and if someone gets to lucky these persons will go together to undermine that merchants fortune and set him back many cycles. Near the western wall lies a large cloister. The building resembles a large square with a larger building along one of the walls.

High Tunes

Near the northern border of the Great Forest lie the bardic college. In the beginning a group of bards and other followers of Xandra built a small house here to practice their art. Over the cycles more and more bards came here and soon they built a set of large 4 story buildings that housed most of the bards in the kingdom and they named the buildings The Heart of Xandra.

Beneath the hill that holds the bardic college lie the growing village of High Tunes. High Tunes is named for the amount of music that comes from the hill above it. In the beginning it was only a few houses housing the families of the bards in the college, but as more and more noblemen sent their daughters here some quick merchants realized that here is a growing market and soon the village grow. As it is right now the village grows quickly and this is one of the few markets still open for new businesses, as much is still needed for a self-sufficient village.

Gion

This is a small village that mostly lives on exporting wheat and corn to the rest of the community. There is also a pretty large smuggle operation going on with the city of Macintor in Outcastia. Young persons from Outcastia is kidnapped and smuggled here and then sold as slaves for rich merchants or noblemen. Most buildings in the village are made of wood and is scattered around a pretty large area.

Mikot

At the peak of the small peninsula at the Lake of Mirrors lies the small fishing village or Mikot. All inhabitants in Mikot are fishers except the only merchant in the village that owns a slightly larger boat and trades with Okuda or travel with his carriage to Crimion with loads of dried fish.

Mikot is one of the few places in Alagar that doesn't hate humanoids and therefore their lone trader sometimes even travel so far down as to Dragon's Den in Outcastia or over the sea to the small hamlets in Gimland. All of these trades are unknown to the rest of Alagar and if the king would found out about it the whole community would be in big trouble.

Areas of Interest

Rocky Hills

Surrounding the lake Shaqma lie the large hilly area named Rocky Hills. This is an area without much water and plant life. The hills stretch on quite a while and the only places where any crop can grow is around the lake and along the few streams and ponds that are scattered around the area. The Rocky Hills stretches all the way north to the great swamp and south as far as the sunken field. To the east it reaches and passes the Minotaur Mountains and almost reaches the shore of the Lake of Mirrors.

The humans living here have learned to work with what they have and instead of growing wheat and corn they grow mosses, algae and fungus and get bountiful crops that nourishes many. Many of the men living here are warriors that have been injured in battle and they serve their country by doing this instead. In the hills north of the Minotaur Mountains lies the Great Temple of Gazor.

Where the Rocky Hills reach the western ocean the Alagarans have built a secret harbor in a deep cavern. Here they have built up a large amount of ships during the last hundreds of cycles.

The Sunken Plain

South of the Rocky Hills lies a big trench in the ground. The ground is in fact several feet beneath the level of the ocean and is very fertile. This was a lake many thousands of circles ago before a small earthquake opened a small crack in the bottom that emptied the lake into an underground cave system drowning a whole community of goblins that lived there. The crack has long since been overgrown and is now hidden beneath almost 4 feet of dirt. This is the area where most of Alagar's farms are located and each cycle they get large harvests, since the soil absorbs just so much it needs and the rest disappears into the underground. There are a couple of small streams that flow into the plain and they support the farms with the much-needed water.

At the western edge, on the rim of the sunken plain lies the small village of Gion. The village is built on a small rocky ledge that separates the sunken plain and the western ocean. Here lives one of the most important merchants in the kingdom. Around the edge lie a few other villages that only are populated during the wintertime. In the summers only the bakers, blacksmiths and innkeepers live here.

The Great Forest

This used to be a forest dominated by elves and other forest-folk before they were killed by the human army of Alagar on their way south. Now it is mostly a place where rangers roam and herb gatherers go to collect herbs. Much of the life here died with the elves and it has not been restored. The rangers usually comments on how quiet and empty the forest feels.

Much of the forest has been cut down to get lumber for houses and ships or wood for fires in the winters. In recent times the rangers and druids have started to make their best to protect the forest from lumberjacks but they are so far losing the war. In the current speed the Great Forest will be gone in 200 cycles. But recently the king has started to listen to the druids and also to the bards from High Tunes that sings about the dreaded loss of the Great Forest.

Minotaur Mountains

There is a small mountain chain slightly east of the Sunken Plain. This is a mountain area where dwarves used to live in great numbers, now they are all gone except for a group that escaped deeper into the earth and founded a colony deep under the mountains and live there battling the horrors of the underdark. In their previous caverns the humans of Alagar has taken over and are mining ore and gems, but since they are not used to this enterprise they miss lots of less known minerals and that are thrown into the garbage pile. There are a total of five old dwarven communities in these mountains and the humans are exploiting them all. Most of the ore are melted here before the purified iron ore is transported to Stein. Eventual gems are transported to the city of Crimion and the markets there.

At the base of the mountain is a large stone cutter operation. Here most of the stone used in buildings are cut and formed before shipping to the commercial center in Crimion. The Minotaur Mountains stretches as far north as the Rocky Hills and the northeast corner slopes down to the Lake of Mirrors. In the south it ends at the Floating Plains. It is hazardous in the mountains since a lot of dangerous beasts and monsters have been able to settle here since the dwarves disappeared. The humans are not used to battle these monsters and when they do they suffer heavy casualties and loose more often then not. Some of the monsters that can be found here include giants, wyverns, behirs, beholders and a few tribes of trolls.

The humans have sent large armies to get rid of these uninvited guests many times but as soon as they leave the mountains the monsters come right back in and start eating human miners and guards again. The highest peek in the Minotaur Mountains is named The Sword of Gazor. The peek is in fact a dormant volcano.

The Tabletop Shore

West of the Great Forest lie a high plateau called the Tabletop Shore. The east side of the plateau is

sloping down towards the forest and to the west the plateau ends in a high steep cliff ledge down to the ocean. The plateau itself is very flat and with very little vegetation. There is a lone building standing here with a large stable.

There is however a fairly large hill in the middle of the plain. The hill is covered with trees and there is also a small stream coming from the hill running towards the cliff edge and makes a small waterfall into the ocean. The waterfall is named The Tabletop Falls. This is the place where most of the horses in the Alagar army are raised and trained, before they are transported back to Stein to replace dead horses or for new recruits.

The Flowing Plains

The area southeast of the Minotaur Mountains and east of The Great Forest lie a large sea of grass called The Flowing Plains. Even the slightest breeze makes the grass sway like trees in a storm and making the plain look like it is floating away. The Flowing Plains continue a ways into Gandoria before it ends.

In the middle of The Flowing Plains is a large hill and upon that hill lie the city of Crimion. Crimion can be seen from quite a distance and it is extremely hard to sneak up on it. Beside that hill there is nothing of interest to be found here.

The Lonely Trees

East of the Minotaur Mountains lies a hilly area with single trees standing scattered everywhere. This is an area called the Lonely Trees. Here lie a few human villages scattered and most of those near the shore of the Lake of Mirrors. All buildings here are made of stone; none has even seriously given thoughts about cutting the great trees down. Most of the humans living here are either fishermen or herding cattle.

All the trees here are giant oaks and each are easily above 100 feet. No oak stand closer then 150 feet from another and the ground are covered with small bushes and grass. Large groups of cows and horses can be seen moving through the trees. Scattered among the trees can a few large mansions of wealthy merchants or nobles be found.

Nobles

In the palace in Stein lives the current ruler of Alagar, King Crimion IV. He takes absolutely no part in the petty schemes of his nobles to gain his favor and usually listens only to a few advisors that he trusts. Unknown to him one of these advisors has double loyalties, both to him and to Cerberus. Over the cycles this advisor have always advised him to make restrictions against Outcastia or plot against them.

Near the palace lives one of Crimion's advisors, his half-brother Svein. Svein is a Prince of the People and is mostly bound to the court. He owns buildings and estates in both Stein and Crimion and has a two-story building standing near the northern shore of the Lake of Mirrors.

Svein is the closest friend Crimion has and are fiercely loyal to him. Svein has built a small intelligence gathering net that so far only operates inside Stein and Crimion. He has lofty plans about spreading the net all over Alagar and then into Outcastia.

One of the more influential nobles in Stein is Count Prefo. Prefo is distantly related to the king and is the Count of Lake Shaqma. He is supposed to be in charge of the fishing fleet here but is more interested in the intricacies of the court and spends a lot of time discussing different situations with other nobles.

Count Prefo lives for the intrigue of politics and if he can make a fellow noble disgraced in court, without any trace leading back to him he takes it. A successful plot can have the count happy for weeks. This hobby of his has earned him a few powerful enemies and he is constantly on the

lookout after eventual trouble and plans thereafter.

Marquise Trenk is a rough fighter and has no fondness for the court. He inherited the title with his office as master of the fighting academy. He very seldom enters the court, as he strongly prefers the life inside the academy and the pride in a good thrust or countermove. Trenk has spent many cycles in the mountains fighting humanoids and bands of thieves hiding there. He returned to the academy seven cycles ago and when the old master died in a training accident he was voted the new master due to his reputation of perfection in battle.

Duke Ferl is the guardian of the Sword of Gazor, the mountaintop in Minotaur Mountains. He lives in a large house near the lake inside Stein. He has once, when drinking too much, spoken favorable of dwarven miners and when this reached the kings ear he found himself out of favor. He has absolutely no recollection of this and that is with every right since it never happened. His younger brother Court-Baron Dalar wants his position to increase his standing in court and spread the rumor. Duke Ferl would do anything to get back the kings trust.

Court-Baron Dalar is a scheming young man that envies all that has a higher station than he has. A few cycles ago he got his brother Ferl real drunk and spread a rumor that he had spoken fondly of dwarves, in the hope that this would make the king take the title of Duke away from Ferl and give it to him instead. Unfortunately for him the plan only partially succeeded and now both brothers are far away from the king.

Viscount Sharmeri is a very dangerous person. He seldom takes any interest in the intricacy of the court, and even more seldom attends meetings there, but when he does and when he says something the wise listens. He doesn't like to repeat himself since he considers it a sign of weakness not to understand something when first heard.

Sharmeri is the master of the Mage School and knows all spells that can be found in the tower. He is a devoted follower of Adri Myst, the God of Magic and looks down on followers to the other Gods. He has absolutely no tolerance to persons who scorn magic or defiles the name of Adri Myst. He has a very quick mind but is also quick to anger and more than once he has turned other nobles into frogs, insects or simply disintegrated them. Unknown to him Gazor keeps a very keen eye on him and if he continues to do as well as he does now he stand a great chance of becoming the newest addition to the Alagar Pantheon. Sharmeri is also an adviser to the king, but only in the area of magic, where he believes himself to be unmatched.

Baron Roque is in charge of the royal crypt. He is a serious old man with a nonexistent smile; at least no one has seen it. He makes sure that the crypt is undisturbed and that no one manages to sneak in and desecrates it. He holds the title Keeper of the Crypt and it is a title that is given by the king when the previous Keeper dies. This Keeper is an uncle to the previous king and has served in this position for over 45 cycles.

Marquise Delila is in charge of the royal archives. This is a very important post since the archives holds the history of the kingdom of Alagar since it was first grounded with King Shaqma I. The Guardian of the Royal Archives is always present during meetings so that she can record the happenings in the kingdom as they go along. All decisions taken by any king or noble are recorded so descendants can come and ask for help when they have different opinions about what has happened with a piece of land for example. The Guardian also tries to gather information about the other countries and writes it down as well to the chronicles. The Guardian is one of the persons that always are an advisor to the king, since he/she is the person that knows the history best of all and can lend credit to decisions from previous verdicts down the history.

The present guardian is a fairly young woman and she has a great love for books. She has found in the writings some disturbing information from encounters with avatars from her pantheon. It seems that not all gods look down and considers humanoids inferior, and if she has interpreted the writings correctly they actually encourages some interaction between them.

Delila is a woman who follows her instincts and has started to slowly encourage the king to be a little more lenient in his dealings with humanoids. Nothing big, but when she can she encourages changes or rules that benefits both humans and humanoids alike, mostly by pointing out the great advantages for the humans of course, but the changes are there. She is also trying to get the kings eye and become a concubine so she can get the kings' ear in another role as well so she can influence him more.

Vismarquise Dein is in charge of the guards of the palace. He works closely with Marquise Trenk and his only shown the best of the fighters trained at the academy so he gets the cream of fighters around the king. Dein is a married man and has 2 young sons soon old enough to enter the academy. His greatest wish is that they become great fighters and can take over his post as Captain of the Guard and maybe even marry above themselves and rise on the social ladder.

Dein is a very practical man and a very intelligent one. He frequently changes the guard patrols so no one can predict when a patrol is passing and he is constantly on the lookout after eventual schemers that are after either the crown or another noble to rise in rank. He considers anyone inside the royal compound under his protection and will defend anyone unless ordered not to do that.

Marquise DeBerg is a wiry old man with a diverse mood. He can joke in one second and be melancholy the next, and there is no way to predict when a swing will come. DeBerg is in charge of the mines in the Minotaur Mountains, but he has never set a foot there. He constantly receives notes on how the mines are going and sometimes requisitions for material or more people. Depending on the mood the requisitions are either approved or trashed immediately. Marquise DeBerg has no close friends and are a lonely player in the politic board. Many persons are only waiting for him to die so his much more alert son will take over.

Baron Greg is an extremely happy person and his heart full laugh can often be heard in court or over the wind near the lake where he usually can be found. Greg is the harbor master and makes sure that the docks are in good order and that the fishermen and sailors are treated well and take care of their boats. Those that can't take care of their boats and can't behave are forcibly removed from the docks. He often spends his evenings together with his friends Baron Podelski and Baron Zoller.

Baron Podelski is a very quiet man, but on the other hand he never forgets anything. He is a very defensive man and only look after himself and his friends. He has absolutely no interest of advancing in the nobility ranks. Baron Podelski is in charge of the beacon near the harbor. He always makes sure that there is a large amount of dry wood in the storage rooms at the base of the tower and that there is small magical fire sticks to light the fire close at hand. He is a close friend of Barons Greg and Zoller.

Baron Zoller is in charge of the wreckers in Stein. He is a very athletic man and he has a mood that rivals even Baron Greg's. Like his close friends he doesn't take an active interest to the court and he prefer to spend his free time diving in the cold lake or drinking with his friends.

The woman in charge of the servants in the royal palace is a loud-mouthed woman in her mid forties, named Liore. The servants calls her the hydra, since she seems to have her eyes everywhere. She has held this position for almost 20 cycles now and she has always been this way. She still holds her title as Esquires but that title has no meaning for her; she lives for her work and her king.

In charge of the large nursery is an old woman named Isadora. Isadora has been a nursemaid here all her life and will remain so until she is forced to leave. All kids from the day they are born till the day they turn seven are her charges. To be able to talk back to pestering nobles the previous king gave her the title Court-baroness. She is well liked among all the children and they all look at her as a second mother.

Since Crimion became king at a fairly young age his mother, Belinda, was appointed regent until he came of age. Now she has no further use and has left the palace and lives in a small house near the premises. As a token of her work for the kingdom she was granted the small title of Esquire and as such she earn a small income that will sustain her for the rest of her life.

Vismarquisess Sandra is a woman in her early thirties. She is one of the few females that have gone through the training academy and she excelled in the use of the longbow. She has proven her skills more then once and she always wins every archery contest she enters. This has given her the rank of lord of the archers and the title Vismarquisess.

She lives in her small apartment in the training academy where she tries to educate more archers. She doesn't have a big amount of patience though and often yells at her students when they fail to reach her standard.

Next to her lives the lord of the fighters. He is a very muscular man in his early forties and he is the best swordsman in the kingdom. Since he has a more forgiving attitude then Sandra he finds a use for even the lousiest swordsman and because of that Vismarquise Charle is very popular among the fighters.

The third in the row of lords in the training academy is the lord of the riders. The rides are an elite group inside the army and they are a very close-knit bunch. The lord is one of the few outgoing in the group and therefore selected as their leader. Vismarquise Contre is a jovial man in his late thirties and is constantly flirting with any woman he sees. This has resulted in more then one confrontation with a jealous husband or angered father when he has spread his charms in the wrong direction.

Baron Wilgot is one of the least influential nobles in the court. His title as baron is one of the oldest in the kingdom but during the last thousand cycles the power of his station has steadily diminished and now he has almost no power whatsoever as Baron of the militia. The militia today consists of a few dozen retired farmers and another few dozen youngsters to weak to withstand the training at the academy.

Wilgot is constantly trying to get into the circle around one of the more influential nobles in the hope that others will notice him. But since he has very little to offer, he has had no luck yet, but Prince Svein has harbored thoughts about using Wilgot's militia as a part of his network.

In Crimion lives a large brute of a man simply called Ox. He is the man in charge of the stone cutters in Minotaur Mountains and he doesn't tolerate slackers. Under Ox's supervision the stone cutters have produced a large amount of stone each cycle, this has given him honor in the eyes of the king and he recently became promoted from Vismarquise to Marquise.

In a nondescript house in Stein lives a minor noble. His grandfather got the title when he made a few large favors for his king. Baron Fjalar of the Tabletop Fall is a shy noble that is very careful when talking to other nobles. He is very careful not to say anything that might be taken for a promise or anything that might alienate a noble of higher rank. Fjalar is in his late thirties and recently married a daughter to a minor merchant from High Tunes. His wife is almost 15 cycles younger but they love each other very much and both share a feeling of suspicion on the belief that all humanoids are evil. She has

spent a lot of her youth traveling with her father and his travels have sometime taken her to other countries where she has met elves, gnomes, halflings and sometimes even dwarves. And they have always taken time to talk to her and answer questions. They are both devoted followers of Xandra and are close friends with one of the priests from the Great Temple of Gazor.

In one of the larger buildings in Stein lives a pompous man with an extremely large belly. He actually looks like an overgrown halfling when he sits down and smokes his pipe. Viscount Berg is a veritable mountain of a man without an ounce of condition. He is a distant relative to the king and is Viscount of Stein. He never walks if he can take a carriage and he much rather sit than stand. He is always accompanied by at least two strong servants that can help him get up. He is frequently at the court, not because he is interested in politics, but rather for the food they are serving there.

He is an easily persuaded man and more then once he has cast his lot with those that invites him over for a feast. This makes him one of the more surrounded nobles by the lesser ones, since they see in him a chance to get up in the hierarchy.

The Marquise of Minotaur Mountains is a very hyper young man. Marquise John is only in his early twenties and has been the Marquise for only two cycles. He is in charge of the guards patrolling the mountains making sure that no more invasions by orcs or other humanoids will come from the mountains. He is very anxious to prove himself in the eyes of his king and is almost looking for a real battle.

He is a frequent visitor to the court but he is very naive and other, more perceptive nobles use him utterly. More then once he has been talked into spending large sums of money into projects only to see them go under within a few months. He is also a man in love, but he is to shy to do anything more then sending gifts and anonymous letters to Kalina.

The Baron of High Tunes is a man in his late fifties and he is a man who loves wine, women and song, especially love songs or ballads. He frequently visits Stein to learn any gossip he can, but he is not taking any action in the intricacies at the court.

Baron Gerhard is also a devoted father to a sweet daughter. His daughter, Kalina, is in her late teens and often travels with her father to Stein to shop and meet other young daughters to nobles or rich merchants. During her visits she often receives love poems or expensive gifts from a secret admirer. She isn't certain but she hopes that it is the young man John who is sending them to her. Gerhard knows what is going on and he is amused by the wooing attempts by the young man, and has decided that if he gets the courage to ask her, he will give them his blessings.

Vismarquissess Hanna is a self-centered young woman, who believes she is the epitome of beauty. She is quite petite and has a long black hair and brown eyes. She does however silently demand that all females should envy her and all males should worship her. She is only waiting for the king to acknowledge her beauty and make her one of his concubines. She can't think of any reason why that should not happen, and when it does she belief she will be able to dominate him and rule the kingdom through him.

Her dominion is the Sunken plain and since it mostly takes care of itself she is freed to do whatever she wishes. She spends most of her time in Stein near the court and is constantly trying to catch the eye of the king and to surround herself with those weaker persons that she can dominate with her mere presence.

Count Kim of the Northern Sector, The Rocky Hills and The Sunken Plain, is a serious and strong half-elven fighter. He puts himself over the petty quibble among the lesser nobles and very seldom interacts with them. He is mostly seen in the company of other Counts and Dukes.

Even though he has proven himself a loyal subject to the kingdom, he is fairly unique in the court since he isn't 100% human. In the beginning he had to protect himself from scorn and threats

from minor nobles but when he killed Baron Joxs' father in a duel the threats stopped and he is now treated with a grudging respect.

He is very popular among the humanoid population in Alagar since he is strong in his belief that humans and humanoids both has their strong and their weak points. He got this post from the king personally, mostly just because he is popular among the humanoids and the king believed that this would pacify them a little.

Baron Jox of Tabletop Shore is a very cunning young man in his late twenties that won't do anything rashly. He does have one major grudge against Count Kim since he killed his father, and that Jox can't forgive. His intelligence and ability to see through most persons have made him a valuable advisor to the king, in spite of his young age.

He does however work for two interests, both the king and Cerberus. He became involved in Cerberus shortly after the death of his father, when an old man came and gave him a promise that if he agreed to help a secret group he would be given a chance to have his revenge against Count Kim. At that point Jox didn't know that the group he joined were Cerberus, that has been told to him later and now he is a very powerful pawn in their hands since he has the ear of Alagars' king.

In a large mansion in The Lonely Trees lives Marquise Tomer. Tomer is a quiet young man that prefers to stay here and enjoy the beauty here to spending time in court. Tomer is the Marquise over this area and he loves to ride around the area.

Tomer is married to a local peasant girl and they have a little girl, just 3 cycles old. He has just given her a small pony and she is already learning to ride.

The Heart of Xandra is ruled by an old bard name Moonsong. Moonsong is a half-elven female and she live for the beauty of song and poetry. She often travels around the country and her travels also take her into other countries so she can learn foreign songs and lyrics.

In one of these travels a young woman approached her and since then she is a member of the Order of The Eye. During her travels she sees much and she has built a small network of informants for the Order. She is very careful about who she adds to this group and so far there is no infiltrator in the group. When she travels around Alagar she collect the information. Moonsong is also very popular among the nobles at court and she has been given the rank of Vismarquiseess and is performing at court on a regular basis.

Baron Saret is a nondescript man with a double life. In court he is known as the Baron of the western shore, but is real title is Baron of the Secret Fleet and he is a formidable sailor. The only reason for his presence at court is for the king to have an easy way to send messages back and forth to the cavern. The other nobles ignore Saret and that suits him perfectly. He prefers to be left alone so he can muse on different ideas for improvement on the boats. He is a devoted follower of Wavebreaker.

The Grand Temple of Gazor is run by a vigorous old man simply called Reverend Father. He is a close friend of Moonsong and while not a member of the Order he sympathizes with her work. He knows of her double loyalty but will never reveal it. If asked he will help her in any way he can, as long as the temple can't be blamed for anything.

As the master of the temple he holds the title of Baron but he never attends the court unless the king send for him or there is a new crowning.

The Esquire of Mikrot is a title that has been given to the merchant residing there. Esquire Gabbe is never present at court, since he feels he is needed in his native village instead. He sometimes visits

Marquise Tomer though since he married a girl from a nearby village. Gabbe is constantly on the road, or on the sea, trading with anyone willing to trade. His trading takes him as far south as Dragon's Den and also into Gimland and Gandoria. He is very open-minded and has befriended many humanoids in his travels.

The person behind the slave trade and smuggling in Gion is a young woman named Linda. She is only in her late twenties but she is a ruthless lady that runs her operations with a great efficiency. She started out as a freelance captain, but her ruthless attitude soon made her the most successful smuggler in the city. Her prowess and ability to supply exotic slaves to the court has granted her the title Baroness and that has given her the ability to broaden her smuggler enterprise.

She is currently working on opening another smuggling operation base hidden in the forest of Serpents Shade. This base would try to capture creatures from the forest that is nonexistent in The Great Forest.

The title Viscount of Crimion is a title granted to the most successful merchant residing there. At this point it is in the hands of a sneaky man named Kereg. Kereg is the leading merchant in gems, jewelry and art object. He only visits the court when his trade leads him there and then he uses the time to make new deals and conclude old ones.

The title Marquise of The Flowing Plain is a title held by a very old man without any heir. Sam is in his early eighties and is unable to leave his house due to a lingering sickness. He still has a quick mind though and is frustrated that his body isn't in the same condition. He is spending his time searching after a distant relative that he can name his heir, but so far he have had no luck.

In the village of High Tunes lives Vismarquise Flander of The Great Forest. He is a man in his early thirties and is married to one of the bards teaching at the bardic college. He spends his days in the forest talking with the rangers and druids living there. This fact has made him a spokesman for their fears and he frequently sends messages to the king regarding the abuse of the only large forest in the kingdom.

Esquire Klio lives in a mansion a few miles from the Lake of Mirrors. He is a devoted sailor and spends almost all his days sailing in his small boat on the calm waters in the bay. His title as Esquire of The Bay of Lake of Mirrors enables him to combine work and pleasure. He very seldom leaves this area and when he does it is almost always to visit his relatives in Crimion.

The Duchess, Malin, of the Southern Sector; Tabletop Shore, The Great Forest and The Flowing Plains, is an extremely intelligent old woman that most other nobles are very nervous around. She can easily read between the lines and make accurate assumptions about most persons. She has for a time suspected that not all nobles at court is completely loyal to the king but has no real proof. She is currently trying to gather gossip about a few of the more active nobles at court. What she is going to do with any eventual news, she hasn't decided yet. She might tell the king or she might use it to force them to do her bidding.

The Duke, Jeff, of the Eastern Sector is a tired old man that is absolutely fed up with the court. He has moved to a large estate in The Lonely Trees and refuses to return to the court. He has seen more then one loyal member of the court being undone by a jealous member and thus weakened the court. He won't return until all petty bickering is over and therefore he has moved here for the rest of his life.

Interesting buildings

The Heart of Xandra

In the small village of High Tunes lie the large bard college in Alagar. It was actually the college that was here first and then High Tunes grew up around it. The college consists of four large buildings that house all bards and bards in training. It is here that most promising youngsters came to seek out their fortune as a bard. The first thing they encounter is a few tests to see if they have any future in this profession. Those that get accepted have a few cycles of study here before they are sent out in the world to make their fortune. When they reside here they don't have to pay for anything as the college pays for their education. In return they have to help with different chores during their education and in the future they are encouraged to visit the college from time to time to teach youngsters their trade.

There is also a large wing set aside for noble daughters that are sent here to learn to sing and play instruments so they can amuse their families, as they get older. These children have to pay for their stay and these groups are the college's primarily source of income. It has come to be a novelty to have once kids learning to sing among the nobles and richer merchants. In the middle of the ground is a large fountain with a beautiful statue of Xandra in the middle holding her silver harp. Around the fountain is a set of benches and around it grows a large number of rosebushes. The Heart of Xandra is a place of music, poetry and romance and, of course, Xandras' favorite place in the whole kingdom. She often comes here to listen to new music pieces and new poetry written by both promising youngsters and old bards with great reputation.

The Monastery of Valor

In Crimion lies a large square-shaped building with a slightly larger building near the western wall. Inside lives a group of highly trained warrior monks. They spend their time learning how to use their bodies as weapons and how to absorb damage without showing any bruises or damage. New recruits are welcomed if they arrive before their 6th birthday. After that they are considered to old to start training. Many orphans in the kingdom are given to these monks and raised here. When an acolyte has spent eight cycles at the cloister they have to leave the cloister for a cycle to live in the world with only the skills learned here as their protection. If they survive and returns with proof of their battle abilities signed by at least two different nobles or merchants they are initiated as monks and get the black robe that is the monks' only piece of clothing.

The monks follow many of the Gods but the most dominant are Gazor and Pobbe Kures. The square-shaped building surrounds a large empty area where the monks train. They live in the surrounding building and the masters and the grandmaster lives in the slightly taller building inside the square. The monks are frequently referred to as the Monks of Pain since they seem oblivious to any pain and can withstand a lot of damage without showing it.

The Tower of Adri Myst

On one of the hills in Stein lies a lone stone tower. The tower is fairly wide and stretches a few levels up in the sky. The tower is perfectly round and there are many windows and openings on the sides. This tower is the home of the magic school in Alagar.

The first thing anyone notices is that the tower looks larger on the inside then the outside, this is done with a little help of magic. Anything not having a needful permanent function or used is automatically folded so it won't take much space. A folded chair still looks like a chair, but almost like a miniature, but as soon as someone grabs it the chair grows slowly to its normal size. Anything not used will with the help of a simple command word slowly shrink so it won't occupy needful space. A person entering the school, unaware of the spell will notice that there is something strange going on, but since the magic actually is very subtle they can't put their finger on it.

The tower stretches seven levels up and there are also four levels beneath the surface. At the entrance level is a large entrance hall covered with paintings and statues of former Head Masters of the school. At the other end of the room is a large desk and there is always at least one apprentice

sitting there ready to welcome visitors. Next to the desk are a couch and a few chairs where guests can sit and wait until their host comes for them. Behind the office are two large doors leading into the restricted part of the tower. No one is allowed to enter there unless they are a wizard, an apprentice or a person traveling with a wizard. Behind the double door is a corridor leading to a staircase that goes in both directions, there are also a few doors on the side away from the entrance chamber where apprentices sleep.

The second level of the tower is filled with small study rooms. Here apprentices and wizards alike come to have some privacy in their research. Note that it is only allowed to read in these rooms, testing theories and alchemy is on other levels. There are also a small number of larger rooms where wizards can receive guests.

The third level contains a few large classrooms where the wizards teach apprentices in different parts of magic. Reading/Writing, Memory exercises, Speaking/Phrasing and of course the art of making magical gestures without being spotted. These four are the basic things an apprentice needs to learn before he/she is allowed to begin the study of real magic.

On the fourth level lies a classroom for each different school in magic. Here they are tough the strengths and weaknesses of the different schools. This is a stage where many students actually are uninterested since these lessons aren't necessary and also a time when specialist wizards choose their favorite school. But those students that go to these classes usually gets some advantages since they learn the weakness of different characters.

On the fifth level lies a row of smaller room along the wall and this is a place where the novices are allowed to practice their skills. Here they can practice summoning, or destructive spells and practice some alchemy. There usually come a few large bangs from this level a week and the level is almost daily filled with smoke from an experiment gone wrong.

The sixth level is filled with rooms for the wizards residing here and the seventh is occupied completely by a large library willed with everything regarding magic that has been written in Alagar and also the school's collection of magical spells are stored here.

On the first level beneath the ground is a large kitchen and dining room. There are also a number of closets and storage rooms here. On the second level is a large room with a giant pentagram chiseled and painted on the ground. This is the place where the wizards do their summoning, both with students and when they seek knowledge from more dangerous sources. On the third level are rooms made for smaller summonings placed and the fourth level is very large and filled with large open spaces. Here wizards can practice their destructive spells without harming anyone. This level is usually filled with magnificent lightshows as fireballs, lightning bolts, prismatic lights and other colorful spells are thrown.

All floors are soundproof and even the mightiest bang on the fifth floor won't awaken the sleeping wizards on the sixth. There is however an alarm installed in the tower so when a summoned creature gets out of control the alarm goes in the tower. When it does all apprentices should lock themselves inside their quarters while the wizards go hunting the escaped creature. When that is done another signal sounds to let the tower know that the potential threat is gone.

Interesting places outside the cities

The Sword of Gazor

Near the northern edge of the Minotaur Mountains lies a dormant volcano. The volcano is tall and formed like a chimney. When the volcano spews out hot gases it melts the snow on the peak and the whole mountain glows with a red glow. This phenomenon has given it its name The Sword of Gazor since that sword is burning with an extremely hot flame. High up on the west side of the peak lays a small cavern. On this little ledge, that is always free of snow thanks to the hot fumes that comes from the interior, Gazor is rumored to sit and watch over the city of Stein and its occupants.

No one has managed to reach the actual cavern yet, since it is almost impossible to do so. The mountainside around it is very smooth and impossible to climb even when there is no snow. The only

ones who would be able to reach it without the help of magical spells are the draconic elves. The most powerful wizards in Alagar might be able to reach it but even they would have a hard time survive the cold, strong winds and the low temperature.

There is not much to be seen here even if someone manages to reach it, since it has been flooded with molten lava more then once. But it is an easy way into the heart of a volcano and in the chimney are other entrances deeper down that leads to cave systems that has been sealed of the rest of the tunnels in frequent earthquakes. But the tales are true in the fact that Gazor actually comes here sometimes to sit and watch the world, often together with his wife Xandra.

The Great Temple of Gazor

Far to the north lies a grand building surrounded by smaller buildings. This is the Great Temple of Gazor and the only ones who live here are priests and devoted followers of the first God. One thing that really set these people apart from the majority of the population of Alagar is that they know that the Gods don't hate humanoids as much as the king and the nobility would like for the population to believe. They have for the last couple of centuries been starting to spread the belief of doubt into the countryside and even though the majority of the population still are hostile, more and more are starting to believe in the preaching of the priests.

The large building is a great church witch is filled with statues and beautiful pictures of Gazor in all his might, both as human hero and as a mighty God. In the cellar is also a large collection of scrolls and tomes with every story known about Gazor, and more then a few forgotten ones as well. The temple is filled with relics and loot gotten in the name of Gazor from skirmishes and battles. These items never leave the temple area, unless of course Gazor self comes and asks for them.

Cave of the Secret Fleet

Almost due west of Stein is a large hidden cavern where they Alagar army secretly has built a large force of ships. Loads of lumber and cloth has secretly been moved to this area and now it harbors some twenty large ships and a dozen smaller ones. Inside the harbor cavern is a large number of smaller caves where blacksmiths and carpenters work. Here live also a small number of farmers and fishers so they can be sustained without help from the city. Also a large number of sailors reside here with their families.

They have no plans to use the fleet yet, but they want to have a secret card to play if a force is coming from the ocean thinking them easy prey. Rumors have it that this was the home of Wavebreaker when he lived. The entrance can only be seen during low tide otherwise it looks like a small cliff opening like many others. The large cavern directly after the cave mouth is called the harbor cave. It is very large and easily holds most of the ships here. The humans have built small floating bridges so they can dock here. The water flows into three smaller chambers as well. These caverns are used to build more ships and reparations of the smaller ones, during low tide these caves are almost dry except for a deeper channel in the middle. The deeper part of the cave system is dry and here is where the inhabitants and workers in the cavern lives. In one of the tunnels leading upwards the builders have made an entrance that can be closed with a stone slab to make the entrance invisible unless you know exactly where to look and what to look for.

Lair of Cerberus

In one of the small villages along the rim of the Sunken Plain lives an old man named Timothy. In his shop is a secret entrance in the floor that leads down into the cave system that goes beneath the sunken plain. In the area directly beneath the sunken plain that is one of the hidden lairs of Cerberus.

Cerberus have found a part of the system that is fairly easy to protect. There are only three entrances into their territory and they are protected both by guards and a variety of traps, not so much against the Order or Alagar forces, but rather against the numerous monsters that roam these caverns. Within their territory lies a little pond that collects the water coming down through the cracks

in the sunken plain. There are also caves where the members can practice swordplay, archery, agility and other abilities useful for their different enterprises. Aside from those caves there are a large number of caves used for living and one where the stolen loot is collected before it is transported to Cerberus' main hideout.

Important NPCs

Timothy

Timothy is an old man living in one of the many nondescript villages around The Sunken Plain. He runs a small bakery combined with an inn together with his wife Daphnee. Timothy was a somewhat acknowledged fighter (Lvl 11) in his younger cycles and retired here some 15 cycles ago. To the outside he is a happy, curious man that loves to tell tales and stories. He is however a member of Cerberus and has been so for most of his life. He now runs the defenses around their secret lair beneath the sunken plain and he has total obedience from the other members here. In one of the small rooms in the back is a hidden entrance to the caves beneath The Sunken Plain. The door can only be operated from the bar disk and Timothy only opens it when he knows the persons occupying that room. To leave the caves you must push a small lever directly in front of the door and wait until the door unlocks. The small lever makes a small sprig in the bar disk fill out a small whole and when it is pushed back in the lever returns to its normal stage.

Gimland

Gimland is located east of the Lake of Mirrors and north of Zelbar. Gimland is an old country, named after Gimlorain The Younger. Gimlorain was a close friend to Alfheim and one of the founders of Dragon's Den in Outcastia. Before it's renaming it was called Mezit and some inhabitants still refer to it as such in some areas.

Gimland is dominated by a large mountain chain named Bogarian Mountains after another friend of Alfheim, Bogar the Bold. Before the renaming of the mountains they were referred to as the Ironclad Mountains. The mountains stretch across the whole country and the rest of the countryside is mostly forest. There are two large forests in Gimland. The Ancient Forest near the shore of Lake of Mirrors and the Black Forest to the south.

Most of the inhabitants in Gimland live under the mountains in different dwarven holts. The largest of those holts is Bogaria. The surface of Gimland is fairly wild since it is very sparsely populated. Creatures otherwise eradicated can be found here.

Money

Gimland's coins all have a triangular shape, but have the common names. They accept most coins when they trade, but persons using Alagaran coins are treated with a bit more reserve and suspicion.

Government

The undisputed ruler of this country is Bogar the Bold. He rules from the capitol Bogaria as he has done for many thousand cycles.

Cities & Sites

Bogaria

The capitol of this mostly dwarven country is the large underground city of Bogaria. Bogaria is actually the name given to it by it's human neighbors. It's ruler and inhabitants still refer to it by it's ancient name of Szempek-Holt. Most of the capitol is located in one large cavern and the walls and ceiling of the cavern is covered with fluorescent fungus that gives the capitol an eerie glow all the time.

The main entrance to Bogaria is always guarded by a dozen of the holts finest foot soldiers as

well as a priest. While Bogaria is open to foreigners the guards are always reserved and carefully questions anyone seeking entrance to the caverns before they are allowed inside. The only way to avoid this questioning is to show an amulet with Bogar the Bold on one side and a picture of Alfheim on the other. These amulets are extremely rare and can only be received from the hand of either Bogar the Bold or the emperor of Outcastia.

Bogaria is different from many other dwarven holts in the way that it resembles a human village in structure. Most buildings are actually made of wood that has hardened into stone. This gives the capitol the look of an ancient city and everyone entering the cavern for the first time is struck speechless by the ancient look. One building stands out among the others and that is the home of Bogar the Bold. His house is three stories high and has a small square shaped tower in the middle.

Chronis

Located far to the east on the mountain chain is the largest settlement above ground, Chronis. Most of the inhabitants in this town are humans or demihumans, but a large amount of dwarves also live here. Most of the dwarves are representatives of different dwarven holts under the mountains that come here to sell their weapons to merchants. The humans mostly function as guards and hunters in the mountains and the surrounding countryside keeping the area closest to the settlement and caravan routes free from the most dangerous monsters. Most merchants traveling into Gimland come here to buy or sell their wares.

Hunrek-Dim

Close to the Ancient Forest lies the dwarven holt Hunrek-Dim. The dwarves in Hunrek-Dim are exceptional gemcutters and in the mountain and streams here the gems fairly common. Most of the gems inlaid in the dwarven scabbards and pommels sold to merchants are mined and formed here. Gems are also sold to the jewelers in Okuda.

Areas of Interest

Bogarian Mountains

The largest part of Gimland is covered by the mountain chain named after the current ruler, Bogar the Bold. The mountain range goes through the whole country and is the core of the country. The Bogarian Mountains is the home of the large majority of the inhabitants of the country and both Bogaria and Hunrek-Dim are located under the peaks of these mountains among others. In the interior of the mountains are ores of almost any mineral imaginable and there are also clusters of gems in different places. Many of the higher peaks are constantly covered by snow and there are a few streams flowing down the mountain into the Lake of Mirrors.

The Ancient Forest

Between the Bogarian Mountains and the Lake of Mirrors lies an ancient forest, simply called the Ancient Forest. The forest is full of animals of different kinds and there are also a small number of elves living inside its borders. The elves here guard the forest from woodcutters from Alagar and are the first line of defense against the intruders from that country.

The forest is old and so are the trees within it. The only persons allowed to remove any trees from this area are the dwarves in the Bogarian Mountains. The trees here have a unique texture that make them almost as hard as stone, but much easier to work with, if you have the right technique.

Interesting Buildings

House of Bogar the Bold

In the oldest part of the city lies a large mansion that is the home of Bogar the Bold. The house is three stories high with a small square tower in the middle. On the tower is chiseled a large warhammer and

is painted black. The house is always guarded by a score of alert sentries; and all non-dwarves getting close to the door are thoroughly questioned and, in some cases, even searched before they are allowed to entrance.

The first floor is actually two floors high and they are both the private quarters of Bogar and his reception room. The top floor is dedicated to his exploits and memorials to his former adventuring friends from the group known as "The Wanderers".

The Foaming Ale

The most popular inn in the Bogarian Mountains is The Foaming Ale in Bogaria. The inn is a crowded place and fights and loud arguments are very common here. In the wee hours loud singing can be heard from this place. The most common song is a popular one named "Gold, gold, gold"¹ that can be heard all throughout the night.

Important NPCs

Bogar the Bold is an old friend of Alfheim and has been granted near-immortality by his friend. He will live until Bogar himself decides it is time to leave his mortal coil. Unknown to him, Bogar will not actually die at that time but will take a place among the Outcastian Pantheon of gods. Bogar is a serious dwarf and a thoughtful one. The only thing that can make him lose his nerve are giants, he also has a small phobia against halflings and is always nervous around such persons. Because of his past experiences Bogar has a love and respect for half-elves like no other dwarf has held. It is not uncommon for half-elven adventurers who visit Bogaria to be invited to his residence for a night of drinking and story sharing.

He lives in a large house in Bogaria and he loves a challenge. If the time permits he always accepts a physical challenge. He always does his utmost to win, but if he loses fairly he will willingly acknowledge defeat and listen to advice to improve himself. Once you get his trust he will be a staunch friend and ally for as long as you live.

Gandoria

Gandoria is a sparsely populated country along the river of Serpent's Tooth. It is a fairly large country in size, but it only has two large settlements, the rest are a few scattered villages mostly along the river or on the shore of the Lake of Mirrors. A few smaller settlements are near the vicinity of the Black Forest in the east. Most of the country is fertile unsettled land. But there are places where no sane person visits; the Black Forest (described in another chapter more thoroughly) is one of those.

Gandoria was founded a long, long time ago and though they don't have a large militia their neighbors have left them alone and in peace. Many of those that settled in early Gandoria were humans, but now there are a large number of demihumans and humanoids living here as well.

Money

Gandoria traditionally uses the normal coins (PP, GP, EP, SP and CP), but they are known to accept coins from other lands as well. They also trade a lot with gems and jewelry instead of money for more expensive objects, especially in the capitol Okuda.

Government

Gandoria is ruled by king Topif. Topif and his ancestors has ruled Gandoria for many centuries and when he dies the throne will be passed on to his oldest child.

¹A cover of the famous song "Gold, gold, gold" made by the discworld dwarves. Not to be mistaken with the popular native song "Gold, gold, gold".

Cities & Sites

Okuda

Located at the shore of Lake of Mirrors lies the capitol Okuda. Okuda is a center for cattle trade and fine jewelry. Many of the best jewel makers live here and there is always a demand for their goods.

Okuda lies at the point where The Lonely Trees meets the Sea of Grass. Among the Lonely Trees most of the capitols horses are raised, while the cattle is herded on the Sea of Grass. A large number of the population works with either the herds or the fishing fleet in the Lake of Mirrors. The buildings are mostly made of stone, but there are wooden structures in various places as well. Many new structures are made of wood, while the older ones are made of stone. Most of the stone comes from the quarries in Alagar while the wood comes from forests nearby.

On one of the few small hills in the city lies the castle of king Topif. It can be seen from almost all over the city. Beneath the hill is the large marketplace in Okuda and it is busy on almost every day of the cycle.

Shefer

The other large settlement in Gandoria is the city of Shefer. Shefer is a very independent city and most of the population like it that way. The city functions more like a town, since most persons know the others and foreigners are usually recognized very quickly. A large number of the population here are former adventurers and they can easily be found at one of the many inns that are scattered around the city. Almost any kind of adventurer can be found here if you search long enough.

There is nothing really interesting in Shefer except the pawnshops. A number of the adventurers living here are retired and therefore have sold or traded their belongings for items more suitable for a peaceful city life. If you are lucky you can find valuable and rare items in one of these shops. Some of these retired adventurer's also hire out their skills to train those looking to advance their professional knowledge.

Putman's Glen

This small village is located half a days ride from the fringe of the Black Forest. Most of the villagers are hunters and farmers and they look upon adventurers as some kind of fools. The largest building in Putman's Glen is the inn. The inn also functions as a gathering place and the village meets once every third month to discuss the needs in the community. In times of crises the large bell located outside the inn will be used and it can be heard for many miles. When a villager hears it he will come to the inn that same evening to hear the news.

Sponagle

Located at the small peninsula Dragon's Tooth along the Serpent Tooth River lays the village of Sponagle. Most of the inhabitants here are friendly and very outgoing to strangers. The village has a small harbor at the shore of Dragon's Fang where their small boats are anchored during the nights. During the days the village is almost deserted while the inhabitants are out fishing in the bay or in the swamp hunting or gathering herbs and spices. Some of the younger ones like to go hunting for dragon teeth.

Areas of Interest

The Sea of Grass

The large plain in the western part of Gandoria is called the Sea of Grass. The plain reaches from the Lake of Mirrors in the north down to the edge of the Field of Blood in Outcastia to the south. It goes along the edge of the Lonely Trees and reaches the Serpent Tooth River to the east. On this plain large herd of cattle can be found. The herders often spend the night around large fires singing and playing games. Strangers are treated with courtesy and welcomed to share their company if desired.

The only large settlement on the plain is the capitol Okuda to the north, there are a few small villages along the shore of the Lake of Mirrors as well as a few along the western shore of the Serpent Tooth River.

Sponagle Swamp

The whole peninsula of Dragon's Tooth is covered with a large swamp. The only settlement here is the small village of Sponagle that lies near the base on the western side of the peninsula. The swamp is full of animal life and many exotic spices can be found in the swamp as well. But the thing that has made this swamp famous and put the small village of Sponagle on the map is the dragon. Somewhere in the swamp lives the Sponagledragon. The dragon is unique and many adventurers have entered the swamp to find this creature. Most of those that have tried their luck have returned and vowed never to return while a few have disappeared forever. The young people living the village like to go hunting after teeth belonging to the dragon to sell to eventual adventurers that passes through the village.

Dryad Forest

At the southern shore of the Lake of Mirrors and to the east of the Serpent Tooth River lies the Dryad Forest. The forest is very old and even though it is wild, it is very beautiful. There are no paths in the forest and large trees lay where they have fallen until they are decomposed.

In the forest live a large number of dryads, naiads and pleiads, and they protect the forest fiercely. Poachers and lumberjacks are hunted out of the forest without a thought. Druids, rangers, elves and persons gathering herbs are allowed to roam around freely in the forest, but no fires are allowed. There are rumors about a group of Nymphs living in the deeper parts of the forest, but none has seen one.

Hills of Hunting

To the south, near the edge of the Everlast Forest is an area filled with long bush-covered hills that houses a large number of game. Hunters from the various settlements further to the north in Gandoria come here to hunt. They have built crude wooden structures in various locations that they use for quarters when they hunt here. All hunters are very aware of the need to keep the population of game intact so they never kill more then they can safely handle. They also never hunt so much as to endanger any species living here.

The Flat Plain

North of the Hills of Hunting lies a very flat plain, simply called the Flat Plain. On this plain lies the second largest settlement in Gandoria; Shefer. This is also the location of Putman's Glen and the Ruins of Hillock Hamlet. The plain reaches the Serpent Tooth River to the east and the Black Forest to the west, it even reaches a bit into Gimland to the north and surrounds the Dryad Forest.

Lake of Mirrors

Occupying a space in three different countries lie the Lake of Mirrors. The lake is a fairly deep lake with calm waters. The water in the lake comes from streams running down from the Bogarian Mountains in Gimland and from an underwater geyser. These things make the water cold and very pure.

Both Gandoria and Alagar have fishing fleets on the lake and there are also traders that travel by boat down the only outgoing river, The Serpent's Tooth, down to Outcastia and the small villages along the way. The northeastern shore is empty of any buildings and the beach is stony and barren, but shallow enough so that a small boat can easily glide into the shore to land.

Interesting buildings

Okuda castle

On the largest hill in Okuda lies the castle of Okuda. Here lives the current king of Okuda, Topif. The

castle is a beautiful building with two large towers that can be seen from a very long distance. The castle is the only building on this hill and the rest of the hill is covered with parks and trees.

King Topif greets all important guests in a large chamber in the middle of the castle, for more private meetings one of a large number of smaller rooms are used. The first floor also includes a large dining area for greater banquets and a large kitchen. On the second floor is a large ballroom and guest quarters. The third floor is the private living space of the royal family.

The two towers are constantly occupied by two guards each, who keep a watchful eye over the whole city. In the towers are also a quiver of message arrows that can be fired down to the front yard to be picked up by one of the patrolling guards in an emergency. One of the guards will also make the journey down to report in the off-chance that the arrow isn't located.

The Ranger's Lodge

The most popular inn in Shefer is a three-story building named The Ranger's Lodge. The whole interior is covered with growing vines and flora. Small animals and birds live among the plants and give the patrons a feel of nature inside. The top two floors are for paying guests, while a large room for the inns customers dominates the ground floor.

There is never any trouble in this inn. Those that cause such are introduced to the local bouncer: a large black bear named Big Ben that has chosen to live here together with the owners Shiri and Gruber.

Interesting places

A short distance away from the Black Forest lie the ruins of Hillock Hamlet. This was the latest attempt by the inhabitants of Gandoria to settle the land close to the forest. Most of the things in the hamlet are left where the occupants left it, as most of the inhabitants of Gandoria consider the ruins and the forest evil. Under no circumstance will an inhabitant of Gandoria enter the black forest and most would refuse even under a death threat.

Important NPCs

King Topif is a man in his late forties with a quick mind. He is married to the daughter of a local jeweler and they have two sons, the oldest 5 cycles old. Topif tries not to interfere too much in the day-to-day life of his subjects and is well liked among the inhabitants in Gandoria. He always takes the time to listen to countrymen with problems and considers the role of king to be no more than a title. He loves music and likes to invite traveling bards and minstrels to the castle. The payment is generous and they are treated with honor. He also likes to listen to stories of adventures since he is pretty locked to his country. A group of adventurers that seeks an audience will most certainly get it, but they will have to be prepared to tell a story or two of their exploits.

Shiri and Gruber own the most popular inn in Shefer. Shiri is an old druid and she keeps the plants in the inn alive and healthy. Gruber on the other hand is a ranger that lost his right leg in an accident many cycles ago and now he has built a small ecosystem in this inn. Both of them are humans in their early fifties, but they look and act like they are in their early twenties.

Farkhas

In the southeast corner of the continent lies the country of Farkhas. The largest part of the population in Farkhas lives off the ocean as sailors and fishermen. All of the settlements here lie near the ocean or the large inland sea, but scattered around the countryside is a large number of stone towers. All of these towers house a wizard or sorcerer that has built it to get some privacy to expand his powers and knowledge.

The country shares a border with Outcastia to the east and Nezria to the north, while the east and south sides end at the ocean. The country has known peace for many millennia and has no

interest in the affairs of their neighbors as long as they keep their problems within their own borders.

In the beginning this was an empty area with a few fishing villages at the coast, but this changed when a group of wizards moved here and built their towers in the inland. These wizards were masters in their craft and they founded Farkhas and set out to make it a protected place for wizards and sorcerers to come and practice their art without disturbance of kings, emperors, and other rulers who wanted to use their abilities for their benefits. In the beginning, many rulers and conquerors came here to enlist the wizards in their cause with please of help, but they always left empty handed and now the wizards are left alone to their studies. This has left Farkhas without any kind of nobility and as such they are completely unimpressed by noblemen who come here and expect the normal awe.

Money

Farkhas uses the common coins; PP, GP, EP, SP and CP. All are round in shape and wears the symbol of a lightning bolt on one side and a wizard's hat on the other. Persons trying to use coins from other countries will have no difficulties doing so, but they will instantly be recognized as foreigners as all natives only uses the native coins and trade their foreign ones to minters in return for native ones.

Government

Farkhas is ruled by a group of 9 wizards chosen from among the most powerful. There is one chosen spokesman, also called the Grand Wizard, among the nine that directs the meetings with the eight other members as equals. The only difference in power is that the spokesman is the only one who decides when a discussion is done and a decision has to be made. To undo a previously made agreement or rule at least seven of the members have to agree to do so and at least nine cycles has to have passed before such a thing is even considered, no matter what. This is done to ensure that a decision isn't done rashly and that once a decision is made it has to have time to properly see all the positive and negative effects it might have.

The group is surprisingly well-informed about the needs of the local population and most of their rulings are beneficial to the majority of the population, not only to the wizards. This has made the population respect the wizards and when a wizard requires help he usually won't have any problem finding volunteers to help him.

Cities & Sites

Frakhus

At the southern tip of the country lie the capitol Frakhus. Frakhus is a very neat city and fairly easy to move around in without getting lost. Fishermen and sailors populate the southern part of the city and it is full of taverns and inns. There are also a few brothels in these quarters and the more shady characters can be found hanging around in darker alleys and back streets and almost anything can be purchased in the black market, if you don't mind waiting for a few days at the most. The harbor here hosts a large number of ships and their ships can be found in any city with a port that can be reached from the ocean. The captains here are also selling their services to persons and merchants from other countries for a agreed upon amount of time.

The north part houses most of the farmers in the city and their fields of wheat and oats decorate the landscape around the city. Unless you are very interested in farming this is a very boring area, since it consists mostly of small houses and a kennel or two. In the center of the city lies a large stone tower almost 150 feet high and 50 feet wide. The area around the tower is empty and there is no door on the tower and only near the absolute top are some windows.

There is also a large merchant guild here in Frakhus. The guild house functions as a gathering place for merchants and potential customers. Anyone is allowed here and the guild house earn a

pretty coin for all the drinks and snacks it sells to visitors. Most of the buildings in Frakhus are made of stone to protect the inhabitants from the many storms that ravage this area from late autumn to early spring.

Menhol

At the eastern shore of the large inland lake in the north lies the city of Menhol. In contrast to the capitol Frakhus, the buildings here are mostly made of wood procured from the western shores and the city is more like a large village in layout and many visitors have gotten lost among the labyrinth-like street network in the city. The city has a pretty large fishing fleet, but this is also the place where most of the cattle herds in the country are found as well as skilled rangers, trackers and a few merchants.

Most of the trade with the northern countries are conducted through this city and then moved south to Frakhus. Trade caravans from Menhol seldom moves further away than Nezbin in Nezria and B'mor in Outcastia. The only stone building in Menhol is a large tower located in the eastern part of the city. The tower is 50 feet high and around it is a small dry moat.

Fledging Ridge

In the tallest of the three tall mountaintops in Farkhas lies a small community named Fledging Ridge. The community is completely made out of draconic elves and it is a fairly new settlement. It has only existed 150 cycles and they are still building the complex so it will suit their needs.

The population is almost equally divided into fighters and spell-casters. They still have a strong connection to the other draconic elf communities in these mountains, those within Outcastia. The major difference between this lair and the other ones is that this one doesn't have a leader. This is more a place for the ones that have a problem with authorities and therefore can't function in the other lairs.

Areas of Interest

Southern Tip

The Southern Tip is the area in the southeast that sticks out into the ocean towards the Isles of the Winds. It is a smooth grass field with very few hills or trees. Most of the area is planted by the farmers living in the only settlement in the area; Frakhus. But the area actually stretches so far west so it reaches the Broken Ground near the border with Outcastia. The only thing of interest in the Southern Tip is the capitol of Farkhas.

Broken Ground

Between the Southern Tip and the border with Outcastia lies an area filled with two large canyons and a few smaller ones as well as the only mountains in the country. This area is simply called the Broken Ground since it is very hard to navigate in.

There is a small village at the coast and a small community of draconic elves in one of the mountains; otherwise this area is extremely sparsely populated. Only some few isolated huts can be found here and in those live hermits and the occasional explorer. The canyons are filled with caverns and the larger numbers of those are still unexplored. The two larger canyons are especially full of these caverns. Many adventurous souls come here to satisfy their need of exploration and thrill. Not many are discouraged by the disappearances of whole groups, as it only fuels the hope of finding something very valuable inside.

The Planted Trees

At the western shore of Lake Ice is a large forest. The forest was actually planted there by one of the wizards who first settled in this area. The wizard loved the nature and he carefully moved saplings of different trees here and magically encouraged them to grow and multiply and soon a large forest

stood here, were there had been only the occasional bush before.

The forest thrives and so does the large variety of animals in it. Now the forest reaches as far south as the Broken Ground to the south and to the borders with Outcastia and Nezria to the west and north. The original trees have long since died, but the soil where the first trees stood is rumored to have magical abilities and many attempts are made to find exactly where they stood to gather the soil to make magical concoctions.

The Golden Hills

The east and central part of Farkhas is littered with rolling hills covered with a yellow-brown grass that gives them a golden glow during sunset. This area is almost only populated along the coastline but the city of Menhol also lies in the northern part of this area. But scattered among the hills is a fair number of stone towers, between 50 and 100 feet high, they are all identical in width and exterior, there are also a few crumpled ruins of towers lying among the hills and some older towers are almost completely swallowed by the earth.

Lake Ice

In the north part of Farkhas lies Lake Ice. The lake is very deep and the water is always cold, no matter the temperature in the air the lake never gets warmer then a few degrees above zero, but it never freezes in the winter.

Important NPCs

The Grand Wizard

The Grand Wizard is the only title of importance in the country. He is the most powerful of all the wizards that inhabits this country and he is the most powerful of all the wizards on the continent, with the possible exception of Sharmeri in Alagar. The post is currently occupied by a woman in her early sixties. Sorceress Freja is a very serious woman, but at the same time she has a large sense of humor and loves to hear stories, either true or fabricated.

Freja lives in the large stone tower in the fringe of the city Menhol where she has promised the population that she will take the time to listen to them and their plights one day a month if they agree to leave her alone for the rest of the time. Even though she is more then 60 cycles old she looks like a young woman in her early twenties. She has long blond hair, blue eyes and a body that can turn a man into a drooling madman without the help of any spell. In her life she have had numerous proposals, but she is still longing for someone to share her life with. She isn't extremely choosy, at least not in her eyes, she only want someone with a handsome face, muscular body, dark hair and a great stamina that can challenge her both physically and mentally, one that can enjoy a good laugh, discuss all matters of topics and isn't afraid of pointing out eventual flaws in her reasoning, but at the same time he shouldn't be able to cast any spells.

Interesting locations

The Gathering Tower

The large stone tower in the middle of Frakhus functions as the meeting tower for the nine wizards that rules the country. The tower is completely made of stone and the only empty space in the tower is the top 30 feet, the rest is solid stone. This area is one open room with large magical windows that are unbreakable and let an onlooker see through even the darkest night with ease. The only furniture in the room is one large table and nine chairs in a circle around it.

The area surrounding the table and chairs is surrounded by a field that negates any magic that enters it and instantly removes any weapons and teleports them away into another dimension for the duration of the meeting. The only way to enter the room is with the help of one small teleportation device that is tuned to the owner and will only teleport him or her to the gathering tower and back to his/her residence.

Cave of the Fallen Tower

One of the many caverns in the largest canyon in the Broken Ground leads to a vast network of tunnels and caves. In one of the larger caves lie the ruins of one of the original stone towers, built by one of the first wizards who moved into Farkhas. The tower collapsed in a major earthquake and was swallowed into the ground and the wizard died in the same earthquake.

No one has been able to find the tower since then even though many have searched for it, both by magical and non-magical methods. In the quake a large stone slab fell and activated one powerful magical artifact that rendered a large area appear empty to magical scrying. The same artifact sent the whole area slightly out of phase and put a permanent illusion of rock over the area.

To enter the area a party first has to find the area, and then dispel the illusion long enough to neutralize the phase effect. Even if a party manages to do that the spells will return pretty quickly to prevent anyone from leaving the area. The only way to permanently remove the spells is to find and remove the stone slab that keeps the artifact active. Permanently removing the spells will render the area open for magical scrying and there is always a small chance that at least one of the resident wizards will be searching for the lost tower and its treasures. In the ruins of the tower a large amount of magical items can be found lying among the rubble, but they will also have to face the ghost of the killed wizard.

Nezria

Nezria is located on the eastern ocean of this part of the continent. The western border is near the Everlast Forest in Outcastia and to the south it shares a border with Farkhas. The country ends to the north at the great Slinko Bay and on the other side lies the country of Zelbar.

Nezria is the smallest country on this portion of the continent and has a very small population. Most of the inhabitants work somehow with silk or textiles and the work is famous all over the realm. The ruling counsel has no interest outside their border and the country is too small to be of any serious interest to the neighboring countries. The only interesting place in the country is the capitol Nezbin, where most of the population lives and where the largest silk markets are located. The rest of the population lives either near the bay to the north or near the coast.

No one knows how the empire of Nezria came to be. In the beginning, a group of silkworm farmers settled here and soon silk merchants followed giving birth to the city of Nezbin. As the city grew and the silk trade blossomed they were left alone to do their business and their neighbors have never bothered to annex them since the land only consists of a large marsh, with no use except for making silk.

Most of Nezria is wild and dangerous, only the eastern part and the area closest to the bay are relatively safe. But even there, the people are cautious when entering the marsh.

Money

Nezria uses the common coinage used in most realms, but any coin is welcome. As long as it is a form of currency it is welcome here. Most merchants give change from purchases in any mixture of coinage.

Government

Nezria is ruled by a group of persons that are chosen by no particular means. They mostly come from within the silk or textile markets. The counsel consists of five persons of various ages. If a counsel member dies or decides to leave the counsel, the four left send an invitation to a citizen that is either prosperous or popular.

Cities & Sites

Nezbin

Nezbin is the capitol in Nezria and in fact the only major city in the country. It is located near the border of Farkhas and at the edge of the Golden Hills. The only real road to the city comes from the south and leads to Menhol in Farkhas. This is the way that almost all of the silk and textile goods leave the country. There is a smaller road leading to the north and the small villages residing there.

The city itself is not much larger than a medium-sized settlement and hardly qualifies as a capitol, but since it is the only city it became capitol by default. The city itself consists of wooden buildings, mostly one or two stories high. The living areas have small windows, while the buildings that is the homes to the silk makers and the textile weavers have larger windows to let light in. More than 95% of Nezria's population lives here and most work with silk and textile. Some are hunters, while others take the dirt track to the ocean and fish.

Morty Mile

The largest settlement outside Nezbin is the hamlet Morty Mile that lies near the outlet of the Slinko Bay. In the hamlet lives some 900 individuals and most of those are fishermen or silkworm farmers. This is probably the only place in Nezria where you can find a boat or ship to travel with in the whole country. All buildings stand on wooden poles some 1-1/2 feet above the ground. The buildings are made of wood and there are two large bridges and a few smaller ones where a fairly large number of boats are tied.

The buildings further into the marsh are surrounded with trees and bushes. The ground here has many ditches that lead to the bay to remove most of the moisture so that the silkworm farmers can walk in relative safety.

Areas of Interest

Silky Marsh

Almost all of Nezria is covered by a large marsh with treacherous ground. The marsh is covered with bushes and small trees and there are a lot of slow running streams and still bogs in the area.

The only things worth looking for in the area are silk worms that love the area. The only persons that travel here are silkworm farmers looking to add more worms to their industries. Such farmers are very cautious and never travel far since the marsh is full of dangerous animals and monsters. There are rumors of large hydras and catoblepas stalking the grounds within the marsh.

There are very few trails in the area. Most of the more reliable trails go between the capitol and the other settlements in Nezria or to the city of Menhol in Farkhas. All settlements in Nezria lie in the western region of the marsh. Along the coastline lies half a dozen small villages and along the bay to the north lies a dozen more, the biggest of those settlements is Morty Mile. The smaller settlements along the bay consist mostly of silkworm farmers and the settlements look similar to Morty Mile, just somewhat smaller.

Deep in the marsh lies the ruins of a temple that now stands empty.

Interesting Places

Ruin of The Snake Cult

In the Silky Marsh lie the ruins after a large temple that belonged to a snake cult in the time of the Outcasts. It fell shortly after the foundation of Outcastia and has been abandoned ever since. Many fortune seekers have come here over the ages to look for relics, some have found interesting items while others have disappeared completely. The ruins cover a large area and are fairly dangerous since there is still debris on some pillars that can fall down upon unsuspecting trespassers if disturbed.

But the most dangerous fact about the area is that it is one of the more important centers, if

not the most important one, for the group called Cerberus. Most of the explorers that have disappeared have stumbled onto one of the entrances to the secret lair under the ruins and therefore have been killed or enslaved by Cerberus. Otherwise they will try to leave explorers and adventurers alone to give the impression that the ruins are deserted and empty.

Pond of Pearls

Deep in the marsh lies an insignificant pond that most will just pass by, but the observant one will notice some strange ripples on the surface, near the center of the pond. Just beneath the surface is the highest peak of a sunken monument picturing a snake slithering around a pillar. The top of the pillar is just a few inches beneath the surface, while the base is a few feet into the muddy bottom.

The pond is 30' deep and the muddy bottom is an additional 5' deep. If someone would investigate the bottom around the base of the pillar they would notice a large number of pearls and a few other gems lying in the mud. This statue was one of the more important offering places for the Snake Cult, but it sank into the marsh a few decades before the withdrawal of the snake cult and none have found the treasures hidden deep within.

Zelbar

Zelbar is an ancient, but poor country. It relies on its neighbors for survival, since most of the country was devastated a few thousand cycles ago and hasn't recovered. A major earthquake shook the country and two large canyons were created in the southern part near Slinko Bay. The large freshwater sea that had supplied the nearby settlements with water flowed into these canyons and disappeared into the ground, while the nutritious soil was blown away by the strong winds that followed.

A large part of the population is nomadic and moves when their herds move. The only larger settlement is the capitol Tarr that is located in the eastern part of the country.

Money

Zelbar uses the common coins (PP, GP, EP, SP and CP), but no coins are void here.

Government

Zelbar is ruled by an elected individual. The election takes place every 10th cycle and anyone can run for the post. For the larger part of the country, this is a waste of time since they need all the time they can get to spend staying alive. The current ruler is a fat man in his late forties. He was elected 6 cycles ago and during this time he has silently made sure that those that he feels threatened by are having a really rough time. Some have even disappeared altogether.

Cities & Sites

Tarr

Tarr is a beautiful city that has buildings more than 1.000 cycles old. The town has two large towers that reaches far into the sky, there used to be three but one was destroyed in the large earthquake. Most houses in Tarr are made of stone and are very stable. Most houses have a flat roof with small holes on the sides that leads rainwater down into the streets.

It is very easy to find your way through Tarr as almost all streets are straight and fairly wide. The streets are paved with stone and there are small drainage ditches along the sides to remove eventual water that comes down. The ditches lead to a large underground cistern that empties out into the ocean. The two large towers protect the city from the strong winds that always blow over the plain surrounding the city. The third tower brought rain to the plain, but since it fell the weather has returned to a more normal nature.

Kijj

Between the two large canyons lie the small town of Kijj. Most of the villagers here work on the ships that sail the ocean. Many of the ships are fishing-vessels, but the two larger ones go further out into the ocean and hunts for whales and dolphins. Kijj is the best fishing settlement in the country, even though there are small villages along the coast, none come close to be as efficient as the fishermen in Kijj.

The layout of the town is fairly straightforward. At the docks lie inns and fish markets, while residences lies further away from the water and the smell of the caught fishes.

Roc's Stand

Roc's Stand is a small village at the fringe of the Black Forest. This is the only settlement close to the forest in the whole country and only the strong can survive here, due to the constant feel of danger that the forest emits. The village is surrounded by a two-story wall to protect it from eventual dangers coming out of the forest.

Areas of Interest

Slinko Bay

Forming the border between Nezria and Zelbar is a large natural bay named Slinko Bay. A large number of smaller ships travel its waters and some of the trade between the countries are made over this small piece of water. The water is fairly calm, but under certain conditions the bay can be extremely dangerous to the untrained sailor.

The bay is deep and there are places when the surface is 1,000 feet above the bottom. No one has been able to reach the deepest part of the bay, but old sailors talk about a large monster living in a cave at the bottom. It is only active during hard weather or in heavy mist.

The Twin Scars

North of the bay lies the two large canyons formed during the great earthquake. The population sees them as large scars on the face of the country and therefore the area is known as The Twin Scars.

Both canyons are rough and deep, but there the similarities ends. The north canyon is quiet and fairly peaceful. Many adventurous souls climb it walls to reach the ground far below. In the bottom there are a few large caverns that go a few hundred yards into the canyon sides. The south canyon is constantly full of a white mist. The mist isn't dangerous in itself, but it is fairly hot and the range of sight is very limited when you get down a bit. The bottom of the canyon is 600 yards down and in the bottom runs a stream. The stream runs into a cave to the south and then into the underground, it starts in the form of a waterfall some 100 yards high. Around the stream is a large amount of hot springs and geysers that spew out hot steam fairly frequent. This fills the canyon with steam that only allows individuals to see up to 30 feet, beyond that everything is a blur. The sides of the canyon are full of passages and caverns.

The Nomadic Plain

The western part of Zelbar is the home of the nomadic tribes. The area is covered with short grass and a few small oases. An unwary traveler can easily die of thirst here, if they don't know the location of the springs that still exist. There are no constant settlements in this area, but twice a cycle there is a gathering at the lonely hill in the northern part of the plain. During this time all nomads gather for a week to form new liaisons. The man leaves his tribe to follow the tribe his new wife belongs to, this makes sure that there will be no interbreeding within the tribes. If an adventurer stumbles upon a tribe in his crossing he is welcomed and is allowed to stay with the tribe if he agrees to help in the daily work.

The Nomadic Plain forms the border between Zelbar and Nezria to the south, Outcastia to the

west and Gandoria to the northwest. It also reaches the fringe of the Black Forest and the edge of the Twin Scars in the east.

Plain of Tarr

North of the Twin Scars and east of the Black Forest lies the large Plain of Tarr. The plain is covered with berry bushes and there is constantly a strong wind blowing over the area. On this plain lies the capitol of Tarr and at the ocean shore lie a few smaller villages. There is also a small village at the fringe of the Black Forest.

Interesting places

Cavern of Zkor

Deep in the misty canyon in the Twin Scars lies the cavern of Zkor. No one knows of its existence, since Zkor is considered a dead God. The entrance is behind the waterfall, some 50 yards up. When the bearer of the Pearl of Zkor comes to this location he will be told the exact location of the cavern and how to open the stone that surrounds the cavern. If someone stumbles upon the entrance behind the waterfall he will only reach a bit into the dark before he comes to a dead end. The power of the pearl will reveal the sign of Zkor carved into the stone.

In the cavern lies a suit of beautiful plate mail with the two crossed red roses upon it, and a red-headed mace. The plate mail is magical and will shrink or expand to fit the new follower of Zkor. Before the earthquake the way to the cavern was covered with traps and other obstacles but they were destroyed. The cavern itself survived with the smallest of margins.

Important NPCs

Ruler Figg is a devious and suspicious man that sees a conspiracy in both friend and enemy alike. He has no real friends and got this post mostly due to the fact that his reputation as a poor loser made many vote for him to escape his wrath.

Isles of the Winds

Outside the coast of Farkhas lies a small island chain called Isles of the Winds. It consists of two larger islands and a few smaller ones and is covered with forests and grasslands. The dominating species here is the Centaur. They are spread all over the islands and will attack anyone setting foot on their land without their permission. Even those that have permission to come ashore are restricted to the only large settlement on the islands and its direct vicinity. Anyone caught outside the boundary will be attacked and killed or, in special situations, banned from the islands forever.

This has been the home of the centaurs for many millennia and not even the wisest among the centaurs can say for sure when they came here. As far as they know they have always been a part of these islands. In the beginning they only lived on the largest island, but over the cycles they slowly spread out and removed all larger carnivores and other dangerous creatures living here and slowly gained control over the whole island chain.

The centaur population consists mostly of independent tribes and families that roam the islands enjoying a peaceful life here. To facilitate the sporadic business the centaurs might have with foreigners they have one leader with authority to do that. The only continual contact is when they send a liaison to Dragon's Den in Outcastia to attend the annual Outcasts Festival. It is always the leader that chooses the person that should leave the islands for this trip.

The island chain consists of a total of 6 islands large enough to be able to function as home for the centaurs and a large number of smaller ones. The six islands are named after the largest tribe living on each. In order from north-east to south-west they are: Greenleaf, Forestshade, Oakmane, Spruce Glen, Tall Pine and Jungle Night.

There is not much trading going on between the tribes since all of them can take care of

themselves and in time of need the other tribes lend help without any discussion. In the rare occasions that trade is taking place it is between inhabitants and merchants in the only settlement on the island and even then it is mostly by bartering.

The most common deity worshipped here is Devil Dogg but there is no shrine or temple anywhere on the islands dedicated to him. They believe that there shouldn't be a special place to pray since the gods are everywhere they need no dwelling to hear their prayers.

Government

Each tribe is left alone to do the everyday decisions, but every fifth cycle a large tournament is held and the winner is the leader for all centaurs until the following tournament. Anyone can enter this tournament, but it is mostly just the strongest from each tribe that does so. The only duty the champion has is to take care of the businesses with outsiders and the occasional trader that comes here with the hope of profit.

There is no difference in rank between centaurs and no tribe has any standards they use. Most paint some special sign on their shields or make a small tattoo on their body to show which tribe they are from. There is only one official flag on the islands and it is the flag of the tournament champion; a centaur holding a spear and shield running on a yellow-green field with a deep blue sky in the background. This sign never changes and it is tied to the office not to any special individual.

Cities & Sites

Centere

On the large island "Oakmane" lie the only city on the chain and it is the city Centere. Centere consists mostly of tents and crude wooden buildings since most centaurs love the freedom of movement and find the confinement of walls disturbing.

This is the only place where foreigners sometimes are allowed to be and even then they are looked upon with mistrust and, in some cases, open hostility. The only ones that can get a friendly reception are forest elves and persons that have done a great service to the centaurs, and they are virtually nonexistent in the history of the Isles of the Winds centaurs.

The area most visitors see is the large square in the middle of the city where the merchants can display their goods. The most common items wanted by the centaurs are jewelry and ore and they trade away carvings, pelts, herbs and other things they can get from nature.

Areas of Interest

Greenleaf

The island furthest to the north is a small island that contains two tribes of centaurs. The largest group is Greenleaf that lives on the northern part of the island and on the other side lives a smaller tribe, Meadowfall.

A large bay divides the island with only a small connection to the south. The island is covered with a thin forest filled with herbs and small mammals. There is a deep pond on the east side of the island near the home of the Greenleaf tribe.

Forestshade

The second island is a small one with only one small tribe of centaurs, Forestshade. The island is covered with a dense forest and the ground between is covered with low bushes. Forestshade is the island where most of the best woodcarvers on the islands come from.

The island is shaped like a horseshoe with the opening to the east. The connection to the ocean is very shallow and the centaurs can easily block it if they want to. The tribe has its home on the western shore of this bay and is one of the few tribes that have a few boats to sail the ocean.

Oakmane

Oakmane is the largest island in the chain and it is here that the only city is located. The city Centere is located on the northern shore of the island and is surrounded by a large grassfield. The southern part of the island is hilly and covered with a forest of evergreens.

A large number of centaurs live here and most of the tribes are nomadic and share territories with other tribes. One of the tribes on the south side is the only tribe with a vessel large enough to make the travel to Dragon's Den and it is here that the liaison comes when it is time to travel.

It is rumored that among the hills deep in the center of the forest lie a magical fountain that hold the property of eternal youth. No one has been able to travel there and the centaurs neither deny nor confirm the rumors.

Spruce Glen

To the south of Oakmane lies a small island called Spruce Glen after the small tribe that lives here. The island is very rocky and there is only a small forest in a deep valley in the middle. This is where the Spruce Glen tribe lives. The valley has a small track winding its way between rocky cliffs to the northern shore.

The valley is filled with spruce and there is a small stream coming down from the mountains and it forms a small lake in the middle of the valley.

Tall Pine

Between the two large islands lies a smaller one covered with tall grass. Here lives a few small tribes together and this is the only place where the centaurs have built tents to live in to get away from the wind and cold during the wintertime. In the middle of the island stands a grove of pine trees and this is where the largest group of centaurs on the island live. The island is almost in the shape of a triangle and is very flat.

Jungle Night

The second biggest island in the chain is Jungle Night. It is very hilly and covered with a dense jungle filled with sinkholes and swamps. This is the only island that still has some dangers to the centaurs roaming around and the tribes that live here are by far the most adventurous and alert ones. Many centaurs from other islands come here to seek adventure, but many find their death instead deep in the jungle in the form of sinkholes, quicksand or occasional monsters.

Important NPCs

Grendl

The current champion on Isles of the Winds is a large swift centaur named Grendl. He comes from a very small tribe on Tall Pine that's called Seagrass. He won the title 2 cycles ago and is much more interested in his normal life than to rule the centaurs. He is also fairly intelligent for a centaur and many greedy merchants that have tried to open negotiations with them have found that out the hard way and many are in financial now. He is fair, but strict, and very seldom changes his mind when he has chosen a course.

He lives together with his wife and has a 3-cycle old girl which he spends most of his time with. He is very stubborn when it comes to making a decision between politics and spending time with his family as he prefers the later. If he is needed in Centere a group of messengers are usually sent to retrieve him, otherwise he won't go.

Stiler

Stiler is an old female centaur and she lives in a small grove north of Centere. She is the historian but she is rapidly losing health. During the last few cycles she has gotten an apprentice and started to pass on all the knowledge she has to her. Stiler never leaves her grove and the apprentice seldom

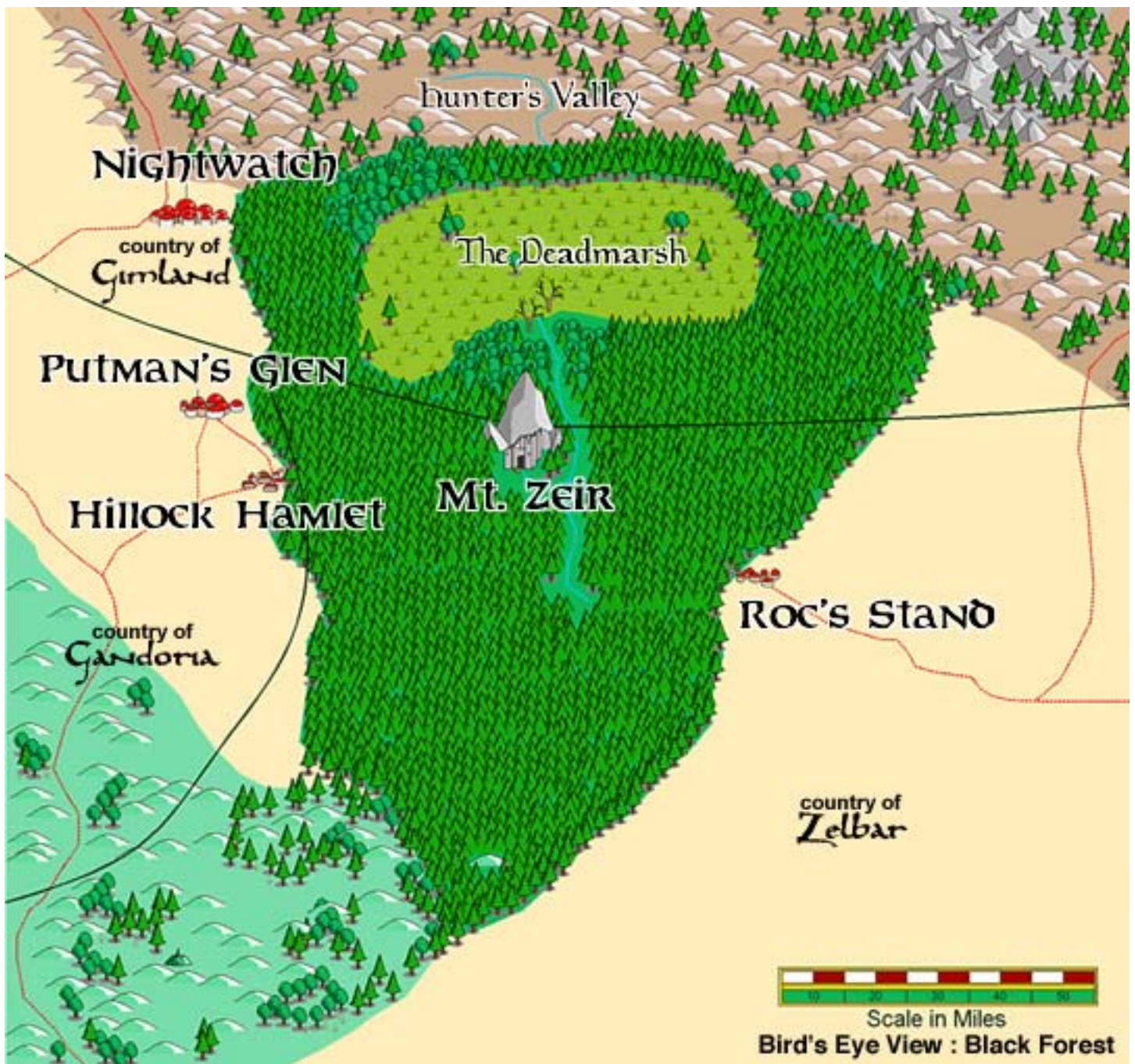
leaves her side. Her needs are taken care of by her tribe, Swiftrunners, and they make sure that she is left in peace unless someone absolutely must see her over a vital decision.

Stiler knows almost everything that has taken place on these islands over the last few thousands cycles and her tribe is constantly gathering information from other tribes and pass it on to her. Both Stiler and her apprentice has an exceptional mind and memory and they never forget anything they have seen or heard, but lately the illness has started to make Stiler loose some memories, fortunately she has already passed on most of her knowledge to her apprentice.



Chapter 2 : The Black Forest

The Black Forest is one of the most dangerous and avoided places in the realm. The Black Forest is located in three nations; Zelbar, Gimland, and Gandoria. It is listed here mainly because of its mysterious aura and that none of these countries claim any part of it. Therefore, it is considered to be its own separate entity. Most who enter it never return. A band of heroes had rid the forest of a legion of undead, but it is rumored that not all of them were exterminated. The trees here are so dense that absolutely no sunlight breaks through the ceiling of branches made by the trees. It is as if the forest is in an eternal state of night. It is also rumored that an entranceway into the Underdark lies within as stories of Drow parties have made their way into civilized societies. None of the rumors spread about this place have ever been confirmed as the bravest of the brave have never dared set even a toe into its shadow. All beware the Black Forest!



Black Forest History

In the beginning, the forest has always existed. In a time long ago, before the time of settlement, when the barbarians roamed the Western Plains, the Black Forest held no name. Deep in the heart of the forest there was a small community who harvested the valuable woods of the forest and the rare cat-obsidian gemstones of Mt. Zeir. Little if anything is known about this small resource rich community, for it fell early on. However, a few bard tales recount of a village rich in gemstones and magic.

Millennia ago, when the gods were claiming their portfolios and building their power base, there arose a struggle between the god of death, Hakam Nore, and an upstart deity named Starrl, a young deity who sought power in the realm of the dead. In a lengthy battle over the small forest, which destroyed much of it, destroyed the village and killed the inhabitants therein, Starrl defeated the god of death. Hakam Nore fell in pieces to the forest floor. From it new life sprung, hideous monsters, carnivorous plants, blood trees, demons, and a multitude of undead.

Hakam Nore's wife wept for her lost husband, and her tears became trapped within the foothills of Gimland creating the Deadmarsh within the Black Forest. It lies amongst the tall Black Pines and Blood Trees that thwart the sun's rays from warming the ground below their branches.

Wounded, Starrl sought entry into the abyss to claim his throne. He found a passage through a gateway located in the forest. Starrl's wound left a trail of blood behind, and from his blood, arose hideous undead fiends, called the Risen. The Risen wander the forest to this day.

Over 3,500 cycles ago when a legion of undead warriors emerged to lay waste to the world of the living, a group of heroes, the "Outcasts", led by the now immortalized Alfheim-Rigel, along with members of a group known as the "Wanderers" entered the forest to find the controlling presence behind the army. Although the unseen evil was never found they managed to route the undead fiends by slaying key undead commanders. While the combined peace loving races destroyed the now unorganized legions of undead. Known as the 'Undead Crusades'. This was the first such rising of an organized army of undead, and the last. There have been many small skirmishes between the undead of the Black Forest and the patrols of nearby kingdoms.

Over 1,000 cycles ago a settlement was created near the borders of the forest. This settlement held a complete regiment of Zelbar's finest soldiers. It was the government's way to lay claim to the natural resources of the woodland; black pines, blood trees, blue agate moss, mushrooms, limestone, and more. The government made a mistake as one night, a demonic creature appeared on the fields near the settlement, Roc's Stand, and made an army of undead appear through the evening mists. The next morning a caravan group found only one person alive, a priest to Alfheim-Rigel, who had locked the church doors. His cowardice and need for self-preservation forced him to listen to the cries of the dying outside the church doors. He watched as the creatures dragged away the bodies of every soldier, man, woman, and child within the fortified city. Bard tales recount that he was the only human ever to have seen a Risen. They also tell a tale of punishment. The unnamed priest, for his crimes against the good folk of Roc's Stand was banished to work for Starrl, the god of the dead, by Alfheim-Rigel. He now wanders the forest in search of innocent life to bring to Starrl.

The Black Forest is in all three kingdoms, however no one kingdom lays claim to the Black Forest. The borders of the Black Forest have not grown or diminished in hundreds of cycles.

The Tale of the Undead Crusades

The Undead Crusades began with the settlement of several farming and logging communities along the borders of the Black Forest. The inhabitants of over nine hamlets, shires, and dales all disappeared over night. The government of this ancient kingdom searched out the cause of this strange occurrence within their lands and their neighbor's lands.

Hundreds of soldiers arrived in two of the communities, they found no signs of struggle, no bodies, no explanation as to what happened. However, they were frightened, they had a strange sense of being watched. The commanders requested the aid of wizards and clerics to help with the

investigation.

When the requested help arrived, they found no soldiers, no mounts, no signs of struggle. They immediately sent word and left the villages alone. They returned with over a thousand soldiers and knights. Guards were stationed every 300 yards, in groups of fours, surrounding one of the farming communities, while the commanders attempted to use magic to learn what happened. They were successful, with an ancient spell that provided sentience to one of the farming homesteads the commanders learned much. They quickly learned more as screams were heard from the guards along the Eastern portions of town, along the Black Forest. Hordes of Undead were emerging from the forest and attacking the guards, more soldiers went to the aid of their peers, but only met similar fates. The commanders ordered to retreat into the center of the village with the few remaining wizards and clerics. The Undead were approaching, dripping with the blood of the fallen. The clerics chant fervently to their gods for aid. A miracle happened, the Undead returned to the forest. And the clerics were left sightless. And a god spoke through all the clerics as one. "Leave this vile land, call upon your allies and friends and destroy the evil within the forest of the dead, forget the fallen for you will face them again. Leave now and return for you will never face a greater challenge than now, if you fail you will all perish as the plague of undeath will spread a rot upon mortals of all kind."

The small band of warriors fled the scene and returned to their home, calling upon warriors, and other races to help in stopping the plague of death from expanding beyond the dark forest.

The battle against the undead lasted three cycles; elves, dwarves, orcs, humans and others fought the undead horde but with every mortal death, a new undead arose. The races always fought on their own fronts, never joining to help the other if the ally lines faltered.

Finally, in the third month of the third cycle, the races rallied and fought side by side. In the first such battle, near the Lake of Mirrors, this was the first significant victory of the allies. Everyone claiming victory, those races present were the halflings, humans, gnomes, dwarves, elves, half-elves, and a regiment of hill giants were amongst the allied front lines. This victory was against a large contingent of undead fiends and is known as the "Battle of Brothers". Shortly thereafter the group known as "the Wanderers" entered the Black Forest and slew key undead commanders. The undead became unorganized, and the goodly races, pressed forward like they never have before. The undead hordes were routed and forced to return into their dark hideouts within the Black Forest.

The Undead crusades say many heroes perished and many new ones were born. The realms have not seen such an uprising again. The closest has been the fall of Roc's Stand.

Key Areas of the Black Forest

Deadmarsh

The Deadmarsh swelled into existence with the fallen tears of Fausimote. No known life exists within the Deadmarsh other than the natural vegetations that lie within it. The swamp lies in the northern foothills of the forest.

Hillock's Hamlet

Hillock's Hamlet is a small abandoned community that lies outside of the Black Forest within the kingdom of Gandoria. The Hamlet is haunted so the stories are told. The village itself is the last known attempt to build a village near the resource rich forest. There are few buildings here, many have crumpled under the mite of mother nature.

The tale of Hillock's Hamlet

At a time when a semblance of calm was returning to the land, and the sittings of wandering zombies and ghouls were few and far between. One-hundred and fifty cycles ago humans began to resettle the lands near the Black Forest, when tragedy struck anew, and the civilized races have been weary of the forest ever since.

Adam Hillock built a small log cabin near the edge, and toiled the land to begin a small farm.

Adam moved his family here from the nearest community of Putman's Glen. His wife, Audrey and their two young children, Joshua and Gabrielle settled in. After seven cycles and the arrival of other settlers to the area, now called Hillock's Hamlet, events began to unfold into disaster.

One spring day, Adam and Audrey left Joshua to care for the farm, as they traveled to Putman's Glen to care for Audrey's ailing father. They left Joshua toiling the soil in the field, while his little sister, aged 8, played with her wooden dolls.

Covered in dirt and blood, the boy ran to the nearest neighbors and told a tale of horror. How a black bear came out of the forest and mauled his sister, he tried desperately to beat it away with his hoe. However the bear dragged his sister off into the forest. The locals were skeptic about the story, believing it a childhood prank, searched the Hillock farm and lands near it. Gabrielle's body was found no more than twenty feet into the forest covered in fern leaves and broken pine branches, her skull bashed in. A bloody hoe found near the cadaver. The search struck with grief, confusion, anger and fear, turned upon the boy and demanded an explanation. He explained he didn't do it, that he was possessed with an unknown rage he never felt before, and killed her. With the confession the mob dragged the boy to his home. Joshua was hung in front of his childhood home.

Word was sent out to Putman's Glen, Adam and Audrey returned to their farm in due haste. A week later, when Adam returned from the fields, Audrey was not home. Her shawl caught on a branch along the forest's edge. Her body found in the forest, her life's blood soaking into the ground and moss, her life taken by her own hand.

Two week's later the neighbors came by to see how Adam was doing, he was found leaning against the tree, dead. Broken branches were scattered all about him. The tree was the one his son Joshua had been sentenced to death on.

As the locals buried the body of Adam, they all felt an unseen presence of evil about them, fear set in. Panic set in as the house doors opened and out stepped Audrey holding Gabrielle's hand. Together they walked off towards the forest.

The people of Hillock's Hamlet fled within the day. Hillock's Hamlet is the last attempt to resettle the lands near the Black Forest. The few buildings of the hamlet make up a testament of man's attempt to cultivate the lands of the Black Forest.

Roc's Stand

A garrisoned village made of stone and limestone, within the borders of Zelbar, near the Black Forest. It too is a ghost town, all previous inhabitants perishing during a raid by the inhabitants of the Black Forest. Roc's Stand is a vast stone enclave that once housed a large regiment of Zelbarian soldiers, craftsmen, commoners, farmers, and scholars. Bards tell of buried treasures and secret tunnels below the city buildings.

The tale of Roc's Stand

The garrisoned village of Roc's Stand was built as a military outpost in a time when Zelbar was considered a strong military power in the realms. The village is built entirely of stone and limestone structures. The Zelbar leaders of the time believed they could gather economic power by harvesting the natural resources of the Black Forest. They believed that such a community would require a strong contingent of Zelbar's finest soldiers. The village prospered and soon a stonewall was built around the garrison and the many structures that make up the community.

Then, on the seventh day of the sixth month in the 23rd cycle of Roc's Stand existence, a daemon appeared before the gates of Roc's Stand and summoned a dark gray fog upon the village. From the fog, undead creatures appeared battling the soldiers and slaying the innocent. The undead fiends left after several hours of battle within the city, and so did the demonic creature. Shortly afterwards, dozens of undead surrounded the city and crawled over the defensive wall. It is believed that these horrible fiends were the Risen. They did not slay the mortals within the city, but simply dragged them back into the forest screaming and pleading for help. The final inhabitants of Roc's

Stand that were taken away were dragged from the closed doors of Alfheim-Rigel's church. The priest was cowering in fear within. He was later punished by Alfheim-Rigel, for not helping the innocent and the brave. Roc's Stand was abandoned. The village had been a favored adventuring spot for the brave as many reports of hauntings and monsters taken up residence here were told in the hundreds.

Hoping to regain economic strength and be reelected the current ruler of Zelbar has opted to reestablish Roc's Stand and once again foolishly harvest the resources near the Black Forest. He has reopened the village providing free housing and land to those that go. At the present time the village holds less than 20% of what it could, soldiers request to be transferred out after a brief tour has been spent here. Those that continue to remain here either believe the riches will help them, or are exceptionally brave and strong. However, no one has yet to step into the dreaded forest of death.

Goblin Tunnels

Within the southern parts of the Black Forest is a complex series of tunnels once created by goblins. It is unknown when the goblins lived here. However, it is believed that it was before the death of Hakam Nore. There are no songs or tall tales of goblins living within the forest, but a handful of scholars may know of the location due to a documented reference of a goblin trading culture within a black pine forest.

Abyss Entrance

Deep within the most heavily forested section of the Black Forest, a cavern entrance lies hidden. It is covered in moss and vines and the stone archway of the natural cavern is carved-out to reflect many human skulls and bones. No mortal has seen this cave in over 3,000 cycles. The cave is also known as Starrl's Gateway.

Fountain of Hakam Nore

The famed fountain of Hakam Nore is said to be a magical fountain made of limestone, deep within the forest. Hidden within a magical grove. It is believed to be invisible, and that only ethereal creatures can see the fountain and drink from it. Tales abound of the powers granted to a living mortal who drinks from the fountain, power over the undead, to see ethereal creatures, to gain access to the planes of the dead, and more. However, there is no documented case providing that the fountain really exists.

Mt. Zeir and the Cat-Obsidian Mines

The famed Mt. Zeir, can be seen standing majestically over the dark forest. It is believed that it is a stairway to the heavens. At the base of the mountain are ancient gem mines that have been constructed when the city of Oublis was at it's zenith of power. The mines run deep into the Underground, and are believed to provide access to the surface for many evil and predatory creatures.

The City of Oublis

The ancient city of Oublis, is long forgotten, the name is remembered by no mortal and the only reference to it can actually be found within the ruined city itself. A few bardic hymns mention an ancient city that was destroyed during the battle of Starrl and Hakam Nore. The ruins of the city are rich in ancient magic and the highly prized cat-obsidian gemstones.

Hunters' Valley

Hunter's Valley is a small valley near the Black Forest, within the foothills of Gimland. The Valley is reportedly rich in vegetation, game, and valuable ore, however it is also rich in death. Several hundred cycles ago, a group of nomadic hunters came across the valley. They saw the abundance of wildlife here; deer, boar, rabbits, bear, and many more and they entered the valley for game. When they

never returned the community sent a search party to find them, they too entered the valley and never returned. There is a presence within the valley that slays any being who harms a creature within its boundaries. Those slain are often found skinned and displayed as trophies at some of the valleys pathway entrances.

The Dark Guardians

The Dark Guardians are dark obsidian monoliths. Their presence was discovered by Davus on an excursion to retrieve the 'Eye of Starrl'. Davus believed that the monoliths hold powerful magic when a sacrifice of blood is provided to the Black Forest. He also theorized that the monoliths that he found are not the only monoliths within the forest. There is actually seven clusters of three obsidian monoliths within the forest, these small clusters are all magical. Anyone within the clusters casting magic will always receive the full effect and power of the spell when a sacrifice is provided to the forest. The benefits will remain with the caster for one full day outside of the triad of monoliths. If one takes their own life within a triad, their spirit is consumed by the stones and they become an obsidian golem, who can roam the forest with every new moon.

Watchmen's Rest

The Watchmen's Rest is a small valley littered with ferns and the remains of the Watchmen that accompanied Davus Draconsford. This little valley is the home of the spirits of the Watchmen as well. No mortal has yet to find the final resting place of the lost Watchmen.

Black Forest Ecology

Fauna

The Black Forest fauna is if anything not natural. Few normal animals call the forest home. Birds take to the upper branches of trees avoiding the sun depraved ground below. Squirrels, mice, voles, and other small rodents make up the largest amount of natural wildlife within the forest. These creatures have managed to survive largely due to their size and ability to hide. There are very few large natural predators such as wolves, bears, and wolverines. The forest is void of deer, moose, and other hoofed animals.

Undead and demonic creatures are the most common type of creature within the forests borders. Large beasts have been seen along it's borders, but it is unknown whether those creatures are undead or of the living variation.

Fenland Hags

It is unknown where these creatures came from, but they are hideous six-eyed slime covered eels with razor like teeth. These creatures feed on both the living and undead. The fenland hag lives within the Deadmarsh swamp.

Gandorian Tree Spider

These 24" diameter spiders may live throughout the forest, however they are most common along the forest within Gandoria. The spider was first discovered in that region. It is a highly poisonous spider whose venom may kill a grown man within seconds.

Death Hawks

Death Hawks are the notorious symbol and messengers of Starrl. They are rarely seen outside the Black Forest. They have a skeletal flaming head, with the body of a normal hawk.

Duncannors

Duncannors are large constrictor snakes that grow on average over 30' long. The snakes are rare, and

eat living and undead creatures. Their jaws can be detached when feeding, opening wide enough to consume creatures three times their size. The snakes live in both aquatic and land locations within the forest. Bard songs tell of duncannors 100' long. One hymn, "Duncannor Grand" tells of a snake that devoured an entire army over a millennia ago.

Flora

The forest is rich in vegetation, with the temperate climate that it has, the common trees are elm, oak, maple and pine. Many regions of the forest are bluish with ferns growing all about, often so dense that a person cannot see below their knees. The forest is rich in various moss and fungi, several of the more unique plants and trees are listed below.

Black Pines

The Black Pines of the forest are ancient tall trees, many standing over 200' tall, with an average diameter of twelve men holding outstretched arms. The tree is valuable as a wood, for it is renowned as strong soft wood. Unlike many soft woods, the black pine is a slow burning wood, which made it highly valuable for construction. The Black Pine is abundant in the Black Forest, there are smaller black pines in the mountains of Gimland, however these are becoming more and more scarce.

Blood Trees

Blood trees were created when Hakam Nore died. The wood is as strong as steel, and the trees sap is a thick red liquid. These trees grow nowhere else in the realm, and the wood is considered very valuable. Tales of old tell of the 'Watchmen' of Nightwatch falling a tree in order to build magical arrows and bows. It is the only known tree to have ever been removed from the Black Forest.

The wood is so enticed in magic that any arrow or wooden item built from it will be magical in nature and weapons will have a +1 attack bonus.

Blue Agate Moss

Blue Agate Moss only grows in the Black Forest, it is revered as a strong magical component for potions of wizardry and spells. It is said that Blue Agate Moss, when eaten will increase one's link to the passage of magic.

Anyone who has eaten a handful of Blue Agate Moss will be able to cast twice as many spells as allotted. This effect lasts 24 hours per handful of Blue Agate Moss. However, it is not without it's side effects; anyone consuming a handful of Blue Agate Moss, will temporarily lose 1d4+1 constitution points for 24 hours. Anyone who consumes more than a handful of Blue Agate Moss within 48 hours must make a Constitution check or permanently lose 1d4+1 points of Constitution. These effects and side effects also apply to the consumption of a Potion of Wizardry.

Nore Traps

These are carnivorous mushrooms that grow on bug-infested trees. This fungus provides a symbiotic service with the tree it grows on. While the mushroom feeds, it turns around to provide sustenance to the sick tree to help itself heal. Tavern tales tell of carnivorous mushrooms spawning undead demons. These rumors have never been substantiated.

Weather

The weather the Black Forest is drab and dark, entirely due to the tall trees that block out the sun's rays from warming the ground below. Snow falls over the Black Forest but little remains on the ground within the forest proper. It is believed that snow cannot remain in the Black Forest for long as the hot winds of hell blow through the forest.

Groups of Interest

The Cabal of Death

Unknown to many, except a few important figures within Nightwatch, the Cabal of Death are the nine remaining wizards of the Ascendants. All of which have become undead with the power of the 'Eye of Starrl', they are now liches of unprecedented power. They are strongest within the borders of the Dead Woods, the Black Forest. During the 'Undead Crusades', the adventuring band known as the "Outcasts" reported defeating what they believed to have been a lich.

Bard's tell tales of lich-lords living in the Black Forest, with a host of undead at their command, waiting to claim the world as their playground.

The Cabal of Death's influence extends beyond that of the forest. With their magic they have been able to contact key agents in many major cities. They possess great wealth and influence over key officials in several kingdoms. Their influence over others is granted to them through fear of magic, fear of an excruciating death, or death of loved ones. It is rumored that Zedcor of the group known as "Cerberus" is one of their allies, but this has never been confirmed.

Notable NPCs

The Faithless One

The Faithless One is a servant of Starrl and it is said he wanders the forest in search of innocent lives to claim in the name of his master. The Faithless One is believed to be the exiled priest of Alheim-Rigel, from Roc's Stand. He is invisible to all undead, except the Risen, which he continually flees from.

Wild Beard

The Wild Beard is a dwarven warrior/priest who has lost his sanity. He has taken residence within the forest to stay hidden from those human and dwarven patrols that would seek him out. He has managed to remain hidden from even the undead that seek to dine upon his bones.

Chapter 3 : Nightwatch

It is unknown just how old Nightwatch is, but it is suspected to be just slightly younger than the Black Forest itself. It is situated on the very northwestern fringe in the country of Gimland. Although within the borders of Gimland, like the forest itself, Gimland takes no claim to it. Essentially it is an independent city, to be left alone and allowed to do business as it sees fit. Also, like the forest, a person gets a sense of uneasiness and fear when they near the city (especially at night). But unlike the Black Forest it is not a feeling of evil or bad fortune but rather a feeling of the unknown.

A four-story tall wall encompasses the city. Within the gates the city is made of stone and wood with narrow walkways just wide enough for man-sized humanoids to walk through, larger sized humanoids can also pass although with some difficulty. The main roadway however can accommodate larger vehicles such as caravans and this leads to the main square which is the only open area of Nightwatch. Dominating the center of the main square is the Watchtower. The Watchtower is eight-stories high and at night emanates an eerie green glow from it's peak. From that vantage point, elite members of "the watchmen" take shifts in overlooking the Black Forest. It is uncertain as how they do this, but they are able to watch the entire edge of the forest from this point. Some speculate it has something to do with the green light, but as no outsiders are permitted entrance to the tower it is uncertain. A few adventurous rogues have managed to gain entrance in hopes of stealing the source of the glow for profit, but they were never able to tell the tale as they were quickly apprehended and be-headed upon capture.

The rest of the city gives one a sense of claustrophobia if you are an outsider. The walkways between buildings are barely 3-4 feet wide and there are many sets of stairways leading from them to various destinations. An outsider may become easily lost as the city streets are labyrinthian in nature. Without a local guide one could get lost and end up somewhere they would wish they hadn't found.

The citizens of Nightwatch are basically friendly. Although they tend not to answer too many questions directly. Instead they usually answer questions, especially about Nightwatch and its affiliation with the Black Forest, with another question. Or they may give a very long-winded answer which never really answers the question at all. Although friendly, the people of Nightwatch can turn very nasty towards outsiders who do not follow the rules. They will give a stern warning that all rules are for their protection once. After that physical force will be used. There are no children younger than 17 cycles of age in Nightwatch and the population is made up mostly of humans, half-elves, valhuru, and elves.

Outsiders to Nightwatch are required to adhere to a curfew. This curfew is in effect 1 hour before sundown until 1 hour after sunup. Outsiders who refuse are forcibly taken to either their rooms or a "protection room". Exactly 45 minutes before sundown all doors to "protection rooms" or rooms provided to outsiders are lock automatically. The doors to these rooms have an AC of -10 and have a



**The Gates of
Nightwatch**
"Day or Night...Ever Vigilant"

MR of 85%. There are no windows.

“Protection rooms” are rooms set aside by the town constable for unruly outsiders. Unlike other places there is virtually no crime inside the gates of Nightwatch. These rooms are not cells. They have no bars, but instead a normal wooden door. Once again there are no windows. Light in all rooms within Nightwatch is given off by torches on the walls which seem to never extinguish.

At times, outsiders to Nightwatch can hear the sounds of battle from outside their locked rooms in the middle of the night accompanied by unearthly sounds. The mayor of the town is a cleric of Champion. The constable is a paladin of Alfheim-Rigel.

History of Nightwatch

In a time long ago, before the rise and fall of the undead legion, after the fall Hakam Nore, a city was built. It began as a small enclave within a wooden palisade and grew in numbers as it quickly became a powerful trading center for farm produce, marble, gold, gemstones, and rare woods.

The city was founded by a group of powerful wizards called the Ascendants. The Ascendants often would enter the Black Forest with an entourage of soldiers in search of rare spell ingredients and to study the undead that made the Black Forest its home. With the discovery of a large gemstone found in the ruined remains of an ancient city deep within the Black Forest, many of the wizards sought its’ mystical powers.

A great mage war began within the heart of Nightwatch. A total of nine wizards were able to flee into the Black Forest, never to be seen again. Several of the Ascendant mages within the city had perished, and one, Davus Draconsford, was the sole standing mage after the mage war, the large gemstone missing.

Davus recruited the Nightwatch militia, and other mercenaries Together they entered the forest at dawn in search of the magical stone. After battling hordes of undead creatures the first day and night, the gemstone was found deep within the forest. It was lying at the base of a triad of obsidian monoliths. One of the mages was found nearby, his blood seeping into the moss covered ground. Davus took the stone and transported himself and the few remaining soldiers back to Nightwatch. A total of 87 men lost. Davus studied the stone and discovered it was inexplicably linked to the Black Forest through divine might.

Davus was visited by the once powerful deity Manunzul the god of destiny, far-sight, divination and predictions. The god informed Davus that the stone was the ‘Eye of Starrl’, Starrl the usurper, the slayer of Hakam Nore, creator of the Risen. He foretold that the stone was an evil item, and must be kept safe from those that would seek its power for evil purposes.

Manunzul then foretold his prediction if the stone fell into the hands of the evil wizards who sought refuge in the Black Forest. Manunzul then bestowed a divine sight upon Nightwatch’s central keep, and a powerful spell onto the gemstone, a spell of far-sight. The deity then asked Davus to drink from a crystal goblet. In it was the god’s tear mixed with the sap of a blood tree and the soil of the Black Forest.

He spoke to Davus telling him he was now the keeper of the Black Forest, that he must work with others to hold the evil at bay, to use the power given to him to watch and guard the forest borders. He also told Davus that a group of adventurers will be instrumental in destroying a battalion of undead hosts. Davus must honor them as they will rise above their mortal kin. However, Davus must be careful as one of their numbers will not be of mortal descent.

Centuries later Manunzul gave his divine power and portfolio to Darr in order to become human, all for the love a mortal woman. To this day, it is believed that the ‘Eye of Starrl’ is still within the city’s central tower, now known as the Watchtower.

Whether Davus still lives is unknown, he was last reported entering the Black Forest over 450 cycles ago, with a contingent of wizards and over 200 battled hardened soldiers. None of which emerged.

To this day Nightwatch soldiers of the reputed Watchmen Contingent, are reputed throughout all of world as Undead hunters and slayers, for they battle undead virtually on a nightly basis. The city

regent Kris Tulfer, the city lieutenant-constable, Joy On-Ling, and the city's elite force, the Knights of Manunzul, a division of elite battle-hardened Watchmen, know how to enter the Watchtower, and what lies within.

Key Aspects of Nightwatch

Who Rules:

Kris Tulfer is the current reigning city regent. A council of nobles chooses the regent amongst the landowners within the city. The council is comprised of heads of the noble households. There are only 17 noble families within Nightwatch. The regent cannot be a member of the noble households. The council of nobles command little power other than to select and expel a city regent and to veto decisions made by the city regent. The position of city regent is granted for a period of 7 cycles, Kris Tulfer is currently in his third cycle of power.

Who Really Rules:

Kris Tulfer holds much power over the city, but lacks the confidence in which to rule the city properly. Therefore the strong willed lieutenant-constable has proven herself invaluable to the city's noble council. As leader of the city militia, Watchmen, and commander of the Knights of Manunzul, she holds Kris Tulfer's ear closely and commands the respect of the council of nobles and the respect of the city proper. The city regent and the council of nobles awards the position of lieutenant-constable. It is a lifetime position.

Population:

The city covers a small area, yet holds a large population, due to the repeated construction of buildings on top of buildings and the philosophy of using every available space. The permanent population is 117,000. It is considered unsafe to have children within the city, pregnancies are treated carefully, any pregnant women within the 6th month of pregnancy must leave Nightwatch. They are sent to communities further away from the Black Forest.

Economy:

The city's major trade products are copper, silver, marble, limestone, wood, bone carvings, cloth, and leather goods. The city uses the same currency of Gimland, but as a city state they still have the Nightwatch Dær, a silver coin is printed with the symbols of Manunzul and Darr on one side and the city's Watchtower on the other. One Dær in Nightwatch is equivalent to one Gimland gold piece. The shape of the coin is a triangle with a hole in center.

Military:

The city has a mixed contingent of armed forces. The most renowned are the Watchmen and the Knights of Manunzul. The Watchmen are armed with weapons for close-quarter combat and are trained in the art to combat the undead. The Knights of Manunzul are an elite force of Watchmen, additionally trained in archery and horsemanship. The military is also bolstered by "The Sashes", a small group of mages who must join the city's military for a brief period of time as part of their guild practice.

Militia:	1,500 strong (1st level fighters)
Eye of Starrl Mercenaries:	900 strong (3rd to 5th level fighters)
Watchmen:	2,000 strong (2nd to 5th level fighters)
Knights of Manunzul:	117 strong (5th to 9th level fighters and paladins)
The Sashes:	23 strong (3rd to 7th level mages)

Religion:

There are five main churches within the city proper. Darr, Alfheim-Rigel, and Champion share a major holy structure known as the Triumvirate. Gimlorain has another major following within the city, the building is made entirely of marble and is called the Temple of Innovation. A wise and powerful dwarf, Grand Craftmaster Grund Swing-Hammer, leads the clergy of the Temple. A large pillared building, known as the Hall of Starrl, is another major religion, although traditionally disliked by many. The priests and clergy here are of good alignment.

Unfortunately for the inhabitants of Nightwatch a cult to Talik Zayeir has established itself in the Underground. The cult is known to the Watchmen, unfortunately the Watchmen and Joy On-Ling have not been able to find the cult's location or it's members. Many of the other goodly gods and several evil are also represented to a lesser extent within Nightwatch.

Important Guilds:

Draconsford's House

It is the first wizard's guild in Nightwatch and the ancient home to Davus Draconsford. The Sashes are members of Draconsford House. Calin Draconsford is a direct descendant of Davus and is the current Guildmaster.

Rogue's Guild House of Nightwatch

The only thieves guild in Nightwatch, they work in gathering and selling information, between the noble house. Blackmail and extortion keeps this guild in operation.

Miner's Guild of Nightwatch

A powerful guild consisting of the various collective workers, and owners of the copper and silver mines. The marble and stone quarry owners and workers are part of this guild as well. The only members that hold any power within the hall are the owners of the various mines and quarries.

Swordarm's Guild Hall

Swordarm's Guild Hall is the headquarters for the Eye of Starrl Mercenaries. It is also the main training center within the city for learning the fine arts of combat.

Important Characters:

Kris Tulfer City Regent

(Priest of Champion, human male, L5)

Joy On-Ling Lieutenant-Constable

(Paladin of Alfheim-Rigel, human female, L12)

Calin Draconsford Guildmaster of Draconsford House

(Wizard, human male, L17)

Davon Tulfer Owner of the Cyclops' Eye Tavern

(Thief, human male, L17)

Grand Craftmaster Grund Swing-Hammer

(Fighter/Cleric, dwarven male, L12/L9)

High-Priest of Gimlorain

Important Features

The Underground

The Underground in Nightwatch is a complex series of sealed tunnels. The tunnels are often traveled at night by less law-abiding citizens of Nightwatch. These people engage in many shadowy dealings. These tunnels are all under many city buildings and streets and are separate from the city's sewer system.

The Watchtower

The Watchtower is in the center of the Market and surrounding the building is a low 4' wall of solid stone. This is the home of the famed Joy On-Ling, the Knights of Manunzul, and the Watchmen. There is a 20' tall stone golem situated at each corner of the tower.

Cyclops's Eye Gaming Hall

The Cyclop's Eye Gaming Hall is an underground tavern, brothel, and gambling venture. It is owned and operated by the brother of Kris Tulfer, Davon Tulfer. Within the actual gambling hall there is also a small gladiator arena. The entire compound is underground, the staff is a mixture of minotaurs, ogres, humans, halflings, and drow.

The Market Square

The Market is a large open area, bustling during the day and silent at night. This is where many merchants, caravan traders, hunters, farmers come and sell their wares, produce and goods. There are many open food stands as well, the most famous one being Sofu's Rice Bowl.

Live Oak Pyre House

The Pyre House is a large stone building located at the far North-eastern corner of the city. Within Nightwatch all those that die, are cremated as soon as possible. This is a safeguard to prevent a mass uprising of Undead at any time.

However, the staff of the Pyre house have been known to make mistakes and the screams of the living have been heard inside as they are being cremated. The upper levels of the Pyre house are haunted. The phantom is believed to be the original architect of the building.

Noble District

The Noble District is in the Northwestern area of the city. There are 17 noble families, and 32 powerful merchant families here as well. The homes are all ancient and built of marble and stone.

Local Lore

Due to the city's ancient buildings and long history along the Black Forest, the city holds many tales of ghostly apparitions. From the phantom of the Live Oak Pyre House, to the tales of Jarek, the guard of the Eastern Gatehouse. There are dozens of reported hauntings within the city proper.

The Watchtower and the tales of the "Eye of Starrl" provide a great deal of myths, and tall tales told in every tavern. It is believed that the god-now-human Manunzul still lives and walks the streets of Nightwatch. Some of the greatest lore about Nightwatch that travels far outside the city, and is commonly known throughout the realms, is the reported nightly attacks of undead creatures. Ghouls, zombies, skeletons, and more are reportedly seen nightly battling the city's military.

Chapter 4 : The Jhugàlian Calender

The Outcastian year consists of 365 days. A year is referred to as a cycle. The cycle is divided into 18 months, each 4 weeks long and a week consists of 5 days. Then there is one celebration week when the cycle changes. The calendar was created many centuries ago, exactly when has been lost to the mists of time, by the mage Jhugàl and is commonly used among most of the human and demihuman populace throughout all the known lands of Tærra-Söl. Historic references are primarily made according to Before Rigel (BR), which is anything that happened prior to the establishment of Outcastia, and After Rigel (AR), which is anything after. The months are as follow (with the name used by the churches in parentheses):

<u>Traditional Name</u>	<u>Church Name</u>	<u>Special Happenings</u>
Tirde	(Month of Winter High)	
Leoni	(Month of Darkness)	
Myste	(Month of Mysteries)	Magic schools have gatherings this month
Oples	(Month of The Three Moons)	
Knidr	(Month of Acceptance)	New acolytes are taken into the temples
Wealo	(Month of Revelation)	
Nihin	(Month of Blessings)	
Ropta	(Month of Summer Heat)	
Nives	(Month of Waiting)	
Oblir	(Month of Celebrations)	
Joper	(Month of The Lord)	
Qikor	(Month of Passing)	Druids, paladins & priests work with the population
Durvs	(Month of Grief)	
Ilmie	(Month of Forgiveness)	
Perga	(Month of Rebuilding)	
Brute	(Month of Elevations)	Priests and acolytes are promoted in the temple
Stroa	(Month of Cold)	
Hihoo	(Month of Stillness)	

The days of the week are as follows: Firstday, Workday, Midday, Linday, Lastday. Lastday is commonly a resting day for most workers.

Around the world orbits three moons:

- The first moon is a large moon named Rigel. Rigel makes one turn around the world in just over 18 days and is completely red.
- The second moon is another large moon this one is named Zkor. Zkor makes one turn around the world in just under 61 days and shines in a pale yellow light.
- The third moon is a small moon named Luminor. Luminor makes one turn around the world in 73 days. Luminor shines with a white light.

An Outcastian circle starts on Firstday the first of Tirde and ends on Lastday the 20th of Hihoo. The remaining week is outside the circle and is considered to be a time for celebration and remorse and is usually spent with family and friends. These days are:

1. The day of Hõler.
2. The day of Remembering.
3. The day of Gifts.

4. The day of Sleeping.
5. The day of Ymre.

During the day of Hóler all individuals in Outcastia spend time with their families. They usually gather in the house of the most prominent member and in the case where many have the same standing the oldest is chosen by default. The celebration begins with a large feast at noon that usually ends a few hours later. During this feast there is time for storytelling and eating. In the afternoon there are some friendly competition of both strength and cunning before the day ends with another large feast.

The day of Remembering is the day when families go through the past cycle. Good things and bad are remembered and shared with friends and family. Deeds are told and praised and shameful events are told and hopefully forgiven. Deaths and births are celebrated once again.

The day of Gifts is the day when people give small presents to close friends and loved ones. Nothing is attached to these gifts, but young persons in love usually take the opportunity to give their love some token of their affection.

The day of sleeping is a day when any hard activity is avoided if possible. Many workers take the opportunity to sleep as much as possible.

The day of Ymre is one large party. The whole community puts together a large feast and at noon when the sun is highest the celebration begins. No one is turned away during this time, not even a complete stranger is denied anything, and the churches are open for all in need of help. When the night is approaching many candles and lanterns are lit and the community bathes in flickering lights, then the dance and music begins. Local musicians and bards share their talents to give a happy mood; jugglers and acrobats show their skills. This is the second most popular time to propose to a loved one, and many young couples sneak away in the night to celebrate alone in the wee hours. For the elves this is also the Winter Equinox.

Common Festivals

Tirde 27. This is the day that Dragon's Den was first christened as a city by "The Outcasts" and its residents. A huge feast is held in the capitol city on this day and usually lasts for the next two. Scribes and historians usually tell the tale of how "The Outcasts" formed and founded the city and later the country in various sections of the city. Bards sing songs of their heroism and competitions of both brain and brawn are held at the royal palace in their memory. The community of Isles of the Winds send their representative to Dragon's Den on this day.

Oples 1. This firstday is the day the planting begins. The farmers in the warmest climates start their plantings at this day and the community celebrate the end of winter.

Oples 13. This is a day called The Bright Spring. This is the first day of the cycle that both Luminor and Rigel are shining full in the night sky, and the land is bathing in a magical light from these moons. Most priests of the different Gods celebrate the coming of spring this night.

Knidr 11. This is a day when the young persons in a community receive their apprenticeships and acolytes are introduced into the church. In the evening there is a large celebration and the young individuals are in the center of the festival. This is also a day celebrated by the elven communities. This day is the spring equinox and is a time for feasting among the elves. A person that is in an elven community this day will witness a remarkable show in dancing, music, and singing. This night is a dark night since the large moon Zkor is shrouded in darkness. This is also the day when the priests of Devil Dogg go out to bless the crops and herds.

Wealo 1. This is a day celebrated among the dwarves. This is the day that Thraim I and his mountain dwarves founded Thraim-Zak in the Sky-top Mountains.

Ropta 6. The day of the summer sun is another night when both Luminor and Rigel are in the sky. This is a day of pranks among the halfling communities. Anything that doesn't hurt or injure a person is allowed. Humiliation, embarrassment, etc. is of course allowed, and if it happens to an outsider all the better.

Oblir 2. Midsummer day. This is the longest and the brightest days in the circle. The two large moons Zkor and Rigel are both shining full while the smaller Luminor is shrouded in darkness. This is a day and night of celebration among all populations, and the most popular time to propose to a loved one. Many young couples are betrothed this day and many young couples bear their first child some 13 months later. In the largest communities large competitions in weapon skills, archery, and horse riding are organized and everyone is welcome to enter. The winner usually gets some type of award for their prowess. This is the Summer Equinox for the elves, and a time for friendly competition and prowess. This is the only time the elves compete in arms and the winner gets a beautifully made weapon of the same kind as he/she won the competition with, crafted by one of the master smiths or bowyers. The dwarves have a large celebration full of drink and strength competitions and the celebrations constantly end with a brawl among the more drunken participants.

Joper 19. This is known to be Alfheim-Rigel's birthday. The priests of Alfheim Rigel go out this day in a procession around the city of Dragon's Den with the clerical artifacts bound to Alfheim-Rigel to get their god's blessing over the city. Similar processions are made in other communities that worship him, but they have things with more local ties to him. The community of Isles of the Winds send their representative to Dragon's Den on this day.

Qikor 1. This marks the day when most of the worshipers of nature and the Gods go out among the population to spend a month helping with anything they can.

Durvs 5. This is a dark day. This is the date when the forces of Alagar invaded Outcastia and was crushed in the battle at the Field of Blood. No one is permitted to raise a weapon at another citizen of Outcastia under any circumstances. Most members of the church and many in the common population wear black cloth ribbons around their wrists or forehead. The dead of this battle, both Outcastian and Alagaran, are honored on this day. Although, in the country of Alagar they forbid the honoring of fallen Outcastian warriors as they still hold a centuries old grudge against that country.

Ilmie 3. Harvest day. This is the day when the farming communities go out to harvest their plantations. Whole communities close this day to help in the harvest and in the evenings there is a large celebration in the honor of the gods for their generosity.

Ilmie 14. This is a day mostly celebrated by the elven communities. This day is the autumn equinox and is a time for feasting among the elves. A person that is in an elven community this day will witness a remarkable show in dancing, music, and singing. This night is a dark night since the large moon Zkor is shrouded in darkness.

Brute 4. This is a holy day for all of Outcastia. This is the day is known to be when the Outcasts got elevated to Godhood. The temples use this day to elevate priests in their order to higher stations and elevate acolytes into real priests. Among the population there are feasts in the honor of their chosen deity. The community of Isles of the Winds send their representative to Dragon's Den on this day.

The names of the months are shrouded in mystery and fables. Many are the tales of persons and creatures in the beginning of time that has given their names to the months. Though many have tried none have found any evidence that the stories are either true or false. The stories and tales lead back many hundreds of cycles and many places spoken of in the tales have been ruined or changed name. Here follows a shortened account for the most common stories about the characters behind the names.

- I. Tirde and Stroa were twin sisters that saved a whole country by luring an invading army of flying monsters into a large cavern and afterwards collapse the only entrance.
- II. Ropta was a great hunter that was killed when he battled Durvs, a two-headed dragon that terrorized the countryside.
- III. Joper was the second son to a nobleman that first forged a peace between dragon and man.
- IV. Ilmie was a large sea monster that could swallow whole boats.
- V. Myste was a young wizard that was transformed into a pine when he stalked a nymph.
- VI. Qikor, Brute and Knidr were three brothers that slew the giant Nihin that terrorized a whole mountain range.
- VII. Wealo was a young man who fell in love with a swanmay and fell to his death when he chased her over a cliff.
- VIII. Nives was a blabbering idiot that managed to talk four arch wizards into insanity.
- IX. Oblir and Oples were two boys who killed each other to prevent the other from getting the credit for a heroic deed.
- X. Hihoo was a prankster that made the demons and devils fight each other.
- XI. Leoni was a female druid that polymorphed herself into the form of a bear and stayed in that form too long, so she became the mother to all werebears.
- XII. Perga was a very young girl that was killed by an enraged king in a fit of madness.

The names used by the churches are chosen more of the way life is during these months or for special occasions that happens during that particulate month. In some parts of the world the names differs depending on the traditions and believes they have. But these are the most common names for the 18 months, and the story behind the names:

- I. Winter High is the month when it is coldest and the winter is in full force. Snowstorms are very frequent in the higher parts and are not so rare on the lower plains either.
- II. Darkness is the month when all moons go into their dark phase and puts the world in a darker time. Many dark creatures are on the move during this month.
- III. Mysteries is a month when light returns to the world and the mages and sorcerers gather in groups. Traditionally there are more spell casters walking around in the world during this time.
- IV. The Three Moons is the month when spring is replacing winter and the moons are returning to their full shine again.
- V. Acceptance is the month when the churches accept new acolytes and it is also the time when rulers of different orders takes on new recruits. Most craftsmen take new apprentices these days as well.
- VI. Revelation is the month when the Outcasts found out exactly how they were looked upon by King Shaqma XI of Alagar and the oppressive taxes started to come to the population of Dragon's Den.
- VII. Blessings is the time when many temples are open for the public and many prisoners that has atoned their crimes are blessed in public and declared free citizens.
- VIII. Summer Heat is the time when summer is in full and even the coldest mountain passes are thawed and clear for travel. This is typically a hectic time since many tries to get as much done as possible during this month.

- IX. Waiting is the hottest month of the cycle. Most of the population tries to do as little as possible at this time and they wait for the cooler months that follows.
- X. Celebrations is the month when the cycle turns and it is a time for many celebrations. Many couples are betrothed or married this month and there is large celebrations at all races.
- XI. The Lord has simply gotten its name from the fact that Alfheim-Rigel was born this month.
- XII. Passing is a time when many clerics, paladins and druids go out into the world to help the population. They can't pass anyone in need without offering their help and they have to help if they can. This is a tradition since the time of the Outcasts.
- XIII. Grief got its name from the battle that took place between the forces of Alagar and Outcastia. Within the churches this is a time of mourning and under no circumstance is any jubilation allowed within the walls of any church or sanctified ground.
- XIV. Forgiveness is the time when peace between Alagar and Outcastia finally was made and the country of Outcastia was founded. During this month the churches are more lenient to persons that commit lesser wrongdoings.
- XV. Rebuilding is the month when the people of Alagar and Outcastia returned to their homes and started rebuilding their countries. Even though the battle took place in a restricted area most of the countries had been left in neglect for the duration of the fight and now was the time to set things back on track.
- XVI. Elevations is the time when the Outcasts was turned into Gods and within the churches it is celebrated by elevating deserving members to higher stations and giving special benefits to individuals that selflessly has helped the church during the last cycles.
- XVII. Cold is the time when winter start to get a grip of the world again and everything is beginning to get a blanket of snow.
- XVIII. Stillness is a very quiet month. Most of the population in smaller communities stays indoors and in the larger communities the activities on the streets are more then halved. This is the time when all are waiting for the week of celebration that marks the end of the old cycle and the beginning of the new as well as the hard storms that will come with Winter High.

The three moons have gotten their names from various Gods.

- The first moon Rigel got its name from Alfheim-Rigel when he was elated to God hood. Its red light comes from all the blood he sacrificed to save Outcastia, or from the blood he took in the battle when Outcastia broke free from Alagar. The meanings differ depending on how the person thinks of Alfheim-Rigel.
- The second moon Zkor got its name a long time ago from a now dead God. Zkor was a god of Paladins and Goodness. He constantly battled the forces of darkness and was killed by treachery and the combined forces of many evil gods overran his followers and soon he only lived on as a symbol in the sky.
- Luminor is a minor moon God; she is mostly worshipped by shape changers and woodland beings.

Phases of the Moons

The moons and their phases play a very important part in the lives of many of the worlds inhabitants, especially priests and mages. Some celebrations and rituals take place during certain phases of each moon.

The moons all have a cycle that will make them shine in full at the night beginning the New Cycle. According to the tables below, all moons are either full or new during the bright part of the day. In game terms the moons can be interpreted to be full or new on either the night before or after the real occurrence if you don't want to have it happen during the day.

Day one of the New Cycle is Tirde 1 and day 360 is Hihoo 20. Day 361-365 is the celebration week

that doesn't belong to any month, so day 365 is the day of Ymre in these calendars and then the moon cycles start over again.

Table 4.1: Moon Cycles

Rigel		Ekor		Luminor	
Full	New	Full	New	Full	New
18 1/2	9	60 5/6	30	73	36 1/2
36 1/2	27	121 2/3	91	146	109 1/2
54 1/2	45	182 1/2	151	219	182 1/2
73	63	243 1/3	212	292	255 1/2
91 1/2	82	304 1/6	274	365	328 1/2
109 1/2	100	365	334		
127 1/2	118				
146	136				
164 1/2	155				
182 1/2	173				
200 1/2	191				
219	209				
237 1/2	228				
255 1/2	246				
273 1/2	264				
292	282				
310 1/2	301				
328 1/2	319				
346 1/2	337				
365	355				

Explanation of the table: The entries in each column indicate how many days it takes for a moon to reach a certain phase in its cycle. For instance, Rigel's first number is 18 1/2 meaning that it takes 18-1/2 days for the moon to reach that part of it's phase. So, if Rigel was Full in say Hihoo 1 it would be New during the day of Hihoo 19 (18-1/2 days later). It's first entry for New is 9 meaning that it reaches that phase 9 days after the Full moon. So, a Full moon at the night between Ymre and Tirde 1 will make the occurrence occur on Tirde 9. The moons go through all other phases (Waxing Crescent, 1st Quarter, Waxing Gibbous, Waning Gibbous, Last Quarter, and Waning Crescent) in between New and Full, but they are less important in gameplay than the former two. It is up to the DM if he wants to add anything about the other phases.

Table 4.2: Special Occurrences

Day	Rigel	Ekor	Luminor
36	Full		New
73	Full	New	Full
109	Full		New
146	Full		Full
182	Full	Full	New
219	Full		Full
255	Full		New
292	Full	New	Full
328	Full		New
365	Full	Full	Full

ECLIPSES

Being that there are three moon's solar and lunar eclipses can be quite frequent. Inhabitants of any particular land don't always notice eclipses, since they happen rather frequently (at least once a cycle and last for up to three hours at a time) and the rising and setting times for the various moons wander

across the calendar. Solar eclipses might briefly cause nocturnal beings to awaken, but they quickly return to sleep once daylight returns. One type of solar eclipse does bring awe to those that see it. This eclipse happens only once every 1,000 cycles on the Day of Ymre and is called “The Eyes of Rien” (Rien being the name they have given their sun). During this eclipse the smallest moon, Luminor, is flanked on either side by it’s larger brothers, Rigel and Zkor. The effect of the three moons almost perfectly aligned during an eclipse is astonishing and some magic-related organizations hold special rituals that can only be performed during this time. This eclipse lasts just a little over eight hours.

Measuring Time on Tærra-Söl

Time is measured through much of the world by the positions of the sun and moons. Only a few of the most learned and cerebral individuals have the knowledge and components to use time more accurately. Some use sundials, water clocks, or intricate time-pieces of their own invention. The order of Darr are the most pedantic in the art of accurate time reading and many nobles will hire one as a court timekeeper.

Chapter 5 : New Races

Draconic Elf

Ability Score Adjustments: The initial ability scores are modified by a +1 to Strength, +2 to Dexterity and a -1 penalty to Wisdom.

Ability Score Range

Ability	Mini	Max
Strength	9	20
Dexterity	7	19
Constitution	7	18
Intelligence	5	18
Wisdom	3	17
Charisma	8	18

Class Restrictions

Class	Max Lvl
Warrior	
Fighter	U
Ranger	18
Paladin	-
Dragon Lord	U
Mystic Knight	U
Wereranger	-
Wizard	
Mage	U
Illusionist	13
Necromancer	U
Priest	
Cleric	U
Druid	-
Rogue	
Thief	U
Bard	15



Hit Dice. Player character draconic elves receive hit dice by class.

Alignment. Draconic Elves are Chaotic Good. PC draconic elves can be any alignment.

Natural Armor Class. 6, due to their thicker skin (Their skin is actually covered with very small flesh-colored scales).

Background. The draconic elf, also known as Dragon Elves by humans or Dralæquendi in their native tongue, are a very rare offshoot of the elven race that have bred themselves for combat. They dwell high in the mountaintops living in very expansive caves and caverns, most of which were abandoned at some point by dragons. They tend to be slightly taller and more muscular than other elves with their features mostly resembling those of Sylvan elves but being more angular and chiseled, with very slight draconic features. They have a bronzed complexion and their noses are slim and slightly pointed upwards. The characteristic of the draconic elf that is most awe-inspiring is the draconic wings that protrude from their shoulder blades. Although these wings are usually black in color, some have been seen with wings whose colors range from an off-white to dark-grey. Their wings, like the Avariel, are their most prized asset. A draconic elf that has lost his wings is intensely humiliated by

others of his race and considered an outcast. A wingless draconic elf will usually leave the community to find a life elsewhere or commit suicide to “rectify” his loss with his deity.

Draconic elves eyes usually tend to be a blood red in color, but can range from pink to maroon. Their eyes take on a pseudodraconic look in low light as if they are ablaze. Their hair is most often white or black, but there have been numerous exceptions. They are most at home in the outdoors and they appear very out of place anywhere else.

Draconic elf clothing is most reminiscent of togas, just as the Avariel’s is, due to the fact that other types of clothing often snag on their wings. Togas and their like easily wrap around their body and wings.

Although the draconic elves have hollow bones, if they didn’t they couldn’t fly, they are far from fragile. Because of their draconic nature their bones are very sturdy and hard to break.

This offshoot of elves is fairly young, this race has only been in existence for about 2,000 cycles. They are the result of the the god Alfheim-Rigel mating to a Sylvan female while in his half-dragon/half-elven state. Because of this fact draconic elves are more of a demigod species than anything which may account for their attitude towards non-draconic elves.

The draconic elf is long lived, usually over the age of 800 cycles before he moves out of the world of man, although there are rumors of some that are well over 1,000 cycles of age. Just like other elves they don’t feel the effects of age as humans do. After a draconic elf has grown to maturity, his features cease to change or, at least, change very slowly. It is only at the venerable stage of life that they will start to show their age, although they will still seem to appear younger than most humans do at the age of 60.

Draconic elf society is mostly based on the warrior code of honor, although there are some that are “above” the need for combat and have toiled their intelligence in other directions such as artistry or tailoring. The life of a typical draconic elf is geared around war and combat, making them a deadly foe. They have little, if any, respect for the lives of those that they call enemy. They live for the fight and the destruction of their foes. Surrender is viewed as a weakness, so draconic elves usually fight (or argue) to the death. They will attack without fear and retreat only if their opponent is obviously beyond their ability to defeat. They are a proud and robust group who form eternal friendships with those that they trust (usually beings they have fought alongside of in combat). Draconic Elves usually tend to become fighters or rangers among all other classes.

Languages. Draconic Elvish, Other Elvish, Common, Dwarvish, Avariel, General Draconic, Other Draconic (specific dragon), Aarakocra, Centaur, Orcish, Halfling, and Gnome.

Role-playing suggestions. PC draconic elves have either become bored with the way of total combat and want a respite from it to learn of the inferiors that populate their world or are one of the rare “thinker” type of their race that wish to reclaim their savage instincts by joining a band of adventurers, whether they are inferior or not, to reclaim their birthright. PC’s of this type should be very aggravating and annoying not only to the other characters but to the people playing them. In other words they should play their character in a manner befitting a person who considers himself superior above all else. The only exception to the rule would be towards dragon lord PC’s. To these players the PC would show undying respect and even some groveling. PC characters of this type should never back down from a fight, whether physical or verbal, and will never admit to being wrong...even to a dragon lord. If the player acts to pacifistic the DM should consider giving the player penalties such as the loss of experience points, level drops, etc.

In short, the draconic elf PC should make a valuable, and unpredictable ally. And a deadly, and even more unpredictable foe.

Special Advantages. The draconic elf can attack with their claws doing 1d4+1 of damage for each hand, a wing-clap doing 1d12 points of damage, or a breath weapon of fire that does 1d12+5 points of damage (target gets a saving throw vs. breath weapons). They also have the fast healing trait as described in the S&P Handbook page 106, the power of flight (movement rate of 15 with a maneuverability of A), the keen eyesight trait as described in the S&P Handbook page 107, and

precise memory. Draconic elves are much more resistant to magic due to their divine ancestry and have a 99% resistance to sleep and charm-related spells. They also possess some of the standard abilities of their land-trapped cousins: passing within 10' of secret door they will detect it on a roll of a 1 on 1d6, if searching a 10' sq. area they can find secret door on a roll of 1 or 2 on 1d6, they can find concealed doors on a roll of 1, 2, or 3 on 1d6, and they can move through forests and other natural terrain silently and almost invisibly. The draconic elf also has a specialized infravision of 250 feet which allows them to see in complete darkness as if it were dusk, this is usually referred to as nightvision.

Special Disadvantages. Just as their grey elf cousins, draconic elves are fairly full of themselves. Because of this they can be somewhat arrogant and self-centered. They look upon other elves as inferior due to their lack of wings and their outlook on half-elves is even lower due to their crossbred nature. The only elves that draconic elves respect at all, besides themselves, are the Avariel because of their shared love of the skies and somewhat similar appearance. Due to this fact draconic elves receive a -3 on reaction rolls with other elves and a -4 on reaction adjustments when dealing with half-elves and all non-elves. There is no reaction adjustment when dealing with members of the Avariel.

When in the company of a Dragon Lord the normally arrogant and brusque nature of the draconic elf will change drastically. Because of the Dragon Lords affiliation with Alfheim-Rigel and draconic beings a draconic elf will have a 35% chance of becoming subservient to this class. Draconic elves are very uncomfortable in enclosed places (such as buildings) and underground, almost to the point of claustrophobia. If they are in such places for extended periods they must make a Wisdom check every day they are in the "confinement", failure means they are temporarily insane and will go into a bestial rage doing anything to find a way out (even hurting or killing party members). If more than six Wisdom checks fail then the draconic elf is permanently insane and only a heal or wish spell will counter the effects.

Monstrous Traits. Appearance, sight, strength, dexterity, bestial rage, wings.

Superstitions. As stated above draconic elves are very uncomfortable in enclosed places and under the earth. They are very religious and bow down to anyone whom may have any authority granted by their deity. They are very respectful of dragon lords and will go out of their way to impress them.

Weapon Proficiencies: bestial cestus, broadsword, longsword, bastard sword, composite longbow, razor shield, dagger, whip, net, and quarterstaff.

Nonweapon Proficiencies: Shield, wild fighting, natural fighting, navigation, dragon lore, alertness, danger sense, drinking, eating, endurance, intimidation, tracking, ancient history, and hunting.

Bonus Proficiencies: Priest - Religion (Alfheim-Rigel), General - Danger sense, aerial combat.

Valhuru

Ability Score Adjustments: The initial ability scores are modified by a +2 to Strength and a -1 to Dexterity.

Ability Score Range

Ability	Mini	Max
Strength	3	20
Dexterity	6	18
Constitution	7	18
Intelligence	8	19
Wisdom	3	18
Charisma	8	18

Class Restrictions

Class	Max Lvl
Warrior	
Fighter	U
Ranger	-
Paladin	-
Dragon Lord	U
Mystic Knight	U
Wereranger	U
Wizard	
Mage	U
Illusionist	U
Necromancer	10
Priest	
Cleric	U
Druid	-
Rogue	
Thief	U
Bard	-



Hit Dice. Player character valhuru receive hit dice by class.

Alignment. Valhuru are usually chaotic evil. PC valhuru can be of any evil alignment.

Natural Armor Class. 10.

Background. The Valhuru tend to resemble elves, their features being finely chiseled and delicate with sharply pointed ears, but have taller and fuller builds like humans. Their brow line also protrudes above their eyes giving them a shadowy, menacing appearance. The Valhuru have tanned complexions and cat-like eyes. Valhuru are a long lived race that often live over the age of 5,000 cycles.

They actually exist on another world in another dimension, but a few have secretly made it to this realm. The Valhuru are a species of innate magical ability that were created by the gods of this other world. They happened to have conquered this world as well. They are a very violent, vicious, and warlike race that gives their enemies no mercy.

The valhuru are a tight-knit group. It can best be described as a dysfunctional family. No member of the valhuru is allowed to leave the fold without permission or reason. If a member does leave without permission the penalty for that offense is death.

Languages. Valhuru also have learned the languages of all the dark ones. As initial languages

a valhuru can choose common, drow, any evil draconic, thief, orc, goblin, hobgoblin, and duergar.

Role-playing suggestions. Valhuru are brash, arrogant, self-serving, and untrustworthy (most especially if they are of the chaotic evil alignment). A valhuru character should always try to become the “leader of the pack” and will take offense to taking orders from another character, whether the character is more experienced or not, due to the fact that all valhuru are incurable egomaniacs. They consider themselves the center of the universe. Most valhuru won’t even worship deities, feeling that even these divine beings are beneath them, although there are a few exceptions who will worship a deity out of respect for what they stand for. A player using the valhuru should do everything in his or her power to take charge of the group and make an annoyance of oneself. They are rarely liked, willingly. Those that do act as if they like a valhuru character usually do out of fear for their life.

Special Advantages. Valhuru have a 95% resistance to sleep and charm-related spells. This is in addition to the normal saving throw allowed for each. The valhuru also have the following innate abilities: Fast healing trait as described in the S&P Handbook page 106, Psionic Mindlink as described in the Complete Psionics Handbook page 75 (although for levels 1-5 this ability only works on people familiar to the PC), Keen Senses traits (eyesight, smell, taste, hearing, and touch) as described in the S&P Handbook page 107.

The Valhuru, because of their closeness to the great wyrms called dragons, usually tend to become dragon lords among all other classes. Valhuru who pick this class have an initial 3% chance to summon the help of an evil dragon with a 1% increase per level.

Also, because of their innate magical nature the Valhuru, unlike other demihuman species, can become any wizard class without penalty.

Special Disadvantages. A valhuru character will always be hunted by his brethren from the other dimension. Valhuru PCs will be constantly harassed by NPCs that have been hired to track him down and kill him (and anyone associated with him). Due to their brashness and untrustworthiness valhuru receive a -4 on reaction rolls with all other races.

Monstrous Traits. None.

Superstitions. Fear of being caught by brethren.

Weapon Proficiencies: Quarterstaff, any sharp-edged weapon.

Nonweapon Proficiencies: Spellcraft, alertness, direction sense, navigation, dirty fighting, intimidation, tracking.

Bonus Proficiencies: Wizard - Reading/writing (own language), General - Danger sense.

Horok

Ability Score Adjustments: The initial ability scores are modified by a +5 to strength and a -7 to intelligence (although their intelligence may not go below 2).

Ability Score Range

Ability	Mini	Max
Strength	3	25
Dexterity	3	17
Constitution	3	19
Intelligence	2	13
Wisdom	3	15
Charisma	3	12

Class Restrictions

Class	Max Lvl
Warrior	
Fighter	15
Ranger	-
Paladin	-
Dragon Lord	-
Mystic Knight	U
Wereranger	-
Wizard	
Mage	-
Illusionist	-
Necromancer	-
Priest	
Cleric	12
Druid	-
Rogue	
Thief	-
Bard	-



Hit Dice. Player character horok receive hit dice by class.

Alignment. Horok are usually neutral good. PC horok can be any alignment.

Natural Armor Class. 5.

Background. The Horok are very large and very stupid humanoids. They are grey in color, which darkens as they get older, with no body hair. Although, a rare few (about 2% are able to grow facial hair). Like the valhuru their brow line protrudes above their eyes giving them a more than frightening appearance. Horok live a somewhat long life, up to the age of 250 cycles. Although they are essentially without much intelligence they do have one trait that is found to be useful especially to mages and warlords...their loyalty is unbreakable. Once you do a kind act for a horok they are your best friend for life, whether you want them to be or not. For some people, especially adventurers, this can be quite annoying. The horok, because of their great loyalty usually become bodyguards or escorts. There is an exception to the horok rule, however, that being the horok shaman. These horok were born with a high intelligence and have become the holymen of horok society trying to guide them to a greater purpose. These individuals are very rare however and the DM should only allow one in a group. There are only two horok shaman for every 500 typical horok.

Languages. Horok, common.

Role-playing suggestions. The horok should be played as if it were a small child, everything it discovers is both frightening and fascinating. Many concepts such as good and bad are unfamiliar to the first-level horok. The only exception being horok shaman (see above).The typical fighter horok should be a groups comic relief.

Special Advantages. Members of the horok have infravision of 30 feet. They have a 99% resistance to sleep and charm-related spells. This is in addition to the normal saving throw allowed for each. This is due to their intelligence. Because their intelligence is so low, most things that work on others may not work on them since they are too ignorant to understand that it should.

Special Disadvantages. Because of their low intelligence, the horok doesn't have a lot of class options to choose from. Because of their size, the horok take damage as large creatures.

Monstrous Traits. Size, monstrous appetite and thirst, bestial rage.

Superstitions. There are too many to list. Because of a horok's low intelligence they are usually afraid of anything they have never seen before.

Weapon Proficiencies: Any.

Nonweapon Proficiencies: Intimidation, danger sense, eating, drinking, close-quarter combat.

Sslithrak

Ability Score Adjustments: The initial ability scores are modified by a +2 to intelligence, +1 to wisdom, +1 to dexterity, and a -2 to strength and charisma.

Ability Score Range

Ability	Mini	Max
Strength	3	15
Dexterity	3	20
Constitution	3	18
Intelligence	2	22
Wisdom	3	19
Charisma	3	16

Class Restrictions

Class	Max Lvl
Warrior	
Fighter	16
Ranger	-
Paladin	-
Dragon Lord	-
Mystic Knight	U
Wereranger	-
Wizard	
Mage	16
Illusionist	18
Necromancer	15
Priest	
Cleric	17
Druid	9
Rogue	
Thief	15
Bard	-



Hit Dice. Player character sslithrak receive hit dice by class.

Alignment. Sslithrak are usually chaotic neutral. PC sslithrak can be any alignment except lawful.

Natural Armor Class. 10.

Background. The sslithrak are lizard-like humanoids who live mainly in marsh and swamp regions. They have a love of magic and usually tend to become wizards of some sort or another.

Languages. Sslithrak, lizard man, elvish, goblin, kobold, common.

Role-playing suggestions. Players choosing the sslithrak should play them as brash and arrogant beings who look upon other races as livestock. They fear those with wings as most of these beings look upon them as the same. They look after themselves and will usually only help those at their own risk if it is in their best interest to do so.

Special Advantages. Members of the sslithrak have infravision of 90 feet. They also have an innate resistance to heat and cold. They are one of the few demihuman races that can belong to any wizard class without penalty.

Special Disadvantages. Sslithrak have a very high fear of heights. When doing anything on at a great height they suffer a -2 penalty to all rolls.

Monstrous Traits. Appearance, appetite.

Superstitions. Sslithrak have an intense fear of winged creatures (this includes winged humanoid).

Weapon Proficiencies: Quarterstaff, dagger, cestus, flindbar.

Nonweapon Proficiencies: Intimidation, danger sense, eating, wild fighting, spellcraft, reading/writing, ancient languages.

Half-Dragon (Dragonkin)

Ability Score Adjustments: Varies (see below)

Ability Score Range: Varies (see below)

Class Restrictions: Varies (see below)

Hit Dice. Player character draconic elves receive hit dice by class.

Alignment. Half-Dragon alignments vary according to the subspecies: Gold - LG, Silver - LG, Bronze - LG, Steel - LN, Deep - CE, Shadow - CE, Adamantines (all) - CN. PC half-dragons can be of any alignment.

Natural Armor Class. 6 (5 for Adamantines), due to their thick hide and robust nature.

Background. Half-dragons are the result of the mating of a male natural dragon and a female human or demihuman. Female dragons cannot be impregnated by male humans or demihumans, and beings other than humans or demihumans cannot bear a dragon's child. Demihumans include elves, half-elves, dwarves, gnomes, halflings, kender, and similar human-like races (including drow and valhuru). This category does not include giants, ogres, orcs, half-orcs, half-ogres, goblins, centaurs, horok, sslithrak, and other "nonhuman" races; for that matter it doesn't even include the Draconic Elf, although they are considered demihumans. Draconic Elves revere dragons greatly and feel that it would be blasphemous to even attempt such a thing. As for the other races, they are either not fertile with dragons or that dragons just won't have anything to do with them. Interbreeding is not possible with a dragon who is using a normal polymorph self spell. Only those dragons with the innate power to polymorph themselves into human or demihuman shape can interbreed with the latter while in the latter's form (in the world of Tærra-Söl, this includes the Shadow Dragon).

Half-dragon infants take the physical form of their human or demihuman parent. Few physical features definitively identify a newborn babe as a half-dragon, though there are telltale signs that a careful observer could not miss. Fear of discovery thus leads most mothers to leave home, never to return, to seek a secure wilderness area to give birth—often the lair of the dragon parent. Even in the land of Outcastia where dragons are revered, it is frowned upon to conceive a child of this nature. Even among those dragons who willingly engage in intimate relations with human or demihuman mates, producing half-dragon young is basically unacceptable. A dragon may truly love a mate, but dragon societies of almost any land find the idea of creating offspring with "lesser" beings to be quite repugnant. Thus, half-dragon young are quite rare, although a growth in the half-dragon population has been seen over the past few cycles.

There is one community that accepts the half-dragon with open arms, that of the dralæquendi (or draconic elf). The draconic elves look upon the half-dragons as being much like themselves, a higher form of life. They feel that half-dragons are bestowed with a gift of greatness and should be



treated as such. Because of this many half-dragons live within draconic elven villages and at times, demihumans who have been exiled for siring such an offspring also come to draconic elven villages for sanctuary. Due to the helpful hand of the draconic elves, half-dragons will not deliberately attack one of these beings without due cause. Half-dragons also receive a +1 reaction adjustment bonus when dealing with draconic elves.

The half-dragon newborn usually has eyes and hair that are the color of the dragon parent's scales, such as gold, silver, or bronze. In rare instances they can even have both. As they reach adulthood, half-dragons grow tall and gaunt, no matter what human or demihuman blood mixes with their draconic heritage.

All half-dragons also begin with all of the racial abilities of their demihuman parent. As their dragon abilities manifest, they supersede and replace the demihuman ones. Each half-dragon type has discretionary abilities to choose from (one at 2nd, 4th, and 6th level), and fixed abilities that manifest automatically (at 5th and 7th respectively). The exception to this rule are half-dragons of human stock (see below).

During adolescence, dragon-like powers start to manifest themselves. These abilities become stronger and more pronounced with time and use, until a half-dragon grows to full power. Physical changes accompany the appearance of these abilities, eventually metamorphosing the youth into a unique being of great beauty. The beauty, however, is an alien one and not entirely along human or demihuman standards.

A mature half-dragon looks like a very tall, slender humanoid with somewhat elf-like features: an angular frame, lean muscles, elongated limbs, and high pointed ears. It does not matter which human or demihuman stock runs through the half-dragon's blood. Skin has the look and texture of normal flesh, though with the pigmentation of the draconic parent. Upon the skin are scales so fine that one might have to use a magnifying glass to see them. The half-dragon's hair is luxurious and thick, of a deeper or richer shade than the flesh color. The fingers are long and thin, with nails like talons. Yet, the true mark of dragon heritage can be seen in the face, which has a distinctive reptilian appearance: snake-like eyes, elongated features, and the faintest hint of horns protruding from above the temples (and sometimes on the chin). Half-dragons have no wings or tails. No matter their demihuman or draconic heritage, all half-dragons mature in this manner. Half-dragons look strikingly similar to dracocambri in their pseudodrac form in appearance. The only features to set them apart are the shapes of their ears, the absence of the skin's sparkle effect, and the fact that their scales cannot be seen with the naked eye. Members of this race are usually mistaken for pseudodrac.

Languages. Half-dragons automatically learn language of their demihuman parent. There is a 50% chance that a half-dragon will also know the language of his draconic parent (draconic and the subrace specific language). If this is the case it is likely that the PC was raised by both parent's in the dragon's lair due to banishment.

Role-playing suggestions. PC half-dragons should be played as suspicious, naive, and reckless individuals who are always trying to please society, but yet holding on to their individuality. Due to long cycles of exile or abuse half-dragons are hard-pressed to accept the kindness of strangers (or known compatriots in fact) without due cause. When in the presence of dragons their personality changes to be more timid and insecure as they know how draconic society feels about their kind. They will do just about anything to appease dragonkind, especially their birth father. This, of course, is a lost battle but they continue to try in hopes that someday they will be accepted as individuals instead of abhorrent mistakes of nature.

Although a very skeptical bunch, once another has proven themselves to a member of this race a half-dragon is extremely loyal to them until the day they die. In fact, they will give their lives to save others that they trust unconditionally without regret.

Special Advantages. As half-dragon characters mature and gain levels, they slowly become more like their draconic parents. These changes are reflected in the receiving of new abilities and powers as certain levels are reached. Two types of new abilities are involved here: discretionary and

fixed.

Players, with their DM's permission, should decide which race (human, elf, dwarf, gnome, halfling, kender, half-elf, drow, or valhuru) is mixed with their draconic heritage. As a starting character, the half-dragon PC has all the racial abilities of his demihuman parent (as detailed in the Player's Handbook or other appropriate reference), though the character of course looks like a half-dragon as previously described.

As half-dragons increase in level, the metamorphosis lurking within them begins to manifest. Half-dragons at this point are treated differently, depending on whether they have human or demihuman parents. At 2nd, 4th, and 6th level, the player of a half-dragon PC with a demihuman parent can choose one of the draconic discretionary abilities listed below in the half-dragon subrace section and add it to his character sheet. To balance this, the character must lose one demihuman racial ability; this ability has been superseded and replaced by one of draconic origin, showing the character's predestined shift toward dragonkind as his body matures.

For example, a 2nd-level half-bronze/half-elf is about to take the water breathing draconic ability. This replaces the character's elven 60-foot nightvision. A DM should decide beforehand if the player gets to choose which ability is replaced, or if the decision is made through random selection by the DM.

Fixed abilities come into play here, too, but they are not chosen and occur regardless of other factors. At 5th level, all half-dragons with demihuman parents gain the ability to use their talon-like nails as claw weapons. At 7th level, they reach their full physical maturity and stop metamorphosing. While still obviously humanoid, they are also obviously related to dragonkind. At 7th level, they gain the ability to use their half-dragon breath weapon. Each of these fixed abilities must replace one demihuman racial ability, just as happens with discretionary abilities.

Half-dragons of human stock have no innate racial abilities. The discretionary and fixed abilities are received as described above, but without the loss of any other ability. Furthermore, discretionary abilities continue to be received by the half-dragon at even-numbered levels beyond the 6th, as the half-dragon/half-human character becomes increasingly dragon-like with age. The receiving of discretionary abilities ends only when either the half-dragon has reached its maximum level within its character class, and thus cannot progress further and receive new abilities; or when no further abilities remain to take. A half-dragon/half-human character is likely to be more powerful in the long run than a half-dragon/half-demihuman player character.

Special Disadvantages. Because of their unique heritage and appearance half-dragons are generally outcasts from society. They tend to mature away from civilization and tend to be loners. Most are raised by their demihuman parents, growing up in that culture (although secluded from others of their kind). If the demihuman parent stayed in her society, once the half-dragon's true nature becomes noticeable, the community usually banishes the mixed being or makes life so unbearable that the half-dragon leaves on his own accord.

Because of this they tend to be very suspicious of others who treat them with kindness. Although eager to be accepted they by no means want to commit suicide by trusting the wrong people either.

Half-dragon subraces. Below are details pertaining to each of the subraces of the half-dragon character race.

Half-Gold

Appearance: Normal half-dragon with dark brown-gold hair, golden irises, pale gold skin.

Ability-score modifiers: +2 Strength, -2 Wisdom, +1 Charisma.

Ability-score ranges: Str 7/20, Dex 4/18, Con 6/18, Int 3/18, Wis 3/18, Cha 6/19.

Starting age: 14+1d4 cycles.

Allowable classes: Cleric (10), fighter (11), ranger (10), mage (14), thief (9), mystic knight (U).

Discretionary abilities: Water breathing (at will); speak with animals (at will); bless (twice per day); detect lie (twice per day); sleep (twice per day); dragon fear (three times per day); immune to fire;

immune to gas; 90-foot nightvision.

Fixed abilities: Claw attacks (1d6/1d6); breath weapon (spray of fire 10 feet long, damage 3d6, usable twice per day).

Half-Silver

Appearance: Normal half-dragon with silver-white hair, silver irises, very pale gray-white skin.

Ability-score modifiers: +1 Strength, +1 Constitution, -1 Intelligence.

Ability-score ranges: Str 6/19, Dex 5/18, Con 5/19, Int 3/18, Wis 3/18, Cha 5/18.

Starting age: 14+1d4 cycles.

Allowable classes: Cleric (14), fighter (10), ranger (12), mage (11), thief (14), mystic knight (U).

Discretionary abilities: Feather fall (once per day); wall of fog (once per day); cloud walk (one hour per level per day); dragon fear (twice per day); immune to cold; 90-foot nightvision.

Fixed abilities: Claw attacks (1d4/1d4); breath weapon (spray of cold 8 feet long, damage 4d4, usable twice per day).

Half-Bronze

Appearance: Normal half-dragon with dark metallic-brown hair, bronze irises, warm bronze (light to medium brown) skin.

Ability-score modifiers: +1 Strength, +2 Dexterity, +1 Wisdom.

Ability-score ranges: Str 5/19, Dex 6/20, Con 4/18, Int 3/18, Wis 4/19, Cha 4/18.

Starting age: 14+1d4 cycles.

Allowable classes: Cleric (9), fighter (14), ranger (14), mage (8), specialist wizard—illusionist (9), thief (11), mystic knight (U).

Discretionary abilities: Water breathing (at will); speak with animals (at will); create food and water (twice per day); ESP (once per day); dragon fear (once per day); immune to electricity; 60-foot nightvision.

Fixed abilities: Claw attacks (1d4/1d4); breath weapon (bolt of lightning 8 feet long, damage 3d4, usable twice per day).

Half-Steel

Appearance: Normal half-dragon, with dark gray hair, light gray skin, and two-color eyes (one silver, one dark gray).

Ability-score modifiers: +2 Intelligence, +1 Strength, -1 Dexterity.

Ability-score ranges: Str 4/19, Dex 3/18, Con 4/18, Int 8/20, Wis 3/18, Cha 6/18.

Starting age: 14+1d4 cycles.

Allowable classes: Cleric (6), fighter (11), specialist wizard—diviner (15), mage (14), ranger (9), thief (14), bard (16), mystic knight (U).

Discretionary abilities: Cast detect lie (twice per day); cast charm person (twice per day); use dragon fear (once per day); 25% magic resistance; ability to use any magical item meant for mages/wizards; 60-foot nightvision.

Fixed abilities: Claw attacks (1d3/1d3); breath weapon (spray of poisonous gas forming 10-foot-square cube in front of character, -4 save vs. poison or must feign death for 2d10 turns as per the spell, usable twice per day)

Half-Deep

Appearance: Normal half-dragon, with black hair, bright red eyes, and deep maroon skin.

Ability-score modifiers: +2 Dexterity, -2 Wisdom.

Ability-score ranges: Str 6/18, Dex 8/20, Con 4/18, Int 5/18, Wis 3/18, Cha 3/16.

Starting age: 14+1d4 cycles.

Alignment tendency: Chaotic evil.

Allowable classes: Cleric (12), fighter (12), mage (15), necromancer (12), thief (16), mystic knight (U).

Discretionary abilities: Use detect magic (at will); cast true seeing (twice per day); immune to charm, sleep, hold magic; use dragon fear (once per day); +4 bonus to saves vs. and -1 on each die of damage from heat/fire/cold/ice spells; regenerate 1 hp/turn; 120-foot nightvision

Fixed abilities: Claw attacks (1d3/1d3), breath weapon (spray of flesh-corrosive gas 5 feet long, damage 3d4, usable twice per day).

Half-Shadow

Appearance: Normal half-dragon, with black hair, dark gray eyes, and medium-gray or ash-black skin.

Ability-score modifiers: +2 Strength, +2 Constitution, -2 Intelligence, -2 Wisdom.

Ability-score ranges: Str 12/20, Dex 3/18, Con 12/20, Int 3/18, Wis 3/18, Cha 3/18.

Starting age: 14+1d4 cycles.

Allowable classes: Cleric (9), fighter (15), mage (8), necromancer (10), ranger (13), thief (14), mystic knight (U).

Discretionary abilities: Immune to energy draining; Hide in Shadows 20% chance of success (+5%/lvl to a max of 75%); cast mirror image (twice per day, 1d4+1 images); cast create shadows (twice per day, creates a mass of leaping shadows with a radius of 100 yards for a duration of one hour); use dragon fear (once per day); 75-foot nightvision.

Fixed abilities: Claw attacks (1d6/1d6), breath weapon (cloud of blackness 6 feet long, usable twice per day. Creatures caught in this are blinded for one melee round and lose 1/2 of life energy; a successful save vs. breath weapon reduces the to 1/4 and negative plane protection spells prevent this life energy loss. The energy loss lasts for 1d4 turns. Anyone reduced to 0 or fewer levels lapses into a coma for the duration of the clouds effect).

Half-Red Adamantine

Appearance: Normal half-dragon, with deep maroon hair, bright red eyes, and reddish or deep-bronze skin.

Ability-score modifiers: +2 Strength, +1 Constitution, -2 Intelligence, -2 Wisdom, +2 Charisma.

Ability-score ranges: Str 12/20, Dex 3/18, Con 10/19, Int 3/18, Wis 3/18, Cha 5/20.

Starting age: 14+1d4 cycles.

Allowable classes: Cleric (12), fighter (16), mage (9), ranger (11), thief (14), mystic knight (U).

Discretionary abilities: Immune to all heat/fire attacks and spells; use detect gems (kind and number, 75' radius, once per day); cast heat metal (twice per day); cast hallucinatory terrain (once per day); use dragon fear (twice per day); 90-foot nightvision.

Fixed abilities: Claw attacks (1d8/1d8), breath weapon (cone of fire 5 feet long, damage 4d6, usable twice per day).

Half-Silver Adamantine

Appearance: Normal half-dragon, with white hair, silver irises, and steel-gray skin.

Ability-score modifiers: +1 Strength, +2 Constitution, -2 Intelligence, -1 Wisdom.

Ability-score ranges: Str 6/19, Dex 3/18, Con 4/20, Int 3/18, Wis 3/18, Cha 3/18.

Starting age: 14+1d4 cycles.

Allowable classes: Cleric (13), fighter (18), mage (14), ranger (10), thief (16), mystic knight (U).

Discretionary abilities: Immune to non-magical, bladed weapons; cast darkness 2'/lvl radius (once per day); regenerate 1d4+1 hp (every ten rounds); cast charm reptiles (twice per day); 75-foot nightvision.

Fixed abilities: Claw attacks (1d8/1d8), breath weapon (cone of metallic knife-like shards 6 feet long, damage 3d8, usable twice per day).

Half-Gold Adamantine

Appearance: Normal half-dragon, with bright yellow-gold hair, golden irises, light golden-bronze skin.

Ability-score modifiers: +1 Strength, -2 Dexterity, +3 Constitution, +1 Intelligence, -2 Wisdom.

Ability-score ranges: Str 8/19, Dex 3/18, Con 12/21, Int 3/19, Wis 3/18, Cha 3/18.

Starting age: 14+1d4 cycles.

Allowable classes: Cleric (9), fighter (16), mage (10), specialist mage— invoker (8), specialist mage—illusionist (12), ranger (15), thief (12), mystic knight (U).

Discretionary abilities: Immune to all heat/fire attacks and spells; speak with desert animals at will; cast create/destroy water (once per day); cast control temperature (twice per day); cast control winds (once per day); use dragon fear (once per day); 120-foot nightvision.

Fixed abilities: Claw attacks (1d8/1d8), breath weapon (cloud of desert heat 8 feet long, damage 4d4 -save vs. breath weapon for half, usable twice per day).

Half-Yellow Adamantine

Appearance: Normal half-dragon, with white hair, bright yellow eyes, and pale-yellow skin.

Ability-score modifiers: +2 Dexterity, +2 Constitution, -2 Wisdom, -1 Charisma.

Ability-score ranges: Str 8/18, Dex 5/20, Con 3/20, Int 3/18, Wis 3/18, Cha 3/18.

Starting age: 14+1d4 cycles.

Allowable classes: Cleric (13), fighter (17), druid (9), mage (12), ranger (15), bard (12), thief (8), mystic knight (U).

Discretionary abilities: Immune to all electrical attacks and spells; use spider climb (stone surfaces only, once per day); cast sound imitation (twice per day); cast stone shape (twice per day); use dragon fear (once per day); 60-foot nightvision.

Fixed abilities: Claw attacks (1d4/1d4), breath weapon (bolt of lightning 10 feet long, damage 2d8, usable twice per day).

Half-Royal Adamantine

Appearance: Normal half-dragon, with blackish purple hair, violet eyes, and royal purple skin.

Ability-score modifiers: +3 Strength, -1 Dexterity, -2 Constitution, +1 Intelligence, -2 Wisdom, +2 Charisma.

Ability-score ranges: Str 6/21, Dex 3/18, Con 3/18, Int 3/19, Wis 3/18, Cha 3/20.

Starting age: 14+1d4 cycles.

Allowable classes: Cleric (16), fighter (19), mage (14), necromancer (7), specialist mage—enchanter (17), ranger (12), thief (9), bard (11), druid (8), mystic knight (U).

Discretionary abilities: Immune to all sound-based attacks and spells; breathe water at will; cast anti-magic shell (once per day); cast passwall (twice per day); use dragon fear (three times per day); 120-foot nightvision.

Fixed abilities: Claw attacks (1d10/1d10), breath weapon (sonic vibration 12 feet long, damage 2d6, usable twice per day, save vs. breath weapon for half damage - second save must be made or stunned and unable to attack/defend for 1 round/lvl of half-dragon).

Monstrous Traits. Appearance, parentage, special abilities.

Superstitions. Half-Dragons are always trying to do their best to fit in and be accepted in not only the bipedal culture, but draconic culture as well.

Weapon Proficiencies. Any.

Nonweapon Proficiencies. Wild fighting, natural fighting, dragon lore, alertness, danger sense, endurance, intimidation, fine balance.

Bonus Proficiencies. Warrior - Intimidation, Danger Sense; General - Foraging.

Table 5.1: New Races Average Height & Weight

Race	Hgt in Inches		Wgt in Pounds	
	Base*	Modifier	Base*	Modifier
<i>Dragonik Elf</i>	74/66	1d10	185/110	2d12
<i>Horok</i>	86/78	2d8	460/350	3d20
<i>Solithrak</i>	70/63	1d6	142/122	1d10
<i>Valhuru</i>	65/77	1d10	154/180	3d10
<i>Half-Dragon</i>				
GOLD	78/72	2d8	180/170	4d8
SILVER	76/70	2d6	160/130	3d8
BRONZE	74/68	2d4	150/120	3d8
STEEL	56/60	2d4	130/120	2d6
DEEP	66/64	1d6	100/115	2d4
SHADOW	76/72	2d4	170/150	4d8
RED ADAMANTINE	66/64	1d6	165/110	2d10
SILVER ADAMANTINE	56/51	2d4	90/70	3d6
GOLD ADAMANTINE	56/51	2d4	90/70	3d6
YELLOW ADAMANTINE	69/62	3d4	130/120	2d6
ROYAL ADAMANTINE	76/70	1d8	190/135	2d8

*Females tend to be lighter and shorter than males. Thus, the base numbers for height and weight are divided into male/female values. Note that the modifier still allows for a broad range in each category.

Table 5.2: New Races Age

Race	Starting Age		Maximum Age Range (Base+Variable)	Average Maximum Age
	Base Age	Variable		
<i>Dragonik Elf</i>	100	5d6	250+1d100	315
<i>Horok</i>	8	1d12	60+3d20	110
<i>Solithrak</i>	19	1d4	74+2d12	85
<i>Valhuru</i>	250	2d12	1,455+5d100	2,265
<i>Half-Dragon</i>				
GOLD	14	1d4	300+5d10	320
SILVER	14	1d4	250+3d20	275
BRONZE	14	1d4	200+4d10	230
STEEL	14	1d4	170+4d8	180
DEEP	14	1d4	350+4d20	400
SHADOW	16	1d4	400+3d10	415
RED ADAMANTINE	16	1d4	170+4d8	180
SILVER ADAMANTINE	14	1d4	125+3d20	175
GOLD ADAMANTINE	14	1d4	125+3d20	175
YELLOW ADAMANTINE	18	1d8	250+3d20	295
ROYAL ADAMANTINE	12	1d6	450+2d12	470

Table 5.3 : New Races Aging Effects

Race	Middle Age* (1/2 Base Max)	Old Age† (2/3 Base Max)	Venerable‡ (Base Max)
<i>Dragonik Elf</i>	125 cycles	166 cycles	250 cycles
<i>Horok</i>	30 cycles	40 cycles	60 cycles
<i>Solithrak</i>	37 cycles	50 cycles	74 cycles
<i>Valhuru</i>	723 cycles	970 cycles	1,455 cycles
<i>Half-Dragon</i>			
GOLD	150 cycles	200 cycles	300 cycles
SILVER	125 cycles	167 cycles	250 cycles
BRONZE	100 cycles	133 cycles	200 cycles
STEEL	85 cycles	115 cycles	170 cycles
DEEP	175 cycles	233 cycles	350 cycles
SHADOW	200 cycles	267 cycles	400 cycles
RED ADAMANTINE	85 cycles	115 cycles	170 cycles
SILVER ADAMANTINE	62 cycles	83 cycles	125 cycles
GOLD ADAMANTINE	62 cycles	83 cycles	125 cycles
YELLOW ADAMANTINE	125 cycles	167 cycles	250 cycles
ROYAL ADAMANTINE	225 cycles	338 cycles	450 cycles

* -1 Str/Con; +1 Int/Wis

† -2 Str/Dex; -1 Con; +1 Wis

‡ -1 Str/Dex/Con; +1 Int/Wis

Aging effects do not allow characters to exceed racial maximums.

Table 5.4 : New Races Thieving Skill Adjustments

Race	Skill							
	PP	OL	F/RT	MS	HS	DN	CW	RL
<i>Dragonik Elf</i>	-15	-5	-	+15	+5	+10	+25	+5
<i>Horok</i>	-5	-5	+10	-30	-20	+10	+35	-10
<i>Solithrak</i>	+5	+5	-5	-	+5	-	+15	+5
<i>Valhuru</i>	-	-	-5	+5	+5	+10	-	+15
<i>Half-Dragon</i>								
GOLD	-5	+5	-	-10	-	+10	-10	+5
SILVER	-	-5	+5	-	+5	-5	-5	-
BRONZE	+5	-	-5	+10	+10	-	-	-
STEEL	+5	-5	-5	-	-	+5	-	+15
DEEP	-5	-5	+5	+10	+10	-	+5	-10
SHADOW	-5	+5	+5	-	-	-	-10	-
RED ADAMANTINE	-5	-	-	+15	+5	+10	-10	-
SILVER ADAMANTINE	+5	+10	+5	-5	-15	+5	-	-
GOLD ADAMANTINE	-	-5	+10	+15	-10	-	+5	+5
YELLOW ADAMANTINE	-10	-	-	+5	-	-5	-	+5
ROYAL ADAMANTINE	+5	-10	-5	+10	+15	-	+5	+5

Table 5.5 : New Races Multi-Class Combinations

Race	Multi-Class Combinations
<i>Dragonik Elf</i>	fighter/mage, fighter/thief, mage/thief, fighter/mage/thief, fighter/necromancer, necromancer/thief, necromancer/dragon lord
<i>Horok</i>	fighter/shaman, shaman/mystic knight
<i>Sutthrok</i>	fighter/mage, fighter/cleric, fighter/mage/cleric, fighter/thief, fighter/cleric/thief, cleric/mystic knight, fighter/illusionist, illusionist/thief, fighter/illusionist/thief
<i>Valhuru</i>	fighter/mage, fighter/thief, fighter/mage/thief, mystic knight/wereranger, mage/thief
<i>Half-Dragon</i>	
GOLD	fighter/cleric, fighter/mage, mage/thief, fighter/cleric/thief, fighter/mage/thief, mystic knight/mage
SILVER	fighter/cleric, fighter/mage, mage/thief, fighter/cleric/thief, fighter/mage/thief, mystic knight/mage
BRONZE	fighter/cleric, fighter/mage, fighter/illusionist, mage/thief, fighter/cleric/thief, fighter/mage/thief, illusionist/thief, illusionist/mystic knight, mystic knight/mage
STEEL	fighter/cleric, fighter/mage, mage/thief, fighter/cleric/thief, fighter/mage/thief, diviner/thief, fighter/diviner, ranger/mystic knight, mystic knight/mage
DEEP	fighter/cleric, fighter/mage, mage/thief, fighter/necromancer, necromancer/thief, fighter/cleric/thief, fighter/mage/thief, necromancer/mystic knight
SHADOW	fighter/cleric, fighter/mage, mage/thief, fighter/necromancer, necromancer/thief, fighter/cleric/thief, fighter/mage/thief, necromancer/mystic knight
RED ADAMANTINE	fighter/cleric, fighter/mage, mage/thief, fighter/cleric/thief, fighter/mage/thief, mystic knight/mage, ranger/mystic knight
SILVER ADAMANTINE	fighter/cleric, fighter/mage, mage/thief, fighter/cleric/thief, fighter/mage/thief, mystic knight/mage
GOLD ADAMANTINE	fighter/cleric, fighter/mage, fighter/illusionist, fighter/invoker, ranger/illusionist, mage/thief, fighter/cleric/thief, fighter/mage/thief, illusionist/thief, illusionist/mystic knight, mystic knight/mage
YELLOW ADAMANTINE	fighter/cleric, fighter/druid, cleric/thief, fighter/cleric/thief, fighter/druid/thief, ranger/bard, mage/thief, fighter/mage/thief, cleric/bard, mage/bard
ROYAL ADAMANTINE	fighter/cleric, fighter/mage, mage/thief, fighter/necromancer, fighter/cleric/bard, ranger/bard, necromancer/bard, enchanter/bard, fighter/druid, fighter/cleric/thief, fighter/mage/thief, ranger/mystic knight, druid/mystic knight, enchanter/ranger

Chapter 6 : New Classes

Each class' ability requirements will be given in both the Regular AD&D format and the Skills & Powers Option format.

Dragon Lord

Ability Requirements: Strength 14/Stamina 11, Muscle 17

Dexterity 15/Aim 14, Balance 16

Constitution 14/Health 14, Fitness 14

Intelligence 10/Reason 12, Knowledge 8

Prime Requisites: Strength, Dexterity, Intelligence

Races Allowed: Human, Half-elf, Elf (including Drow), Dwarf, Centaur, Bugbear, Half-Dragon, Half-Giant, Draconic Elf, Valhuru

Since the primary requirement for being a Dragon Lord is the adulation of dragons, and the desire to become as draconic as possible, nearly every race in Outcastia can become a Dragon Lord. Specifically allowed are Humans, Half-Elves, Elves, Dwarfs, Centaurs, Bugbears, Half-Dragons, Half-Giants, and Valhuru. Please note that there are no exceptions to the list based on sub-race. A Half-Hill Giant is as capable of becoming a Dragon Lord as a Sylvan Elf, or even as a Human.

The Dragon Lord is a warrior with great magical ability. They live by their swords, their wits, and the art of magic itself. The Dragon Lord is something

almost unheard of outside of Outcastia and never outside those familiar

with things Outcastian. All of the Dragon Lords ever known to have existed have been trained within the great temple complex dedicated to Alfheim-Rigel located within Outcastia's capitol, Dragon's Den. The Dragon Lords are said to be blessed by the Outcastian god, Alfheim-Rigel (the god of Dragons, Half-elves, War, & Peace). Although they are wizards, not priests, they must devote themselves to Alfheim-Rigel in order for their special abilities to manifest. They are all devoted to Alfheim and his dragons in a manner similar to that of a Paladin to his god. With no penalty, the Dragon Lord starts the game knowing three languages automatically; common, draconic (the universal dragon - language used by all dragons to communicate with eachother), and their own races language.

Dragon Lords have built themselves one of the most unusual



Table 6.1 : Dragon Lord Progression Chart

Level	XP	HD (d12)
1	0	1
2	7,200	2
3	14,400	3
4	28,800	4
5	72,000	5
6	144,000	6
7	288,000	7
8	540,000	8
9	1,008,000	9
10	1,080,000	10
11	2,160,000	10+3
12	3,240,000	10+6
13	3,348,000	10+9
14	4,428,000	10+12
15	5,508,000	10+15
16	6,588,000	10+18
17	7,668,000	10+21
18	8,748,000	10+24
19	9,828,000	10+27
20	10,908,001	10+30

and unexpected roles in the known world. They work to protect and encourage cooperation with arguably the most - powerful mortal creatures In existence, the dragons. The Dragon Slayers (see Chapter 8: New Kits), and anyone caught using items made from dragon parts (Unless they can prove the parts were willingly donated...) are naturally the greatest enemies of the Dragon Lord.

Followers of Alfheim-Rigel, draconic elves, and dragons, naturally see the Dragon Lords as friends, and can reasonably expect them to provide assistance if requested (and sometimes even when not requested).

Dragon Slayers and people who've had their homes or communities destroyed or damaged by dragon attacks view Dragon Lords as fools, at best. Skilled and dangerous fools, yes, but fools none the less.

Others view Dragon Lords in nearly every manner possible. After all, the Dragon Lord's single-minded drive to become as draconic as possible, and to protect those things draconic, keep them from becoming involved in the more mundane things that make up the lives of the majority of people. A Dragon Lord simply doesn't care one way or the other about things like good vs. evil, or law vs. chaos.

A Dragon Lord is rarely motivated to adventure for the traditional reasons. Many have lied about their nature (a very draconic act) in order to join up with adventuring parties and either use those parties against the Dragon Lord's foes, or to identify if the adventurers themselves are foes of dragon kind. Those who are found to be guilty may well all die one night while the Dragon Lord is taking his watch shift. Others are open about their nature, and go out seeking to meet as many dragons as possible, to increase their personal knowledge of - draconic lore, and to rescue as many dragon part constructed Items to be stored either in vaults at the Alfheim temple complex, or in their own hoard.

The ultimate goal of most Dragon Lords is, of course, to become a Dragon. Legend has it that all Dragon Lords who reach a certain level of personal power polymorph into a dragon, complete with all of the dragon's special abilities. Reality is that this almost never happens, although they do come close at a point in their careers (see special abilities below). A few have found and used items of Wish to this end. Even fewer have managed to research or find a copy of the Wish spell and been able to cast it. Many more have fallen prey to the mistake of using a permanent version of a lesser spell, such as Polymorph Self or Polymorph Other, and have found themselves relatively easy prey for the enemies of dragon kind without access to either all of their own or any of a dragon's special abilities.

A dragon lord is easy to recognize. Dragon Lord's wear specially crafted armor designed to make them look like the great wyrms that they admire, with helms shaped into dragon heads, armor inlaid with scale patterns, and sometimes spiky protrusions jutting from the shoulders, elbows, and knees. At higher levels, Dragon Lords actually wear Dragon scale armor and dragon scale cloaks with helms that are fashioned from deceased still-born dragon skulls coated in some sort of metal (These dragons died naturally and were not slain by the Dragon Lords that wear them. That would be against everything they believe in and considered a blasphemous act. They are usually donated by a local dragon).

A Dragon Lord will always attempt to secure the best equipment possible, not only by type, but also by both quality and appearance. As a result, they tend to spend an average of 10% over the local base cost for any item that is available in a superior form.

They aspire to gaining access to the few known items made from dragons who willingly gave up their lives (and parts) for the construction of those items. As this event is naturally so very rare, every one of these items is known to have had magical properties bestowed upon them at the original time of manufacture.

Those who can afford to have their gear custom made, will tend to have it made to provide as draconic an appearance as possible, preferring scale mail armor over other types, for example, simply because it provides the right look. Truly unusual (and expensive, a minimum of twice the maximum listed cost for non-magical versions of the armor) versions of Field Plate, and Full Field Plate are

known to be heavily articulated with many more armor panels than normal, also providing an acceptable scaled appearance, but taking twice as long to doff and don properly.

Dragon Lords get 1d4x10 Draco Pieces (equivalent to 200 fr at max) for starting gold. Also they receive a 100 Draco Piece stipend at character creation for service rendered as part of the Dragon's Den city guard.

Combat Value Used:

Uses Warrior THACO

Saving Throws Used:

Lords use the Warriors saving Throws.

Hit Dice/Level:

Lords gain 1d10 hit points per level up until 9th, where they receive 3 hit points per level.

Armor Allowed:

Can wear all armor. Shields are permitted, but not preferred.

Weapons Allowed:

A Dragon Lord can use his weapon proficiencies in any manner he sees fit. Dragon Lords are allowed to specialize in one weapon, which will be their weapon of choice, but they must do so at character generation. This option will not be available later in the character's career.

Although the vast majority of Dragon Lords tend to use the beastial cestus, Dragon Lord weapons of preference are as varied as the Dragon Lords themselves. Sylvan Elves, for example, tend to favor bows. Half-Giants usually prefer the biggest, most massively damaging melee weapon they can find. Feel free not to limit your weapon selection by racial stereotypes, however.

Special Abilities:

The Dragon Lord has 8 initial proficiency slots (4 weapon and 4 non-weapon).

Recommended Nonweapon Proficiencies:

General: Etiquette; Riding, Airborne

Rogue: Ancient History; Appraising; Blind-Fighting; Gaming; Jumping; Local History

Warrior: Blind-Fighting; Endurance; Gaming

Wizard: Ancient History; Astrology; Herbalism; Languages, Ancient; Reading/Writing; Religion; Spellcraft

Thief book: Alertness; Information Gathering; Intimidation; Observation

They gain the fighter constitution and exceptional strength bonuses. A Dragon Lord has four thief abilities (see below). Dragon Lords are also warriors of magic. They cast wizard spells using the chart in the PhB. At 9th level, a Lord starts to gain immunity to breath weapons (see chart below). Saving throws for the breath weapons that the Lord is immune to are automatically successful except on a roll of 1. At 15th level the Dragon Lord may shapechange into a mixed form of dragon and human during Wyrmrage (which is explained below). This form has ears shaped somewhat like bat wings, dragon-like eyes, upturned nose, fangs, and his skin takes on a scale-like appearance and color of a specific draconic type.

Table 6.2 : Breathweapon Immunity

Level	Immunity (cumulative)
9	Fire (Heat)
10	Ice (Frost/Cold)
11	Acid
12	Lightning (Electricity)
13	Gas (any)
14	Sound (any)
15	All breath weapons ‡

‡Includes Darkness

Table 6.3 : Pseudo-Draconic Wyrmrage Form

1d100	Type
01-05	Black
06-09	Blue
10-13	Green
14-19	Red
20-24	White
25-28	Amethyst
29-32	Crystal
33-36	Emerald
37-40	Sapphire
41-45	Topaz
46-49	Brass
50-53	Bronze
54-57	Copper
58-62	Gold
63-66	Silver
67-70	Brown
71-74	Cloud
75-83	Deep
84-87	Mercury
88-91	Mist
92-98	Shadow
99-00	Adamantine †

†Roll on the chart below

Table 6.4 : Pseudo-Adamantine Wyrmrage Form

1d4	Type
1	Red Adamantine
2	Silver Adamantine
3	Gold Adamantine
4	Royal Adamantine

Thief Abilities: Dragon Lords have the following thief skills (base chance in parenthesis); Move Silently (15%), Hide in Shadows (15%), Climb Walls (10%), Read Languages (12%). They are given 60 points at creation to amplify these skills and 30 points every time they advance a level. The maximum amount of points they may raise a skill at creation is 30 and the amount for every level after 1st is 15. They also have the rogue ability to backstab.

Wyrmrage: While in the throes of battle a Dragon Lord has a chance to enter wyrmrage (a roll of 1-4 on a d6). In this state they take on a draconic-like form (see above for it's description and roll a d100 to find their pseudo-draconic form from the table at right) with a temporary shift in stats:

- Their strength, dexterity, and constitution scores gain a +3 bonus
- Their intelligence and wisdom receive a -4 penalty
- They gain infravision of 90' (for beings that already have this the infravision benefit is in addition to what they already have)
- While in this rage state they think of nothing except the extermination of their enemies and they will let nothing (not even their party companions) stand in their way. All racial and class abilities are nonexistent in this state and the Lord will only revert back to normal once the battle has either been won or they have died.

At 17th level the PC becomes part of the Dragons Guild Elite. The significance is that the Lord gains 1d6 followers of level 2 through 10 to command. **Draconic Lore:** A Dragon Lord has a 2.5% chance per level to recognize items related to draconic history and legend, including the identification of at least some properties associated with the item, as a Bard has on a normal Legend Lore check. The two major differences are that a Dragon Lord's ability is limited to things related to draconic history and legend, and that whenever an item that the DM determines is appropriate turns up, the DM makes the roll as soon as the Dragon Lord gets a good look at the item. He doesn't have to search his memory for something matching the item, either he recognizes it immediately, or he doesn't. Yes, as his chance to recognize the item goes up, his chance should be checked again.

A recommended method for determining how much of the item's properties the Dragon Lord knows would be to find the percentage by which he made his Draconic Lore roll (Likely revealing nearly nothing about the item's abilities!), and giving him information on about that percentage of the item's abilities. "Simple" magic items such as a "basic" magical sword which has no benefits other than a magical plus may therefore be recognized, named, and even tales told about when and how it was used against which dragons of yore, without ever giving any indication of the strength of the bonus.

A primary benefit of this recognition is that it provides ample information to qualify for sharing the workload in researching the specifics of the legend or history that the item is a part of, and likely providing more details about actual item abilities in less time.

Dragon's Den Temple/Guild Resources:

Library: Whenever a wandering Dragon Lord returns home, he is expected to add what he's learned to the guild library. For those not literate, this will obviously require the use of a scribe. As a result of this particular expectation, the guild has a vast hoard of Draconic Lore. There is a 95% chance that any particular bit of information desired about things draconic can be found within this library, if enough time and effort is expended. In order to keep the mechanics simpler, the following time frames will be given in man-time. This is the amount of effort expended by a single literate person in the given time frame's effort. Divide the time frame by the number of literate characters involved in the search (including hired NPC scribes!) In order to determine the actual length of the search. Basic, general material, which happens not to be common knowledge (such as the physical differences between two types of dragon) can be recovered in as little as a single man day. More specific knowledge, such as things a specific dragon is known to consider consumable, or extremely valuable, can usually be found

in only two man days. Very specific information, such as the details of a specific legend, or the habits and preferences of a specific dragon can take much longer. If (In the DM's mind), the searching character(s) already have a great deal of knowledge about the specific material, then it can be found in one man-month, but the process is easily divided amongst a large number of people, as long as all of the appropriate information is shared with all of the searchers first. if the searching characters do not have enough (in the DM's mind) material to simplify the search, then the search will take a man-month, and it can not be shared to reduce the time frame. Any economy of using multiple searchers gets lost in the discussions to guess if anything that was found applies.

Casting Magics: Those currently serving at the Temple of Alfheim will cast spells for other Dragon Lords at rates below those listed in the DMG. The amount of the discount will depend on the difficulty of the spell in question, but will never reduce the cost below a profit for the caster. As a side note for this, any required material components must be provided by the recipient, or they will be sold to him (if available) as part of the spell cost, but also at a profit.

Yes, healing magics, and those that return the dead to the living, can be had at reduced rates also, but any special restrictions (such as the requirement that a Raise Dead or Resurrection recipient be a strong member of the faith) still apply.

Training: A Dragon Lord can receive all of his training at the temple complex for free. If he wishes to learn something not taught at the complex (such as basket-weaving), he will have to find and pay an instructor as normal.

Hindrances:

Because of his single-minded dedication to his purpose, a Dragon Lord does not concern himself with such minor things as demihuman morality. They are all, therefore, of True Neutral alignment. A Dragon Lord's alignment can change through any means available to any other character, including the continued display of certain prejudicial behaviors. If the character does not wish to give up his dedication to the Dragon Lord cause, then he may keep the kit title, and all of the kit hindrances, but he will lose all kit benefits. He will have to spend his next available nonweapon proficiency slots purchasing his free language proficiencies (other than his native tongue, of course). Should such a character manage to resume a True Neutral alignment, then he will regain the benefits also. Humans and Half-elves have an unlimited level while elves and dwarves may only obtain level 12, Half-Dragons level 10, and all other races may only reach level 9.

Tithing: A Dragon Lord is expected to tithe at least 10% of everything that he gathers to the Alfheim temples. Given the inherent greed of the group, some higher level Dragon Lord Magic-Users are employed at random Intervals and for (possibly) random tithers to verify that no one is cheating on the tithe. Those caught intentionally cheating have all of their possessions confiscated as their fine. It is not unheard of for particularly powerful Dragon Lords (with strong, well manned fortifications for their lair) to claim the slight was accidental, and offer a lesser, uncontested fine. The temple usually does not contest these cases, not being willing to waste the resources in taking the fortification.

A Dragon Lord is also expected to tithe of his time. He must spend three months of every cycle at the Dragon's Den Alfheim-Rigel Temple complex In direct service to the Clerics and other Dragon Lords. Those who wish to forego this time serving others (You know, being the guy doing the casting of magics, or training others to swim.) must directly pay the temple a ransom of 1,000 fr per character level before the time frame starts. This three month block of time can be at any point on the calendar, as someone is always at the temple complex providing these services.

Possessions: While there is no inherent limit to how much of any specific thing a Dragon Lord can have, there is a very specific limit in that they can not own (including things "offered" to others to be returned to the Dragon Lord later) any more than they (and an appropriate mount) can carry until such time as they have constructed or secured a personal dwelling (or lair) which they are capable of defending much the way a Dragon can defend it's lair. No, a house will not qualify, but any fortification or stronghold would, as would a guild house designed to repel challengers. Once the Dragon

Lord has his lair, he is expected to aggressively work to build his hoard, just as dragons do. This includes not spending his own treasures for the benefit of others unless he expects to get something of greater value in return.

Dragon Supremis:

This title is achievable when the PC reaches the 20th level. To achieve this status, the character must complete a series of six tests which are left up to the DM. However, the DM should remember that these tests must be extremely hard. The title is like a sacred name. There may only be one Dragon Supremis. So, once the tests are passed the PC gains the temporary title of Supremis Novi. In order to become the Dragon Supremis the current holder of this title must either retire or die. The current holders of the title of Supremis Novi then gather in the city of Dragon's Den at the Dragon's Lord Guild and go through various tests of strength, intellect, and character which are voted upon by an elected group of Dragon Lord's called "The Circle". If the character successfully passes these tests and "scores" higher than all others he is then given the post of Dragon Supremis.

The PC then becomes the chairman of the Dragons Guild Elite and must drop everything he is currently doing if and when the Guild needs him. He also gains 2d6 more followers who will be between 15th-18th level. He also gains one draconic magical item of great worth. This item must be an item of worth and of use to him and his new position. The item is only able to be used by the current Dragon Supremis and anyone else who attempts to even touch it must make a save vs. breath weapon. If that save is successful and they try to use the item they must make a save vs death ray.

The Supremis also gains the service of an Adamantine Dragon which will act as counsel. It will also, if absolutely necessary as they find it offensive, serve as the Dragon Supremis' mount.

If the Supremis ever betrays the Guild or acts in a way that is unbecoming a Dragon Lord, his title and that came with it are taken away and he is sentenced to death with only a 1% chance (1 on a d10) that the death sentence can be appealed and degraded to life imprisonment.

If the act is extremely vile and evil and goes so against all that the Dragon Lord's stand for there is a 10% chance (91-00 on a d100) that he and any being within 20 feet of him will be transported instantly to the realm of the Outcastian gods to explain his actions to Alfheim himself. The gods will then give him a quest to redeem himself. Depending on the circumstances of the Supremis' removal and his reasons Alfheim will either transport him (and any beings that came with him) back to be taken care of by his own kind or put on trial with Alfheim himself as judge, the other gods as jury, and those beings (if any) that were transported with him as witnesses and counsel. When the later happens the outcome is usually always grim and the Supremis is sentenced to spend all of eternity in the Outcastian Hell of Brimston doing some sort of laborious and painful act.

Mystic Knight

Ability Requirements: Strength 9/Stamina 10, Muscle 8
 Constitution 11/Health 11, Fitness 11
 Intelligence 12/Reason 12, Knowledge 12
 Wisdom 16/Intuition 14, Willpower 18

Prime Requisites: Wisdom, Intelligence

Races Allowed: Any

The Mystic Knight is a warrior surrounded by great mystery and power. They live by the belief in a power known only as "the force". The only Mystic's in any type of history are the Jedi Knights which are found within the Star Wars mythos which this class is loosely based upon.

Combat Value Used:

Uses Warrior THACO

Saving Throws Used:

Knights use the Psionist Saving Throws.

Hit Dice/Level:

Knights gain 1d10 hit points per level up until 9th, where they receive 3 hit points per level.

Armor Allowed:

May not wear any armor. Shields are permitted but not preferred.

Weapons Allowed:

A Knight character may use any type of weapon, but prefer swords.



Special Attacks:

Due to their discipline in the Knight arts they have mastered a special fighting style that carries through their whole life as a Knight. This fighting style starts as a 1 AC bonus and goes up every 3 levels (1, 2, 3, 6, 9, 12, etc.). It may be used in a 1-handed or 2-handed style with the ability to switch between the two whenever the Knight desires. If used in a 1-handed fashion, the Knight may make an extra attack with his or her open hand for a round. When using the 2-handed style the Knight gains a +1 to hit and a +1 damage for a round. The damage for this sort of attack is an additional 1d8.

Special Abilities:

A Knight have a few thieving abilities (see below), however, unlike a rogue they do not train to enhance these skills. They come naturally to the knight through the flow of the "lifeforce". They also use the fighter con bonus. They start out with 8 proficiency slots (2 weapon and 6 non-weapon).

Thief Abilities: Mystic Knights have the following thief skills (base chance in parenthesis); Move Silently (15%), Hide in Shadows (15%), Detect Noise (25%), Climb Walls (15%), Read Languages (5%). They are given 20 points at creation to amplify these skills and 15 points every time they advance a level. The maximum amount of points they may raise a skill at creation is 15 and the amount for every level after 1st is 8.

At 3rd level the Knight will instinctively build his own Mystic

Table 6.5 : Knight Progression Chart

Level	XP	HD (d10)
1	0	1
2	3,700	2
3	7,400	3
4	14,800	4
5	37,000	5
6	74,000	6
7	148,000	7
8	277,000	8
9	518,000	9
10	555,000	10
11	1,110,000	10+3
12	1,665,000	10+6
13	2,220,000	10+9
14	2,775,000	10+12
15	3,330,000	10+15
16	3,885,000	10+18
17	4,440,000	10+21
18	4,995,000	10+24
19	5,550,000	10+27
20	6,105,000	10+30

Sabre (if he has the appropriate funds to do so) and gains the weapon specialization for it. The Sabre must be built before level 5 or the Knight cannot progress any further in levels until he does so.

At 5th level, the Knight gains a mental link with his mystic sabre, if he has found the means to make one. This link allows the Knight to call the sabre to his hand if the sabre is within 100 feet of the Knight. It also allows the Knight to turn the "blade" on or off {for more info on the mystic sabre see its description}. Until 10th level, a Knight can only do either melee attacks or Knight skill attacks.

At 12th level a Knight can make both attacks (max # of Knight skills attacks in one round is 2). At 15th level a Knight may attack with both melee and Knight skills simultaneously. A Knight may gain proficiencies from any group without penalty except for the mage group Only the Knight himself or a blood relation may use his mystic sabre. It will not work otherwise unless it is willingly given to another by the Knight himself.

The Mystic Knight also have latent mystical powers which are given to them by something they call "the force." The powers are distributed by the DM according to the Knight Force Progression Chart. A PC can never pick his own Knight powers. They are always up to the DM. Below you will find a list of all the known Mystic Knight "skills" and their descriptions.

Hindrances:

A Knight may not use magical armors of any types (such as cloaks, helms, etc.). Cannot be of a chaotic alignment, chaotic individuals cannot maintain the discipline needed to be a Knight. If a PC starts acting chaotic, he will actually become a "Dark Knight" and will become progressively more selfish and self worshiping as time progresses. To revert back to his original alignment, he must be confronted by another Knight and defeated in combat.

The Force and Dark Points:

The force is what surrounds, penetrates, and guides the Mystic Knight. It is the life essence of the universe and everything within. It binds the universe together. By manipulating this force a Mystic Knight (or Dark Mystic [see below]) can perform some extraordinary feats. The force is everywhere. It's in all things. Some learn its nature and gain mastery of life, thought, and matter. These become Mystic Knight's. Even those that do not know the force or have heard of it and are skeptical, still possess it. Most of them call it luck. A Knight is a force for good and in so saying cannot use the force for revenge or malice. Whenever a PC uses his Knight skills in an immoral way whether by circumstance or because he just wants to, he will gain Dark Points. Dark Points take them to the evil side of the force. When a character gains a Dark Point the DM will roll a d20 for each 20 dc increment the PC has earned. If the die-roll is less than the number of DPs accumulated, the PC immediately goes over to the Dark Side. Their alignment automatically changes to Chaotic Evil, their level drops to level one, and they are hence forth known as a Dark Mystic. Dark Mystics are the natural enemies of all Mystic Knights. To atone for this and shed himself of the Dark Side of the force the PC will have to act more righteous than the most god-fearing Paladin (think of him as a combination of Barney and Mr. Rogers -Yikes!). The PC can do **no** act of wrong and must constantly be worried about the atonement. If the PC acts accordingly for six sessions of play he will then lose one dc. Once the PC loses all his DCs he has been atoned, gains back his former alignment and the status of Mystic Knight.

Table 6.6 : Mystic Knight Skill Progression

Level	#Powers*	% Success
1	0	0
2	3	8
3	6	13
4	9	23
5	12	30
6	15	35
7	18	40
8	21	45
9	24	50
10	27	55
11	30	60
12	33	65
13	36	70
14	All	75
15	All	80
16	All	85
17	All	90
18	All	95
18	All	99
20	All	99

*This is the total number of powers the knight knows.

Mystics at high levels:

When a Mystic Knight reaches 15th level he becomes a Knight Master. When he reaches 20th he may opt to become the Mystic Prime if given the opportunity. There is only one Mystic Prime, two if you count the Dark Mystic version. Upon the death of the Mystic Prime, his lifeforce reaches out to select a new Knight to take his place.

Skills of the Mystic Knight

The “skills” below are a cross between mystic knight only proficiencies and magical abilities. They are grouped, just as proficiencies are into different categories and each of them linked to one of the major attribute scores with a modifier for each. When using a mystic skill the PC must first roll a d20 to determine if he can first muster up the willpower to accomplish the skill in question, then if that roll succeeds (the die roll with the modifier below) he must then roll a percentile die to determine if he was successful at the feat.

Matter

Telekinesis (DEX 0)

This skill is used to levitate and move objects with the naked mind. If used successfully the target object moves as the Mystic desires. The user can continue moving the object if he keeps the skill “up”. Using levitated objects to injure or attack other characters is possible - but any Mystic doing so gains a Dark Point. Telekinesis can be used to levitate oneself or other characters. When used to levitate a character against their will, the target may resist. If this happens the target will make a wisdom check while the user will make another dexterity check with a -2 modifier.

A Mystic character can levitate only the amount of objects equal to his level. They may try to levitate only one extra with a successful dexterity check.

Force Shield Minor (STR -2)

This skill allows the Mystic to surround his body with a force-generated shield. The shield can be used to repel energy and physical matter away from the PCs own body, down to the molecular level. This skill acts as the Mystic had taken a dip in an Armor Bath. The shield is completely impervious to ordinary weapons and attacks, and grants an effective AC -2 against magical weapons. For the shield to be activated the successful checks must be made.

Nature

Intuitive Navigation (WIS +1)

With this skill a Mystic has the same advantage and skill as any other PC with the Navigation Proficiency. See the Player’s Handbook for the Navigation description.

Farseeing (INT -2)

The Mystic sees the place or person he wishes to see in his mind as it appears that moment. He also sees the immediate surroundings, and so can know (for example) when a member of his group is in danger, or what has happened in his hometown during his absence, etc. This skill can also be used to see the past or future.

*note: When using this skill to see the future the PC must remember that the future is unwritten. Any vision of “the future” he may have is only a possible future. The characters own actions, or some other beings, may alter things. Remember that intelligent beings have free will and individual choices change the outcome of the future every minute of every day.

Beast Language (INT +1)

This skill allows the Mystic to translate an animal language and speak it in kind. Since animals rarely have “true” languages, the Mystic is actually reading the differences in surface emotions within its grunts and growls and other cues of body language.

Natural Disaster Prediction (WIS 0)

This skill allows a Mystic to sense localized meteorological and geological conditions and to predict imminent disasters. These disasters can be but are not limited to volcanic eruptions, floods, quakes, avalanches, landslides, forest fires, cave-ins, mine subsidences, tornadoes, dangerous storms, and hurricanes (the last three can also be predicted with the use of weather sense). By opening his senses to the environment, the PC can predict these disturbances much like animals can seemingly sense a quake hours or even days in advance.

Like weather sense, this skill doesn't lend itself to quick predictions. It usually takes weeks for a Mystic to acclimate to local weather patterns and topography. The prediction is effective for 12 hours.

Translation (INT -1)

This skill allows a Mystic to translate a language and speak it in kind. The PC may decipher body language, explore the spoken word, or translate ancient scrolls. In order for this skill to work, the PC must first hear the target speak, or see the words in written form. It takes only one use of this skill to "understand" a language. As long as they all speak the same language and the skill is kept "up", the PC need not roll for each individual talking. Also, the PC can translate ancient scrolls, even if the language has long since vanished from the realm.

*note: The PC doesn't really know the language. Once this skill is no longer in use, the Mystic is once again unable to understand the target language.

Weather Sense (WIS +1)

This skill allows the PC to attune himself to the workings of local weather patterns. By sensing the movements of clouds, winds, tides, and solar bodies, someone using this skill can discern patterns in the weather. This allows them to make limited predictions regarding the behavior of atmospheric phenomenon.

The skill does not come easy, however. It usually takes weeks for a PC to become accustomed to local weather patterns and become familiar with the unique features of the local topography so that it is possible to obtain accurate readings. This type of prediction is effective for five hours.

Mind & Body

Control Pain (CON +1)

A wounded PC who uses this skill can act as if he had not been wounded - starting with the round after a successful check is made. If the roll is not successful he will feel the pain and cannot attempt to control his pain again for two rounds. If successful, his wound is not healed, it is just ignored. A wounded PC who is controlling his pain and is wounded again becomes incapacitated. If a PC is in pain for some other reason other than a wound, this skill can be used to ignore the pain and to continue to function normally (i.e. headache, etc.).

If the PC uses "consciousness" (see below), an incapacitated or mortally-wounded PC can attempt to control pain. If successful, he can act as many times as he wants without lapsing into unconsciousness. However, incapacitated and mortally wounded PCs who act while controlling pain are treated as wounded. That means that they get -1 to all damage and attack rolls even though they are controlling pain. Mortally wounded characters must still roll each round to avoid dying (this means that the PCs HPs are within 10 points of being the exact negative of their positive HP amount).

Control Other's Pain (CON +1)

Has the same effect on another player or character as "Control Pain" does for the Mystic.

Consciousness (WIS -1)

On the round after a character is incapacitated or mortally wounded, he may choose to use this skill to attempt to remain conscious. If he fails, he falls unconscious, as incapacitated and mortally wounded PCs normally do. A conscious incapacitated PC may take one action and then lapses into unconsciousness.

A mortally wounded PC who remains conscious may not perform any action, other than at-

tempting to control pain. A character who is not mortally wounded who remains conscious and then “controls pain” (see above) may perform any number of actions without lapsing into unconsciousness.

Hibernation (CON 0)

Using this the PC goes into a deep trance. His heartbeat slows to a few beats per minute and breathing drops to a minimum. Basically, the character is unconscious. Hibernation is useful in two occasions; when a character wants to “play dead” for some reason and when food and air supplies are low.

A hibernating PC appears to any other PC (except other Mystic Knight’s of the same or higher level) to be dead. A mirror held to his mouth or nose would show a very faint mist, but you’d need pretty sharp eyes to be sure (keen eyesight would help in this occasion). Someone with keen hearing or some such skill who actually listened for a heartbeat for a minute or more might hear a very faint, very slow heartbeat. For all intents and purposes, assume that anyone who sees the hibernating character will take him for dead unless they make a point of testing him.

Another Mystic or NPC with the “life sense” skill (see elsewhere) can detect a hibernating PCs force, and will know that he is still alive. A hibernating Mystic consumes about one tenth as much air as someone who is sleeping. A PC can hibernate for a week in a dry atmosphere, or up to a month in a foggy or wet one, before dying from lack of water. If a way is found to supply the Mystic with water for his system he could hibernate for up to three months. After that, he would die from starvation.

When a PC enters a trance, the player must tell the DM what will awaken him. He can say how long he wants to hibernate, or what sort of stimuli will wake him. For example: “When the cave entrance is uncovered and light registers on my eyes.” Waking a Mystic in hibernation at another time is very tough. Slapping him around and calling him Susan (sorry, couldn’t help myself!) may do the trick, but it could take hours. Besides, when the Mystic awakes he may not be too pleased with you. Another Mystic could use “Hibernate Other” (see elsewhere) in reverse to wake a PC in a few rounds.

Accelerated Healing (CON +2)

If a character uses this skill successfully, he may make two cure major wounds (as in the spell) rolls for the current day with +2 to each roll. For example: Jeffi the Mystic makes a successful Con check and makes a successful power check. He will then gain the same amount of HPs back if a cleric had performed cure major wounds on him plus he adds four points.

Escape (STR +1)

The PC escapes his bonds by contorting in painful and difficult but physically possible ways. For example, in real life it is possible to escape from handcuffs by dislocating your thumb and pinkie fingers to reduce the width of your hand. This is very painful, but a trained Mystic can resist pain and damage to his musculature and ligaments with the proper body control. Harry Houdini himself was a master at this sort of thing. To use this skill the necessary rolls will need to be made, if both are successful then a bend bars roll is also needed to be completely successful. There are however some modifiers on escape for the bend bars roll depending on the device the Mystic is attempting to escape from:

Loose bonds:	+10
Shackles:	+5
Serious Restraints:	-5
Maximum Security (Adamantine or other magical metal):	-10
Houdini Type Restraint (Unique mechanisms):	-15

Detoxify (CON 0)

Allows the Mystic to detoxify or eject poisons and other harmful substances from the body in a much shorter time than would normally be possible. If the PC makes a successful Fitness roll, he is not affected by the poison.

*note: Alcohol is a mild poison, and one use of this skill is to remain sober while drinking very large quantities. This skill can be used in place of the drinking proficiency.

Control Disease (CON +2)

Allows the Mystic to direct and control the antibodies and healing resources of his body to throw off an infection or to attack the diseased parts of the body. Using this skill takes more than one round; the PC must spend at least an hour meditating while directing his body, and if the disease is life-threatening or long-standing, repeated attempts over a period of weeks or even months may be necessary to cure the disease entirely.

Energy Absorption (WIS +1)

This skill absorbs or dissipates energy that the PC is subjected to. "Energy" can include light and heat, radiation (including that from the sun), magic missiles, breathweapons, etc. There are various modifiers for this skill also which are:

- Sunburn:** -1
- Intense Sun (desert):** -5
- Radiation:** -7
- Magic Missiles:** -10
- Breathweapon:** -15

A successful roll means the energy is dissipated and does not injure the character. When a PC is exposed to continuous radiation (such as walking through the desert sun) he may keep the power "up" to avoid its effects.

Receptive Telepathy (WIS -1)

By using this skill the Mystic can read a target's thoughts as well as their emotions as long as they are friendly and don't try to resist. If the target resists the PC and his target must make a wisdom check. If successful, the Mystic "hears" what the target is thinking, but cannot probe for deeper information. On a roll of a natural 20 the Mystic may probe for deeper information... rifle through the target's mind and memories for the information he wants. Normally this skill is used one round at a time but it may be kept "up" so the Mystic can continue monitoring someone's thoughts.

The Mystic can read the minds of more than one person. But with each person the effectiveness of what the Mystic "reads" becomes less clear. This skill may also be used on animals and monsters as well as humanoids. Mechanical constructions will not succumb to this skill.

Enhance Senses (INT -2)

The Mystic can sense something that would be impossible without unaided senses; hear something beyond the range of the human ear, see something that would take a magnifying glass or spyglass, hear a very faint sound, feel the impressions left by a quill on a scrap of paper without looking at it.

Projective Telepathy (CHA -1)

The target "hears" the thoughts of the Mystic and "feels" his emotions. The target knows that the thoughts and emotions are not his own, and that they belong to the Mystic using them. This power is not used to control minds, but for communication only. The target may "shrug off" this form of communication, but only after a successful willpower (wisdom) check is made.

Regain Consciousness (CON 0)

This allows the recipient of this skill to become conscious again.

Hibernate Other (CHA 0)

The Mystic uses this skill to put another character into a hibernation trance. The character in question must agree to this - this skill can not be used as an attack to put others into unconsciousness. The recipient must also be in physical contact with the Mystic using this skill.

Accelerate Other's Healing (CON +1)

Same as the "Accelerate Healing" Mystic skill, but is used for another character.

Detoxify Other (CON 0)

Follows the same guidelines as "Detoxify" but is used on another character.

Control Disease Other (CON +2)

Works the same as "Control Disease" except is used for other characters.

Affect Mind (WIS -2)

This skill is used to alter a characters perception so that he senses an illusion or fails to see what the user of the power does not want him to see; alter a characters memories permanently so that he remembers things incorrectly or even fails to remember them at all; and to alter a characters conclusions so that he comes to an incorrect decision.

Before making his checks the Mystic must describe exactly what he is trying to attempt. The difficulty modifiers should be set by the DM depending on the effect. This skill is normally used on only one target. You must use the power once for each character that you want to be affected. A target who has been subjected to a “hallucination which can be sensed by all senses” would feel a blow if the hallucination struck him, but although he would feel it, he would suffer no damage. The target does get a chance not to be fooled by this Mystic magic. If a successful wisdom check is made then the target’s mind is not manipulated. Affect Mind cannot fool recording/mechanical devices of any kind.

Force of Will (CHA 0)

By using this skill the Mystic to fight off the effects of hostile force powers. By using this skill the Mystic can try to defeat the workings of a Dark Mystic upon himself. If unsuccessful, the Mystic may still roll a constitution check. If this roll is successful then his “force” is considered to be “battered”. In essence, the power which gives the Mystic these extraordinary skills is somewhat drained. If unsuccessful, the Mystic will feel the full force of whatever the Dark Mystic is throwing at him.

Fatigue Removal (STR 0)

The Mystic uses this skill to fight off the effects of strenuous work. The Mystic when using this skill causes bodily toxins to be ejected from his system more efficiently thus giving him a +6 temporarily on his strength score. If this skill is kept “up” the Mystic must make a stamina check once per day. While keeping this skill “up” the Mystic must fail two of these checks before he is fatigued. If the Mystic does fail two stamina checks all of his attributes and skills are at a -2 modifier for 1d10 hours.

Shift Sense (WIS +1)

The PC may shift his or her senses to detect phenomena of a different sort than normal. For example; shifting eyesight to the infrared spectrum, setting olfactory nerves to detect specific chemical combinations, or hearing sounds above or below the normal range for the PCs species.

Fatigue Removal Other (INT +2)

This allows the Mystic to do the same for another character as for himself. The only difference is that the target must be already fatigued before the Mystic can use this skill.

Mutilation

Injure/Kill (CHA -3)

Without attempting to sense the target’s nature or to control his force, the user alters part of the target’s body, intending to injure or kill. It is used in a manner similar to combat. By making the successful checks the target takes 1d20 damage. If when making the check the user rolls a natural 20, the target is automatically killed. This skill never stuns - it is the most dire of the Mystic skills.

WARNING By using this skill a Mystic immediately garners a Dark Point. One exception to the rule is to help save the life of another after all other options have been exhausted.

Inflict Pain (WIS -1)

The Mystic can cause great agony in another character by using this skill. The recipient of this agony is stunned for as long as the Mystic has this skill “up,” and two extra rounds afterwards. If the target is another Mystic, he can use “control pain” to ignore the effects.

WARNING Use of this skill gives the Mystic an automatic Dark Point.

Telekinetic Kill (CHA -3)

The Mystic uses this telekinetic ability to injure or kill a target. The method used can vary; squeeze the heart, collapse a lung, stir the brain, etc.

WARNING Use of this skill automatically gives the Mystic a Dark Point.

Projected Fighting (CHA -1)

This allows the Mystic to strike at an opponent and inflict damage without physically touching the target. A PC may elect to cause stun damage only, and even then should only attempt to use this skill if it is to protect an innocent in immediate danger. If using this against a non-Mystic class character a successful dexterity check must be made for the target to avoid the blows. If this is used against another Mystic or just someone sensitive in the force the PC must make a successful wisdom and dexterity check to make contact.

WARNING Use of this skill automatically gives the Mystic one Dark Point (except in the explained circumstances).

Memory Wipe (WIS -1)

This dreadful power allows the PC to sift through a target's mind, and destroy all knowledge of specific events or learned skills. Use of this skill requires direct contact with the target, and only one specified objective can be pursued per try.

WARNING Use of this skill automatically gives the Mystic three Dark Points.

Life

Life Sense {reversible: Hide Sense} (INT 0)

The PC can sense the presence and identity of the person for whom he searches. The Mystic can also sense how badly wounded, diseased or otherwise physically handicapped the target is. If the PC keeps this skill "up" he may use it to track a target without having the Tracking Proficiency. With the added bonus of that same proficiency the Mystic has a +2 modifier on following said target even if the target is another Mystic using the "Hide Sense" skill. If the target is using the "Hide" skill then an Aim check must be made by the tracking Mystic. If it is more successful than the targets roll, then the PC may track his quarry unhindered.

Force Transfer (CON +1)

The Mystic using this skill transfers a portion of his own lifeforce into the body of another character. This skill is usually used on mortally wounded characters to keep them alive until help can be found. If all checks are successful 1d4 of the Mystic's HPs are transferred to the recipient (these HPs are gained back within two rounds). The recipient is then in a deep hibernation trance, and will not die for 1d6 days (plenty of time to get him to a helpful cleric). If not successful, the intended recipient dies.

Force Sense (CHA 0)

This skill allows a PC to probe the mind of a target to determine whether or not that person has potential to be strong in the force. The deep subconscious of a force-sensitive person is shielded by a protective barrier which prevents another force wielder (such as a Mystic Knight) from penetrating his inner mind. This shield pushes violently back at an intruder, sending him stumbling back. This "shield" is an involuntary defense mechanism maintained by every force-sensitive person. It is one reliable way to determine which people might have the potential to become a Mystic Knight.

The potency of the backlash generated by the shield depends on the character's strength in the force. A person who is just force-sensitive will shove an intruder back several feet. Someone with actual Mystic skills will produce a more intense reaction. Those with little training will send the intruder reeling back across the room. Someone who is of a very high level in the Mystic Knight's or who has a great deal of raw talent in the force might actually hurl an intruder across the room.

Wereranger

Ability Requirements: Strength 14 (Stamina 13, Muscle 15)

Dexterity 17 (Aim 12, Balance 22)

Constitution 13 (Health 13, Fitness 13)

Wisdom 11 (Intuition 11, Willpower 11)

Charisma 15 (Leadership 13, Appearance 17)

Prime Requisites: Dexterity, Strength, Charisma

Races allowed: Half-elf, Human, Sylvan Elf, Valhuru, Wild Dwarf

A true child of their environment, the Wereranger is more than meets the eye. These individuals were blessed at a very young age by the gods to be the protectors and guardians of nature. Their uncanny closeness to animals puts them above anything else, even their family and friends. Most rangers of this grew up in the wilderness or on isolated farms on the fringe of the wilderness. They spent all his free time in the wilderness and learned the way of the beasts. All wererangers worship a natural deity (unless an agreement can be made with the DM) since he has seen the power and beauty nature holds.

Protector of nature, the wereranger actually merges with it in a way to do whatever he can in its name. Being in the wild he has easily learned the secrets of survival and stealth. He has a natural way to relate to natural animals as well as giant variants. No natural animal would attack a wereranger he has threatened or injured it first or if the animal is charmed or geased. If a wereranger has deliberately injured or killed an animal unnecessarily he will be ignored by all animals and receive a negative reaction from animals he tries to communicate with until he has made amends. He will also loose most of his other abilities due to the displeasure of his god.

All animals will immediately recognize a wereranger due to his aura (much like a druid). A wereranger is a natural friend to all animals. If the wereranger is in the wilderness he seldom walks into an ambush or natural hazard since local animals would alert him to the danger.

Wererangers are fierce fighters and always oppose poachers or persons selfishly destroying nature or killing animals. They don't attack or oppose hunters or trappers since they do it to survive, but if such a person gets too greedy they might find their traps looted or neutralized and larger animals might completely disappear for a while.

Wererangers only feels comfortable in the wilderness and they definitely don't like to stay in cities or even villages for more then 2 days. If the wereranger finds himself in a city for a longer period of time he suffers a 5% penalty to all checks (attack, ST, proficiency checks etc.). This penalty grows with 5% for every other day after that (5% after 3 day, 10% after 5 days, 15% after 7 days, etc.), to a maximum of 50% after 21 days.



Table 6.7: Wereranger Progression Chart

Level	XP	HD (d8)
1	0	1
2	2,000	2
3	8,000	3
4	16,000	4
5	40,000	5
6	80,000	6
7	160,000	7
8	300,000	8
9	560,000	9
10	600,000	10
11	1,200,000	10+3
12	1,800,000	10+6
13	2,400,000	10+9
14	3,000,000	10+12
15	3,600,000	10+15
16	4,200,000	10+18
17	4,800,000	10+21
18	5,400,000	10+24
19	6,000,000	10+27
20	6,200,000	10+30

Table 6.8: Wereranger Pseudo-lyncanthropic forms by primary terrain

Arctic		Aquatic		Desert		Forest	
d100	Form	d100	Form	d100	Form	d100	Form
01-07	Caribou	01-12	Pelican	01-08	Vulture	01-04	Deer
08-15	Penguin	13-14	Crab	09-13	Camel	05-12	Falcon
16-25	Polar bear	15-18	Swan	14-23	Wild dog	13-14	Badger
26	Snow leopard	19-20	Beaver	24-25	Pack rat	15-16	Hawk
27	Lynx	21-22	Sea lion	26-28	Jadral	17-28	Stag
28-30	Snow hare	23-24	Sea otter	36-40	Gila monster	29-31	Hedgehog
31-32	Hair seal	25-32	Osprey	41-42	Kangaroo rat	32-34	Bat
35-37	Walrus	33-34	Electric eel	43-44	Prairie dog	35-41	Boar
38-43	Wolf	35-36	Catfish	45-50	Scorpion	42	Ferret
44-45	Wolverine	37-41	Shark	51-52	Cobra	43	Raccoon
46-49	Mongoose	42-43	Large seahorse	53-55	Fire toad	44-45	Chipmunk
50-52	Snowy owl	44-45	Dolphin	56-58	Falcon	46	Porcupine
53-54	Reindeer	46-47	Gull	59-60	Jadrabbit	47	Skunk
55-56	Musk-ox	48-50	Squid	61-00	Bobcat	48-49	Weasel
57-62	Ram	51-54	Stingray			50	Wolf
63-66	Arctic fox	55-58	Frog			51	Squirrel
67-70	Lemming	59-60	Lobster			52-54	Fox
71-00	Otter	61-00	Duck			55	Rabbit
						56-60	Woodchuck
						61-00	Grimly bear
Hill		Jungle		Mountain		Plains	
d100	Form	d100	Form	d100	Form	d100	Form
01-05	Deer	01-05	Zebra	01-03	Ram	01-06	Antelope
06-07	Goat	06-07	Antelope	04-11	Eagle	07-18	Crow
18-19	Hawk	08-15	Ape	12-21	Badger	19-21	Badger
20-21	Badger	16-17	Parrot	22-24	Cave Bear	22-24	Condor
22-32	Black bear	18-19	Bat	25-36	Mountain lion	25-26	Gopher
33-36	Boar	20-21	Warthog	37	Beaver	27-32	Buffalo
37	Horse	22	Lion	38-39	Wolf	33-35	Raven
38	Lizard	23-24	Chimpanzee	40	Falcon	36-42	Horse
39	Fox	25-26	Ferret	41-45	Black bear	43-44	Hyena
40-43	Mouse	27-36	Mouse	46-47	Hawk	45-49	Rat
44-46	Squirrel	37-38	Jaguar	48-50	Fox	50-51	Boar
47-54	Owl	39-40	Baboon	51-53	Goat	52-53	Chipmunk
55	Wolf	41-47	Rhinoceros	54-60	Deer	54-55	Deer
56-59	Bat	48-50	Boa constrictor	61-65	Sheep	56-00	Cow
60	Rabbit	51-52	Cockatoo	66-00	Squirrel		
61-00	Cave bear	53-56	Tiger				
		57-58	Toucan				
		59-60	Gazelle				
		61-00	Orangutan				
Swamp		Underdark		Urban			
d100	Form	d100	Form	d100	Form		
01-08	Owl	01-06	Large bat	01-13	Cat		
09-11	Badger	07-18	Cave bear	14-25	Dog†		
12-14	Bat	19-21	Fire beetle	26-31	Parrot		
15-17	Crocodile	22-24	Crocodile	32-48	Hamster		
18-22	Frog	25-26	Lizard	49-56	Ferret		
23-25	Lizard	27-34	Large rat	57-68	Horse		
26-28	Ferret	35-38	Large spider	69-72	Gerbil		
29-32	Mole	39-40	Deep bat‡	73-00	Rat		
33-39	Porcupine	41-48	Mongoose				
40-41	Rat	49-51	Purple worm				
42-44	Toad	52-53	Scrab beetle				
45-47	Lion	54-59	Hairy spider				
48	Otter	60-62	Rat				
49-60	Mouse	63-65	Lizard				
61-63	Fox	66-00	Sword spider				
64-65	Warthog						
61-00	Raven						

†Roll a d6 for type (1-2 Nighthunter; 3-5 Azmyth; 6 Sinister)

‡Roll a d4 for type (1-3 small dog such as a poodle or terrier; 4 large dog such as a pit bull or golden retriever. The DM may determine the type or leave it entirely up to the player once the die is rolled.)

A wereranger has no need for money or objects, unless it is used to free captured animals or to build a following that will help in his cause. He lives among the animals, preferably in a dry cave, but a wooden hut is also common. Some rare wererangers hold fortresses and even large armies of followers that strike at the destroyers of the earth and its children.

Most Wererangers also don't care much about the ways of society, however several times a cycle they return to the civilized world looking for human companionship or a even a mate. Still, they always return to the wild, back to their kindred.

Wererangers must be of good alignment. If a wereranger changes his alignment, either consciously or unconsciously, during game play, he loses the ability to shapechange. He must then embark on a quest to return to his good alignment to restore this ability. The wereranger, will automatically know what must be done to appease the the powers that be.

Combat Value Used:

Uses Warrior THACO

Saving Throws Used:

Beast Lords use the Warrior Saving Throws.

Hit Dice/Level:

Beast Lords gain 1d8 hit points per level up until 9th, where they receive 3 hit points per level.

Armor Allowed:

The wereranger usually only wears furs or hide armor. Although, he may wear armor of any kind, some of his special abilities are usable only if wearing the aforementioned. If the beast lord wears the fur of an animal from his native terrain he receives a +2 bonus to his AC. For every 4 levels his AC drops with 1 if he wears a fur (8->7->6, etc.). This bonus disappears if he dons any armor. If the fur is from a deceased "shared" species member the fur counts as a +1 fur. He has a natural AC of 8 due to his toughened skin. (So at level 20 with a fur from a dead follower of his native terrain he would have an AC of 0). Magical protection rings, cloaks and jewelry are added to this so if he has a ring of protection +3 is AC is -3. If he wears any armor the bonus he gets from his hardened skin and the fur doesn't work.

Weapons allowed:

Wererangers may use any type of weapon, but they prefer to use the following (and MUST specialize in one of these when the character is created): clubs, hammers, daggers, spears, darts, slings, and bows. Mostly weapons that can be made in the nature with wood, bone, or stone. When a wereranger first starts out, he will only be trained in the use of these weapons. Though the DM can allow him to be proficient with other weapons the longer he stays in civilized areas or with an adventure party. He is also a very competent unarmed fighter.

Special Abilities:

A wereranger fighting in his natural element gets a +10% to hide pitfalls and other natural traps he makes, he also gets a +5 bonus to detect noise.

The wereranger has 8 initial proficiency slots (4 weapon and 4 non-weapon). They gain the fighter constitution and exceptional strength bonuses.

Thieving Skills: Like a thief, a wereranger can (base chance in parenthesis); Pick Pockets (15%), Find/Remove Traps (15%), Move Silently (15%), Hide in Shadows (50%), Detect Noise (20%), Climb Walls (75%). They are given 60 points at creation to amplify these skills and 30 points every time they advance a level. The maximum amount of points they may raise a skill at creation is 30 and the amount for every level after 1st is 20.

Pseudo-lycanthropy: This is where a wereranger gets his name. He has the ability to turn into were-animal or animal form and gains that creatures abilities and benefactoring stats. The type of animal form that each wereranger may take depends on his primary terrain. To find out what form the ranger may take roll a d100 and consult the table on the previous page for the characters animalistic form.

*note: All effects are cumulative and none of the changes are negative (if the rangers AC is 5 and the animals was 6, he would just keep his AC). Unlike other lycanthropes, when a wereranger turns into a were-animal he is itotal control of his mind and actions. This type of lycanthropy is not a disease, but a gift from his deity.

Talk to Animals: Because the wereranger is more than human, he has the ability to converse with animals. There is a 100% chance when he is trying to converse with the same type of animal which he can shift into. If he is conversing with an animal of his primary terrain, the wereranger has an 85% chance of communicating. All other creatures there is a 15% chance per level of communication to a max of 85%. If the roll fails use the chart below to determine the outcome (1d10):

Roll	Result
01	Animal becomes enraged and attacks
02-05	Animal totally ignores wereranger and goes about his business
06-07	Animal becomes frightened or confused and flees
08-09	Animal does not attack, but does become very protective of himself
10	Communication does not work, but the animal does take a liking to the wereranger and follows him around for 1d4 hours

In addition to his strength bonus, the wereranger gets a +1 bonus to attack and damage rolls when he does an unarmed attack (kick, punch). Every 3:rd level the bonus grows (+2 at 3rd, +3 at 6th, ... , +7 at 18th). When he reaches 5th level his natural attacks damages creatures that only can be hit by +1 or better weapons. At 10th it hurts creatures with a +2 magical defense and at 15th +3.

He receives spells and special powers from his deity like a priest and uses the rangers spell table (page 18 in PHB). He can use spells in his animal state as well, but due to some problems with components the casting time is prolonged by 1 round.

Hindrances:

Side Effects: A wereranger may change for an unlimited amount of times in his native (primary) terrain or at night. If out of his primary terrain or during daylight, he may only shapechange once a day for each form (were-form and animal form). He can only stay like that for 1d4+1 hours. After that the change is permanent. A remove curse allows the character to roll a saving throw vs. polymorph, success means the power is disrupted and the ranger becomes human again. A wish, limited or otherwise, can also disrupt the power.

*note: Unlike the lycanthropic ranger, when a wereranger is in pseudo-lycanthropic mode, he may still cast spells. He does, however, lose all spellcasting ability in his animal state.

Death: When shared-lycanthropy is activated the animal chosen also changes, but into a human form (wolfwere of sorts). If the animal dies anytime while the wereranger shares abilities with it the ranger dies too, and vice versa.

Spells: A Wereranger casts as a normal ranger and uses table 18 in the Players Handbook.

Followers: Any, but the first one has to be of his primary terrain (this follower is gained at the 8th level). Wererangers also use Table 19 in the Players Handbook for followers the only exception is

Chapter 6 : New Classes

a die roll of 00. When that is rolled you will then consult the appropriate chart in the Complete Ranger's Handbook for your primary terrain.

Chapter 7 : New Proficiencies

Dragon Handling (General/Wisdom +1/#slots: 3): Proficiency in this area enables a character to exercise some degree of control over draconic beings. A successful proficiency check indicates that the character has succeeded in basically charming an aggravated or aggressive dragon; in contrast, a character without this proficiency has absolutely no chance of succeeding in the attempt. This skill is also used when raising dragons from hatchling and up. Some people are hired by the Outcastian nobility to raise their draconic armies and they must have this proficiency to do so. The player must choose what type of dragon they may handle when choosing this skill.

Dragon Lore (Warrior, Wizard, & Priest/Intelligence 0/# slots: 2): This proficiency enables a character to interpret the body language of a dragon. Its actions can show how the dragon is actually feeling and will give the character a clue on how to react to it. The DM will secretly roll a proficiency check. A successful check means the character understood the body language of the dragon exactly. If the check fails by 4 or less, no information was gained. If the check fails by 5 or more, the PC misinterprets the body language.

This skill also helps the PC when it comes to draconic history. A successful check gives the PC a useful tidbit about the dragon (or dragon type) in question. If the check fails by 3 or less no information is known. If he fails by 4 or more then the DM will give him a totally false and useless piece of information that the PC picked up in the rumor mill somewhere and took it as gold.

Inventing (General/Intelligence +3, Wisdom +1/#slots: 2): This proficiency helps a PC to invent new items and weapons that may be useful to either himself, his party, or the world in general. When a player comes up with a new idea for an invention the DM will secretly roll a proficiency check. If successful, the DM will determine (according to the type of invention) how long it will take to build. The item will then be in 100% working order. If the check fails the DM will then give a set amount of time to build the item, but when it is put to use it will fail in a way the DM sees fit (i.e. falls apart, explodes, etc.). A character without this proficiency has only a 5% chance to be able to successfully invent something (including modifiers).

Aerial Combat (Warrior/Dexterity +3/#slots: 5): With this proficiency a PC is able to take an airborne mount into a combat situation. Please note that any character that isn't naturally capable of flight (such as the Draconic Elf) **must** have the Riding, Airborne proficiency in order for this to be effective.

Shield (Warrior/Strength +3/#slots: 3): A person proficient in the shield can essentially become an AD&D Captain America™. A proficiency check is done against the PCs dexterity (Aim for S&P Option), and if successful the DM will roll a specific die (maximum of a 1d10) depending on how many opponents are in the area; i.e. if there are five the DM will roll a d6, if there are 8 a d8, if 10 or more a d10. The number rolled is the number of targets hit. If the number rolled is higher than the number of opponents then the shield will bounce off an equal amount of inanimate objects as there are left over numbers. The DM should also give each opponent and object a number and roll the same die again to see what or who is hit in what order.

For example: Roth the ranger has the shield proficiency and is up against three opponents. The DM rolls a d4 and gets a "4". He then assigns numbers to each opponent and an inanimate object (the DM picks a nearby tree)- 1-3 for the humanoids and 4 to the tree. He then rolls the d4 and comes up with a "2", then a "1", then a "2" (but since he already rolled a 2 he rolls again), then a "4", then a "3". So the order that Roth hits the opponents is as such. He slings his shield into the air hitting opponent #2, which ricochets into #1, then the tree, and into #3.

This proficiency also gives the PC the ability to catch the shield on the rebound. The only time he cannot catch it is when something else grabs his attention before he is able to do so. A good way to use this skill in a realistic manner is to use the Combat & Tactics Option Critical Hits Tables for bludgeoning (pp 107-109).

Treewalking (General/Dexterity -2/#slots: 3): A person proficient in this skill has the ability to walk the treetops. Characters of elven blood tend to take this proficiency. They can walk from tree to tree using branches that normally wouldn't hold half his weight. Treewalkers are also very proficient at climbing trees. The only drawback to using this skill is that the trees must be densely located. If a character with this ability is walking among trees that are too far apart it could be the death of him.

Star Reading (General, Wisdom -1/#slots: 2): Using this skill characters are able to attempt to predict future events by closely examining the arrangement, alignment and patterns of the stars and other celestial bodies. The further in the future the character attempts to prognosticate the more difficult it becomes to attain clarity and accuracy.

Predictions made one day ahead are subject to no penalty. Those made beyond one day are subject to a penalty of -1 for each additional day. The more narrow and specific the prediction the higher the difficulty in obtaining an accurate answer. The accuracy of a reading is unknown until the time of the event the character attempted to divine has passed. For each day in the future the character attempts to make a prediction one hour of uninterrupted study of the night sky is required.

To utilize his skill a star reader must have access to an unclouded night sky. Cloud cover will reduce the accuracy of a prediction equal to the amount of obscurement. Following are some common examples of the types of predictions star reading is utilized for. This skill was created by Tony Bounds of Dark Portal Games (<http://www.darkportal.com>) and is used with permission.

Task	% Chance
Predict the outcome of a battle	25
Discern the number, strength or race of unknown opponents	25
Deduce the identity of an unknown person or creature	30
Foretell the success of a particular endeavor	25
Identify a future ruler	30
Augur the sex of an unborn child	15
Divine the likely fortunes of a gambler	25

Tactics (Warrior/Wisdom -1/#slots: 2): This proficiency enables a PC to successfully devise and analyze various military tactics. This includes the basic principles of siege warfare, guerrilla warfare, and the use and deployment of various special arms units. A successful check may be required in order to develop various complex plans relating to military strategy.

Whitesmithing (General/Dexterity -2/#slots: 4): This skill entails the ability to forge items of any of the white metals (including gold, silver, tin, lead, copper and brass). In general, various sorts of repairs can be done cold, without the aid of a large forge or extensive equipment. A whitesmith's forge does not need to be as hot as one for steel, but is still expensive and non-portable. Whitesmithing is generally fine work, such as jewelry and trinkets. Gems may be inlaid in a piece; however, unless the whitesmith also has the gem cutting proficiency, gems may not be shaped and carved.

Woodworking (General/Dexterity -1/#slots: 2): As opposed to the carpentry proficiency, woodworking is a skill which enables the character to do fine detail work with wood. This includes not only detailing cabinets, furniture and other large items made by the carpenter, but also small whittled figurines and wooden sculptures. It excludes musical instruments, which require the craft instrument proficiency. Many carpenters also have woodworking skill, and possession of the former adds +2 to the woodworking ability.

Survival, Planar (Warrior, Wizard/Intelligence -2/#slots: 4): This works just as the other survival skills do except that it allows a PC to survive in interdimensional (planar) environments.

Unarmed Combat, Martial Arts (Warrior, Rogue/Dexterity 0/#slots: 2): This encompasses all unarmed combat styles such as Judo, Karate, etc. When a player picks this proficiency they must also pick which style they will be proficient in. Below is the Outcastian-specific style of Dra-Di Ki and it's description. Below that is how Martial Arts are used within Taerra-Sol, which is a section reprinted from the AD&D Oriental Adventures Handbook. To learn of other styles and special maneuver descriptions please refer the that same manual.

Name	# Att.	Dmg	AC	Principal Attack	Weapons (if any)	Special Maneuvers
Dra-Di Ki	2/1	1-8	4	Hand and Foot	Tikiqualh and Lajatang	Pain Touch 1 Circle Kick 1 Iron Fist 1 All-Around Sight 2 Instant Stand 2 Mental Resistance 3 Distance Death 4 Blind Fighting 4 Ironskin 5

Dra-Di Ki is a powerful martial arts style that was developed by the Draconic Elves. Due to their limited maneuverability in enclosed areas they developed this form of fighting to offset the disuse of their wings in such areas. It is a powerful, yet graceful, art and is looked upon by some as a form of deadly dance. Later, it became known to many non-draconic elf warriors as an effective alternative in close combat and many started seeking out Draconic Elf Masters to learn the skill. There is only a 2% chance on percentile dice that a Draconic Elf Master will teach a prospective student of another race. Usually, a non-draconic elf has to search out a non-draconic elf master, and they are extremely rare.

Learning Martial Arts

In some ways, learning a martial arts skill is like learning any other proficiency. The character must have a proficiency slot available and spend it on the particular martial arts style he wishes to learn. However, learning a martial art is much more difficult than learning other disciplines, so there are a few more requirements when mastering a martial art.

The character must first find a master to study under. Masters are the teachers of the martial arts. They can be anyone and can be found anywhere. The peasant in the field may also be a master of martial arts. The hermit in the hills may pass his time learning and developing his own style. The master may be a bushi skilled in these techniques who travels the countryside teaching others. He may be a professional teacher who opens a school in a city or village. He may be a famous samurai, willing to pass his skills onto others. A priest in a temple may teach his followers as part of their religious training.

Master is an honorary title, not a character class. Students refer to their teacher as master. Unarmed fighters who have gained a reputation are respectfully called master. A wanderer may enter a town proclaiming himself to be a master. The title is not a measure of the skill or level! There are brilliant masters whose names and deeds are well-known. There are skilled masters, able to teach all but the most difficult feats. There are mediocre masters, just good enough to teach the basics. And there are incompetent masters who hide their poor skills behind the imposing-sounding title. As characters study, they learn the true qualities of the master they have chosen.

Finding a master is not necessarily an easy task. Many masters regard their skills as valuable secrets to be taught to only a select few. Many a style has disappeared because the master refused to reveal his art. Often they do not advertise or even display their skill. They feel that to do so would be

proud and boastful, characteristics that are undesirable in a master (and incidentally may incur the wrath of the gods). For many, the ultimate goal of their training is to avoid having to use it. Others feel that their art can only be learned in the most tranquil and secluded surroundings, deep in mountain forests and the like. Such men seldom appear in civilized lands.

Politics are another reason masters can be hard to find. Conquered peoples are often forbidden to learn or practice their arts lest they become troublesome and rebellious. Powerful temples (often the center of such training) may be destroyed by nervous emperors, warlords, or daimyos. The master and his students are forced to scatter with the winds and many disappear without a trace. In such cases, they may join or form secret societies, clandestinely meeting on rare occasions to train.

Not all masters are such recluses or the skills of martial arts would long since have died away. A large town or city may have a school run by a master. His skill might be well-known and potential students might travel great distances to study under him. The DM can also create other schools teaching the same or different styles. As characters adventure in his campaign, they will undoubtedly hear of some of these schools or may even learn of one of the more secretive masters of martial arts.

Even after finding a master, the character is not guaranteed of training. Masters are notoriously finicky about who they take as a student. The character untrained in martial arts must first present himself to the master with, he hopes, the proper humble and respectful attitude. At this time the character has a 10% chance of being accepted outright. More often than not, the master will dismiss the applicant politely. Now the character must begin courting the master, trying to gain his favor. He must return to the master, bearing some small gift or offering. If this pleases the master (and the character's behavior is still properly respectful), the chance of acceptance is increased by 10%. The character can continue this round of visits until he is either accepted or he offends the master. Once the latter occurs the master will never accept the character as his student.

If the character already has some martial arts skill, he can challenge the master to a fight. This challenge is automatically accepted. A time and place is arranged and the master decides if he or one of his current students will fight the challenging character. If the character is not well-known for his skill, a student is automatically assigned to accept the challenge. This is customary and is not considered an insult to the character. Challenges can be fought to subdue or fought to the death. In most cases, the former is preferred since it spares unnecessary killing. However, the death of an opponent in a challenge is not considered a crime and the victor is seldom punished. Challenges are open to spectators and large crowds may gather to see the outcome. If the character wins the challenge, the master automatically accepts him as a student (although he may actually hope to learn from his pupil). If the character loses the challenge, he can leave and return at a later date when he has gained more skill, or he can humbly beg to be accepted. Such entreaties are particularly effective when the master has disposed of the challenger with humiliating ease.

After a character has been accepted by a master, the DM should determine just what the master knows about the particular style. He automatically knows the basics (which give the Armor Class, etc.). The DM should count the number of weapons used by the style (if any) and roll the nearest die that is equal to or greater than this number. The result is the number of special weapons the master is proficient in. The DM should then total the number of special maneuvers available to the style and roll the nearest die that is equal to or greater than this number. This gives the number of maneuvers the master is proficient in. Special maneuvers are always known from those of lowest difficulty upward (the master is under the same restriction as characters for learning special maneuvers). Once this is determined, these are the things the master can teach. The master never increases in knowledge unless the DM rules that special circumstances dictate otherwise.

Once a character has been accepted by a master, he must remain and study under him for at least one month. At the end of this time, the character spends one proficiency slot and gains the basics of the style - the Armor Class, number of attacks, and damage. He does not gain any of the special maneuvers or weapons that may be taught by the style. At this point, the character does not need to remain with the master constantly. He is free to travel and adventure. He must practice his

style for at least one hour a day and must spend six hours per week working with his master. Characters who do not fulfill this obligation cannot add more special maneuvers and weapons.

To learn the special maneuvers and weapons of a particular style, the character must spend additional proficiency slots, For each proficiency slot expended, the character can add one special maneuver or weapon from the style. This does not mean the character just suddenly knows how to do it, but assumes that he has been practicing prior to gaining the maneuver or weapon proficiency. No more than two proficiency slots can be expended on a single martial arts style per level. Special maneuvers must be learned in order of difficulty. All difficulty 1 maneuvers must be learned before the character can progress to difficulty 2 maneuvers, and so forth.

When a character has learned all the knowledge the master knows, there is no point for him to study under the master. The character can now go off in search of another master - one who knows more about the style or one who teaches a different style.

Chapter 8 : New Kits

Dragon Lord Kits Dragon Slayer

Prerequisites: A dragon slayer must be Chaotic Evil.

Description: A dragon slayer looks just like a dragon lord. At the first glance it is impossible to separate them from each other. They are actually dragon lords who were stripped of their title and status and banished from the guild for any kinds of reasons. The most likely of these reasons are usually; failure to uphold the beliefs and virtue of the class, willingly (and/or maliciously) killing or injuring a draconic being, denouncing Alfheim-Rigel as his patron saint, going against the wishes of the Draco Supremis, etc.

A dragon slayer is always prepared to battle with any dragon that he encounters, so he is almost always fully armored and carrying a weapon or two or three. A dragon slayer never forgets or forgives an individual that has hindered him in his hunt for dragons, and vengeance is almost sure to follow.

Role: A dragon slayer is an expert in battling dragons and their relatives and other draconic beings. In a battle he first goes for those characters and ignores the rest hoping to take care of them afterwards or leaving them to his companions.

The dragon slayer also tries to hinder other dragon lords in their work. "If a dragon lords fails, slayers rejoice!" is a common phrase among dragon slayers. Since they consider dragon lords their lifelong enemies and nemesis.

Social Rank: A dragon slayer can hold any rank in the social structure, but does not belong in the social structure among the dragon lords. Discuss with your DM where your dragon slayer comes from.

Secondary Skills: A dragon slayer can choose between Armorer, Bowyer/Fletcher, Forester, Hunter and Weaponsmith.

Weapon Proficiencies: A dragon slayer can wear any armor and shield; they can also wield any weapon, but prefer those that inflict extra damage to dragons.

Nonweapon Proficiencies: Bonus: Ambush, Dragon Lore, Dirty Fighting. Required: Sage Knowledge (Dragons), Recommended: Direction Sense, Riding (Land-based), Riding (Airborne), Animal Handling, Animal Training, Disguise, Hunting, Tracking, Forgery.

Equipment: A dragon slayer has only one restriction: he can't own or carry anything that is especially beneficial to dragons.

Special Benefits: Since the dragon slayer has dedicated the rest of his life to battle dragons and their ilk, they have perfected their style to match these opponents. When a dragon slayer battles a dragon or a creature of a draconic nature they have a +3 bonus to THACO and damage rolls. They also gain a -3 on their initiative roll since they have studied these enemies and learned their defensive style.

If the dragon slayer battles an individual that he knows (has personally seen or heard saying himself) is a friend of dragons he has a +1 bonus to his THACO.



When battling draconic creatures the dragon slayer can enter a “Death Trance”, if he rolls 1-4 on a d6 he enters this trance. While under the influence of this trance he gains the following benefits:

- Initiative rolls gains an additional -1 bonus
- His AC gains a +2 bonus
- He suffers a -4 penalty to Int, Wis and Cha
- He gains an additional attack every 3rd round

During this trance the dragon slayer can't choose whom to attack. He goes for the closest draconic creature and attacks anything in his way, friend or foe. This trance ends automatically when all draconic creatures are dead.

A dragon slayer has a +2 bonus to reaction rolls when dealing with criminals and bandits; or adventurers that has no problem with hunting and killing dragons.

When a dragon slayer reaches 9th level he get a 5% chance to convince another dragon lord that dragons should be killed, this bonus rises with 5% for each level (max 60% at 20th level). This chance is reduced with 15% for each level above the first that the other dragon lord has (-15% at 2nd, -30% at 3rd, etc.). So, a 17th level dragon slayer has a 30% chance of convincing a 2nd level dragon lord to become a dragon slayer.

The dragon slayer doesn't have to tithe 10% of his income or spend 3 months of each cycle serving in the dragon lord temple.

Special Hindrances: A dragon slayer loses the ability to enter Wyrmrage, instead he can enter Death Trance as described above. They also lose their rank in the Lord community and can't use the common resources available to other dragon lords (guilds, archives, treasury etc.)

A dragon slayer suffers a -5 penalty to all reaction rolls when dealing with other dragon lords (except other dragon slayers). He also suffers a -4 penalty when dealing with allies to dragon lords who knows the dragon slayer for what he is (so if dealing with unsuspecting individuals he doesn't suffer this penalty) and a -2 reaction penalty to other individuals who knows his profession.

Wealth Options: A dragon slayer begins with 1d4 x 10 dc

Races: Any race that can become a dragon lord can become a dragon slayer.

Dragon Rider

Description: Riders are Dragon Lords who have been given the extra training in mounted combat. This combat, however, is not done on just any type of mount. The mount of a Dragon Rider is just as the name means, a dragon. Even though this is what they are trained for, it does not mean that this kit comes equipped with its own dragon. That comes much later.

In the campaign, the Dragon Rider is a very exotic warrior (even more so than other Dragon Lords) who is notable for his kinship with draconic kind. In some campaigns a Rider may not be the easiest to play as once they gain their mount they become somewhat powerful. Besides, have you ever tried to stable a dragon?

To be a Dragon Rider the character must have (along with the other requirements for a Dragon Lord) a Dex of 17 (Aim/15, Balance/19).

Role: The Dragon Rider is one of the elite in the corps of the Dragon Lords. A rider gains much respect : from all others in the corps. He is the expert of any and —all things draconic. He is the warrior whose duty it is to rid the land and all others of evil with the help of the realms most powerful citizen.

Social Class: Riders come from almost any economic background, though most come from well off families. Roll 2d6 to determine the rank of a Rider.

Roll Rank

2	Lower Class
3-5	Lower Middle Class
6-11	Upper Middle Class
12	Upper Class

Secondary Skills: No secondary skill is required although Groom is recommended.

Weapon Proficiencies: Required: At least one weapon commonly used by mounted warriors — Bow (composite short and short), Horseman's flail, Horseman's mace, Horseman's pick, Lance (any), Spear, Bastard Sword, or Long Sword. Recommended: Any of the above, net, razor shield.

Nonweapon Proficiencies: Bonus: Dragon Handling, Air-based Riding (Dragon), Aerial Combat. Required: Dragon Lore, Animal Training, Ancient Languages (Draconic). Recommended: Endurance, Animal Handling, s Direction Sense, Healing (Veterinary), Animal Lore, Set Snares, Tracking.

Equipment: May get as PC sees fit but may not buy armor less protective than scale. Before starting play the PC must buy armor, helm, and one weapon from the required list above.

Special Benefits: Upon reaching 11th level the PC gains an overwhelming urge to go off in search of his mount. At the same time a young dragon of no more than 75 - 125 cycles of age also gets an urge to go out in search of a rider (to find the type of dragon the rider obtains use the table below). This urge turns into a personal quest and the rider will not give it up until he has found his mount. The closer the two get to each other the stronger the bond between the two becomes. When the two finally meet each other, the bond becomes so strong that they will have a telepathic rapport with each other. When in contact or direct visual line of sight of each other, they can tell what the other is feeling or thinking. They can communicate with each other without even appearing to. When they are not within eyesight of each other, each will know the other's emotional state and whether or not the other is hurt. They will also know the direction to travel to find his friend and the approximate distance. They may also see through each other's eyes and see what the other is seeing as long as the other is accommodating.

As an added bonus the Dragon Rider gets a +10 positive reaction adjustment whenever dealing with dragons or draconic kind (i.e. draconic elves). He finds it easy to make friends with them; on a die-roll of 9 or less on the "Hostile" column of the Encounter Reactions Chart in the DMG page 103, he can even persuade attacking draconic beings to leave him and his allies alone.

Special Hindrances: One of the most frustrating hindrances for this kit is the fact that they may not have any mount prior to level 11 when they gain their dragon. They must rely on riding with others or buy a cart or caravan of some sort which is pulled by other animals. He may ride other animals for small amounts of time in an emergency situation but gets a -2 penalty for this. Also all Dragon Riders automatically gain the disadvantage of claustrophobia (phobia - enclosed spaces), severe case.

Wealth Options: Riders get the ordinary 1d4x10 Draco Pieces (equivalent to 200 fr at max) for starting gold although their stipend is raised to 125 Draco Pieces a month for their elite status.

Race: Only Dragon Lords of the following races may become Riders: Humans, Elves, and Half-Elves.

Notes: Being that this could turn out to be an even more powerful PC than a normal bred Dragon Lord the DM should consider whether or not Riders will be allowed in the campaign as after they reach level 11 it will raise the party power up a notch or two. Also the fact that the quest the Rider must take at level 11 more than likely may interfere in the DM's own game in progress should be taken into consideration. Although they may tend to become very powerful PCs Riders (as well as Lords) can be a great asset in gameplay and a fun addition to any party. As always, everything is up to the DM's discretion.

Table 8.1: Draconic Mount Chart

Roll 1d100	Dragon Type
01-05	Amethyst
06-10	Crystal
11-15	Emerald
16-20	Sapphire
21-25	Topaz
26-35	Brass
36-45	Bronze
46-55	Copper
56-65	Gold
66-75	Silver
76-80	Cloud
81-85	Mercury
86-90	Mist
91-99	Steel
00	Adamantine †

Table 8.2: Adamantine Mount Chart

Roll 1d10	Adamantine Type
01	Special †
02	Red
03-04	Silver
05-06	Gold
07-08	Yellow
09	Royal
10	Special †

†roll on Table ?

‡Rolling special means that a new generation of Black Adamantine dragons have been born and their parents have died off leaving them as the rulers of the dragon world. If this is rolled the Rider will go in search of one of these dragons (although the reverse will not pertain to this instance). Once one of the two Black Adamantine Dragons are found, the Rider must do his best to convince the young dragon to join with him for the cause of good. If he is unable to do this he goes without a mount for another two levels and must roll again at that time disregarding any rolls of 1 or 10.

Keeper

Description: A keeper is a dragon lord who has dedicated his life to raise and communicate with dragons. They function as tutors for hatchlings and intellectual companions to the older ones. They are constantly ready to help a wyrm in need. If something requires a more delicate touch, or more nimble fingers, they are the ones the wyrms contacts.

To be a keeper a PC must have an INT of 17 (Reason 17/Knowledge 17), WIS of 14 (Intuition 12/Willpower 16), and CHA of 12 (Leadership 14/Appearance 10).

Role: A keeper is mostly a keeper of lore and knowledge. He has a large pool of firsthand knowledge to draw information from, namely the dragons.

A keeper functions best as a scholar, and not many are seen adventuring. Those that do mostly seek some ancient information that has been lost or are searching for an old dragon lair to see if something can be salvaged and returned to either the original dragon or her kind. He can also go around following up rumors about dragons or ancient tales about dragons from the past, to see if there is some truth behind it.

A keeper is also the best person to talk to a suspicious dragon guarding her young. The keeper can also function as a storyteller since he has all kind of knowledge learned from dragons of all ages.

Social Class: A keeper can come from any social class, but if they come from a low social class they quickly gains more recognition and rises on the social ladder.

2d6 Rank

- 2-3 Lower Class
- 4-8 Lower Middle Class
- 9-11 Upper Middle Class
- 12 Upper Class

Secondary Skills: A keeper can choose any secondary skill he wants.

Weapon Proficiencies: A keeper can choose any weapon he wants, but he is forbidden to wear a shield and can only wear Draconic Mesh, Leather, or Padded Armor.

Nonweapon Proficiencies: Bonus: Dragon Handling. Required: Ancient history (Draconic), Diplomacy, Dragon Lore. Recommended: Dragon Handling, Dragon Training, Riding Airborne (Dragon), Sage Knowledge (Dragon). Traits (if used): Recommended: Dragon Empathy, Precise Memory.

Equipment: A keeper can only own a maximum of 2 sets of armor, but an unlimited number of weapons. He can't own any weapons that are design specifically to hurt dragons, unless they are used for researching on how to neutralize others of its kind. When he travels he always carries along empty sheets of paper and ink to write down new stories and legends.

Special Benefits: A keeper is trained to raise and educate young dragons. They get a +3 bonus to reaction rolls, Dragon Handling and Dragon Training when dealing with young dragons or younger.

They also receives a +2 bonus to reaction rolls when dealing with dragons with newborn young, due to his good hand with young dragons.

The bonus proficiency Dragon Handling enables the keeper to choose 2 types of dragons (adamantine, chromatic, metallic, etc.) instead of a specific dragon. If the wishes to learn to handle more dragons, he must choose a specific dragon as other dragon lords.

If a keeper wants information from a dragon, he receives a 15% chance per level of experience (max 75%) to gain information from a dragon whose offspring he has tutored.

The keeper has an extra number of nonweapon proficiency slots in the beginning (see below). At 3rd level, the keeper gains the 7th level spell "Dragonblade".

At 3rd level he also learns how to cast "Wings of The Draco" once per week. For every 3rd level after that he can cast it once more per week (max 6 times per week for 18th level or higher).

Special Hindrances: A keeper is so focused on knowledge and lore so his fighting abilities have diminished. He only has one weapon-proficiency per level, and all other slots are transferred to nonweapon proficiencies. A keeper can't specialize in any weapon.

Wealth Options: A keeper start with 1d4x5 dc.

Race: Only half-elves, humans, or valhuru can become keepers.

Holy Terror

Description: Holy terrors are both respected and feared by other Dragon Lords because they stand closer to their god than others. Only the most dedicated dragon lords can become holy terrors. It requires a pious and charismatic person to uphold the high standards and demands from their god (Alfheim-Rigel).

A holy terror will do nothing that can affront their deity, they instead strife to uphold his laws and ideal on the rest of the population. Sometimes known as "The eyes and fists of Alfheim" they try to broaden the spreading of Alfheim-Rigel's lore and knowledge. They take their given powers as a gift and treat it as such.

As long as you stay within the dictations and guidelines they uphold, a holy terror is a loyal and trustworthy ally and friend. But likewise, if you break their guidelines or actively work to undo the spreading of their religion, you will find them fearsome enemies. In addition to the prerequisites to become a dragon lord the holy terror demands a more pious and charismatic person. To be able to interpret and understand the will of Alfheim-Rigel the holy terror needs a Wis 14 (Intuition 14, Willpower 14). He must

Table 8.3 : Holy Terror Priest Spell Progression

Lvl	CL	Spells						
		1	2	3	4	5	6	7
1	0	0	0	0	0	0	0	0
2	0	0	0	0	0	0	0	0
3	0	0	0	0	0	0	0	0
4	1	1	0	0	0	0	0	0
5	2	2	1	0	0	0	0	0
6	3	3	1	0	0	0	0	0
7	4	3	2	0	0	0	0	0
8	5	3	2	1	0	0	0	0
9	6	3	2	2	0	0	0	0
10	7	4	3	2	1	0	0	0
11	8	4	3	3	2	0	0	0
12	9	5	3	3	2	0	0	0
13	10	5	3	3	2	1	0	0
14	11	5	4	3	3	2	0	0
15	12	5	4	4	3	2	0	0
16	13	5	4	4	3	3	0	0
17	14	5	4	4	4	3	1	0
18	15	6	5	4	4	3	2	0
19	16	6	5	5	4	4	3	1
20	17	6	6	5	5	4	3	2

also have a strong presence so a Charisma 16 (Leadership 16, Appearance 16) is needed as the absolute minimum.

Role: A holy terror receives respect from even the most powerful characters and NPC, especially other dragon lords.

They have a function similar to clerical policemen, setting things right that are wrong in the eyes of their god. Even the lowest in the social structure will get their complaints heard and acted upon, if they can prove that their antagonist has acted against the will and laws of Alfheim-Rigel.

Social Class: A holy terror can come from any social class, but a holy terror from the lower classes immediately receives a higher stature. A holy terror holds no rank in court and other governments. They are completely loyal to the church and requires no other proof of their worth.

2d6 Rank

- 2 Lower Middle Class
- 3-9 Higher Middle Class
- 10-12 Upper Class

Secondary Skills: A holy terror can take any secondary skill they want but Armorer, Bowyer/Fletcher, Scribe, Teamster/Freighter and Weaponsmith are recommended.

Weapon proficiencies: Required: None. Recommended: Bestial Cestus and Razor Shield. But they can choose any weapon they want. They must, on the other hand, wear Draconic Mesh armor to be able to use all of their abilities they receive from Alfheim-Rigel.

Nonweapon proficiencies: Bonus: Spellcraft and Intimidation. Required: Religion (Alfheim-Rigel). Recommended: Persuasion, Oratory, Diplomacy, Investigation, Observation and History Ancient.

Equipment: The holy terror can't own more than 2 suits of armor, and one has to be Draconic Mesh Armor.

Special Benefits: A holy terror is widely respected, primarily among other dragon lords that both respect but also fear them. They receive a +8 reaction bonus when they encounter dragon lord NPCs. But their power and reputation is also spread among other characters, so they receive a +2 bonus to reaction rolls when encountering any NPC.

Any human, humanoid or demihuman that enters battle against a holy terror suffers a -2 penalty to their attack rolls and moral checks the first 5 rounds due to their fear of the holy terror. The -2 penalty also applies to moral checks if the holy terror demands their surrender.

The holy terror receives special abilities from Alfheim-Rigel as a cleric of the same level and when the holy terror reaches 4th level he receives the ability to cast priest spells from his deity (see special spell table). This is additional to the wizard spells he learns as a Dragon Lord. The spheres he can cast from are: All, Animal, Charm, Combat, Creation, Divination, Guardian, Healing, Necromantic, Plant, Protection, Summoning, Weather, War, Peace, Nature, Wards, Law, and Travellers.

At level 9 they can call upon Alfheim-Rigel for guidance or divine intervention 1 time per week for every 3 levels, rounded up. (So at 9th level a holy terror can call for help 3 times, while a 10th level holy terror can call 4 times.)

When the holy terror reaches 18th level he receives the bonus proficiency of Divine Will.

Special Hindrances: A holy terror must always work for the will of Alfheim-Rigel. He can't consciously go against the will of his god, if he does he immediately loses all powers and can't regain them. If he is forced to do so while under the influence of another being, he must atone for his crimes as soon as possible.

Wealth Options: A holy terror receives 1d4x10 dc.

Races Allowed: All races that can become a dragon lord can become a holy terror, although half-elf and sylvan elves lean towards this kit.

Wyrms Master

Requirements: Since a wyrm master must be able to discuss and reason with a high level of clarity a Wisdom score of 12 is needed.

Description: A wyrm master is a person that has earned the respect of the beings that they try to emulate. They are not actual masters of dragons, but more like equals.

A wyrm master feels at home with dragons from any alignment and of any age. Other dragon lords respect them and persons living close to a wyrm master often seek him out to get help or advice when they have trouble or a problem involving a dragon.

Role: A wyrm masters greatest asset to adventurers and explorers is his ability to talk to dragons, and in some cases persuade the dragon that the wyrm masters way are the best way. More then once explorers or honest adventurers can be heard telling stories about how they were saved by a wyrm master when they had run into a dragon in a bad mood.

A wyrm master is a great ally, but he can be fickle. When angered he has some extremely strong friends willing to help him. But on the other hand... any intelligent being would think both twice and three times before angering a wyrm master. A wyrm master works for the peaceful coexistence of dragons and other intelligent beings.

Social Rank: Even though a wyrm master commands the respect of the most powerful of beings he can come from any social rank. Talk with your DM to decide your rank.

Secondary Skills: Recommended: Armorer, Scribe, Trader/Barterer

Weapon Proficiencies: A wyrm master can use any weapon and armor they choose.

Nonweapon Proficiencies: Bonus: Modern Languages (Draconic Elvish), Dragon Lore, Dragon Handling, Intimidation. Required: Riding Airborne (Dragon). Recommended: Ancient Languages, Ancient History, Appraising.

Equipment: A wyrm master can have any equipment they want, except for any weapon or other item whose primary function is especially harmful to dragons; Potions of dragon control and weapons that are especially deadly to dragons are some items that are forbidden.

Special Benefits: The wyrm master is a person that has gotten the respect of all dragons, even if they are a lower lifeform then the creatures they are trying to emulate. This gives the wyrm master a +3 reaction bonus to all encounters with a good aligned dragon and a +1 bonus to all encounters with an evil aligned dragon.

A wyrm master also has a 50% chance (+3% per level after 1st and -2% per age level of the dragon higher then hatchling) to talk a dragon into doing his "bidding".

At 7th level the wyrm master receives a +5 Wyrms Defender (this weapons bonus only applies when attacking Dragon Slayers or when used to defend a dragon from attackers - otherwise it acts as a normal 2-handed broadsword).

Special Hindrances: A wyrm master can't deliberately hurt a dragon unless the dragon has gone rogue and threatens other dragons or has willingly, and without any reason, killed loyal followers of Alheim-Rigel; and even then he first has to try to reason with it. If the wyrm master breaks this rule he instantly loses all his abilities and receives a negative reaction equal to his previous bonus for the rest of his life when dealing with wyrmkind. A wyrm master who, under influence of another being hurts or kills a dragon must make amends (as decided by the DM) to prove to the dragons and himself that he was innocent.

A wyrm master who is forced to kill a rogue dragon must as soon as possible cleanse himself of sin for 3 whole days. This rite includes hot steam baths, fasting, discussing the event with another wyrm master and prayers to Alheim-Rigel.

Wealth Options: A wyrm master starts with 1d6x10 dc

Races: Only elves, half-elves, humans, and half-orcs may take this kit.

Mystic Knight Kits

Dark Mystic

Description: Dark mystics are mystic knights that have given their life to evil. They are powerful warriors that are surrounded by mystery and secrets.

They are extremely selfish and always work to increase their own power. If a dark mystic enters a truce or agreement they gladly break it if they see a chance to get the upper hand or conquer their previous "allies". They can also refuse to lend their promised help when the other part needs it, if the dark mystic thinks he can renegotiate the deal to get a better one.

As other mystics, they have the ability to tap into the lifeforce that exists everywhere, but they have focused on the ability to twist the lifeforce into destruction and pain. And they are not afraid to use it, especially in torture.

Role: A dark mystic always think of himself first. They will not do anything without any personal gain. But that gain can be anything; information about artifacts or other magical items, possible strongholds, spy on rivals, gaining treasure or fame, recruit allies (willing or unwilling) or neutralize opponents.

Every dark mystic's goal is world domination and power. How they get it is not important and anything is allowed. They are ruthless to those who oppose them and they never forgive or forget. Revenge can take cycles but unless the dark mystic dies revenge is certain. Some unlucky opponents have been tied in their afterlife to serve the dark mystic.

Social Rank: A dark mystic can come from any rank on the social ladder. Talk to your DM for information about what ranks are most appropriate for his/her campaign.

Secondary Skills: A dark mystic can choose any skill he likes but Gambler, Hunter, Limner/Painter or Trapper/Skinner are good choices.

Weapon Proficiencies: A dark mystic can wield any weapon they choose, but edged and piercing weapons are common since they can be coated with different poisons. They can also wear any armor.

Nonweapon Proficiencies: Bonus: Ambush and Disguise, Required: Intimidation, Recommended: Etiquette, Heraldry, Healing, Herbalism, Languages Ancient, Spellcraft, Forgery, Set Snares and Undead Lore. If traits are used Ambidexterity and Precise Memory are useful.

Equipment: The dark mystic can own any armor or weapon they choose, but they favor their mystic sabre which unlike other Mystics is made of darksilver, a rare silver ore that shines pure black. Other popular weapons are scourges, pikes and blowguns.

Special Benefits: In their strife for personal gain and power the dark mystic has mastered a special kind of fighting. This fighting style gives a +1 bonus to AC and this bonus raises with 1 for every 4th level (+2 at 4th, +3 at 8th, ..., +6 at 20th). It also gives them a +1 to THACO and damage rolls for every 3rd level (+1 at 3rd, ..., +6 at 18th).

When wearing their mystic sabre they get additional bonuses; if the dark mystic uses the sabre in one hand he can make an extra attack with his/her open hand each round, and if he uses the sabre with two hands he gains an additional +1 to THACO and +2 to damage.

A dark mystic can channel lifeforce through any metallic weapon but the sabre has some other powers as well. The first is that, like other mystic sabres, it is practically indestructible, and the other is that the sabre is coated with a black aura. No good-aligned mystic or person can touch the sabre without the risk of being corrupted. A black mystic can also enhance his sabre by trapping souls into it and thereby giving it special powers and intelligence. The darksilver sabre can also cut through

Table 8.4 : Dark Mystic Spell Progression (Necromancy)

Lvl	CL	Spells								
		1	2	3	4	5	6	7	8	9
1	1	1	0	0	0	0	0	0	0	0
2	2	1	1	0	0	0	0	0	0	0
3	3	2	1	0	0	0	0	0	0	0
4	4	2	1	1	0	0	0	0	0	0
5	5	3	1	1	0	0	0	0	0	0
6	6	3	2	1	0	0	0	0	0	0
7	7	4	2	1	1	0	0	0	0	0
8	8	4	3	2	1	1	0	0	0	0
9+	9	5	4	3	2	2	1	0	0	0

many different materials.

A dark mystic also has access to the School of Necromancy. (See table ?).

At 3rd level the dark mystic gains the ability to fight in total darkness (Blind-fighting) and at 9th he has learned how to use terrain and different strengths and weaknesses to his advantage (Tactics).

When he reaches 6th level he gains 1d8 followers of NE alignment that are totally loyal to him.

At 7th level a dark mystic can forge an armor made of darksilver.

Special Hindrances: Since the dark mystic constantly taps into the darker side of the lifeforce he is considered an enemy of other mystic knights. He suffers a -5 penalty to reaction checks when he encounters another mystic knight (excluding other dark mystics).

A dark mystic must be of CE alignment to be able to tap into the darker side of the lifeforce.

There is a price for tapping into the darker side of the lifeforce. The lifeforce of the dark mystic can also be sucked into the lifeforce from where he gains his power. So when a dark mystic reaches 11th level he must make two saving throws vs. Death. If he fails one, he loses one point of charisma as he changes into a more inhuman form. If he fails both he loses one point from both charisma and constitution. These checks must be made each time the dark mystic gains a level after 11th.

When a dark mystic dies his soul is instantly drawn into the maelstrom of the lifeforce. Nothing short of a wish can bring a dark mystic back to life.

Wealth Options: A dark mystic starts with 3d4x10 rt.

Races: Any race that can become mystic knight can become a dark mystic

Living Compass

Description: A living compass is attuned to others that use or have the potential to use the lifeforce. The range differs depending on the direction the other individual preferably uses the lifeforce, or wants to use it in case of latent users.

The living compass is the person best suited to determine if an individual has the ability to learn to use the lifeforce. When passing through a village of a group of characters he can with great accuracy point out a person that knows how to use it or has the ability to. A living compass is also used to flush out a dark mystic from gatherings or hiding, but to do that he has to get pretty close.

Role: A living compass is a sensor for detecting individuals using the lifeforce. In this fashion he can single out an individual in a throng using this power to some end. He is therefore frequently used as a hunter for dark mystics. This ability makes him wanted among nobles that feel insecure or threatened by dark mystics. It is primarily his ability to sense those mystics that puts his services in high regard.

A living compass can sometime be seen traveling around the countryside looking for new, promising individuals. If he finds any he tries to get a private meeting with that person, or in case of younger individuals his/her parents.

Social rank: A living compass can come from any place in the social structure.

Secondary skill: A living compass can choose any secondary skill he wants, with the DM:s approval.

Weapon Proficiencies: A living compass can wield any weapon and wear all armor and shields.

Nonweapon Proficiencies: Bonus: Tracking and one of the following: Adaption, Ambidexterity, Evasion, Two-weapon fighting, Unarmed Combat (Martial Arts). Required: Direction Sense, Distance Sense. Recommended: Adaption, Ambidexterity, Evasion, Two-weapon fighting, Unarmed Combat (Martial Arts).

Equipment: A living compass has no restriction on how much he can own.

Special Benefits: A living compass can feel the presence of a "lifeforce blessed" being within 2 miles per level. This ability makes the exact distance and direction known to the living compass, and if the individual moves the feeling follows the source.

He can also feel the presence of dark mystics. This range is much smaller though, any dark mystic within 5 feet per level (max 50 feet at 10th level) are instantly known to the living compass.

At 3rd level the living compass gets the Blind-fighting ability for free.

At 9th level he gets the knowledge and wisdom of Tactics.

Special Hindrances: The ability to feel dark mystics can also be a hindrance to the living compass. If two dark mystics come into range from different directions his direction sense doesn't work. He only knows that there are dark mystics nearby. If three or more dark mystics are near, the living compass must make a Wisdom check or get disoriented (a -3 penalty to all THACO, damage, Saving Throws and Ability Checks for 1d3 rounds plus 1 round for each dark mystic within range) a successful Wisdom Check lowers the penalty to -1.

Wealth Options: A living compass begins with 4d4x10 rt

Races: All races that can become mystics can choose this kit.

Teacher

Prerequisites: Due to his love for knowledge and teaching, a teacher must have an Int score of 15.

Description: The first impression that a teacher makes is that of a scholar. A teacher never wears armor, so robes or ordinary clothes are the first a person sees and since the teacher is mostly seen reading or carrying books, scrolls, notes or talking to young individuals, that further strengthens this image. On closer study there are some things that stand out as contrasts to this image. Alert eyes that sees most of what happens around, the well-trimmed body that tells of hard bodily training and scabbard either worn or laying near the teacher. These things tell of a person used to fight with weapons as well as words.

Role: A teacher can teach others the power of the "lifeforce" and therefore usually has one or two students or apprentices with him in his travels.

A teacher is always searching for more knowledge. Rumors, old stories, tales of strange new things is just as interesting as proven facts since much can be learned from commoners and nobility alike.

Social Rank: A teacher can come from any place in the social structure, but most frequently from the middle class.

Secondary Skill: Most teachers know how to scribe, but any skill can be chosen as long as there is a logical explanation for it.

Weapon Proficiencies: A teacher can wield any weapon they choose, though sword of some kind is most common, and wear shields. They can't use armor of any kind.

Nonweapon Proficiencies: Bonus: Teaching, Unarmed Combat (Martial Arts), Reading/Writing (own language) and one of the following: Adaption, Ambidexterity, Evasion, Two-weapon fighting. Recommended: Etiquette, Local History, Adaption, Ambidexterity, Evasion, Two-Weapon Fighting, Ancient History, Reading/Writing (any) and Endurance.

Equipment: A teacher must always have something to write with as well as something to write on. A teacher can't carry more than 2 different melee weapons at one time (daggers, knives, and other weapons that are small and can be thrown does not count in this number).

Special Benefits: A teacher can learn other individuals looking to become a mystic knight how to tap into the lifeforce that surrounds everything. A teacher can teach 1 mystic knight for every three levels gained starting at 3rd level (2 at 6th, 3 at 9th, etc.) to a maximum of 6 at 18th level.

A teacher receives a +1 bonus to reaction rolls since he is always willing to learn and listen to others, this bonus is +2 when talking to scholars and other persons interested in lore and knowledge.

When talking to an individual there is always a small chance that the teacher picks up something interesting that the individual would prefer to be unknown. It can be something the person let slip, hinted at, or deliberately avoided mentioning, it can even be something the person reacted to in a strange way. This chance is 5% at 1st level; this bonus rises with 5% for each level gained to a max of 75% at 15th level. There is a -1% penalty for each level higher than first of the other individual. If the person talked to is hostile or trained to keep things to himself the chance of learning is reduced by an additional 2% for each level of that person (a hostile person trained to keep things secret lowers the

chance with a total of 5% per level).

At 3rd level the teacher gains the knowledge to fight in complete darkness (Blind Fighting)

At 9th level he learns how to act and react in a larger scale of operation (Tactics)

Special Hindrances: A teacher must always take the time to listen to persons when they have something to say, even if it is a peasant. The only time a teacher can ignore someone is either when instructing his disciples or when he already in the midst of a conversation with another person. If a teacher ignores someone he suffers a -2 reaction penalty to all individuals in that community, until he asks for forgiveness and listens to the offended person.

Wealth Options: A teacher starts with 3d4x10 fr

Races: All races that can become a mystic knight can become a teacher.

Wereranger Kits

Beast Lord

Description: Beast Lords are wererangers that share an even stronger connection to animals and beasts. On the first glance a person might mistake him for a druid or a normal ranger. Mostly dressed in natural colors and almost always in the company of animals, these persons has adopted and been adopted by nature.

In a campaign, the beast lord is a great asset when faced with animals of any kind either in the wild or in communities. A beast lord has learned more of the way of the nature and must have a Dexterity score of 17 (Aim 12, Balance 22) and a Charisma score of 15 (Leadership 13, Appearance 17).

Role: The beast lord gains much respect from rangers, druids, trappers, hunters, sailors, foresters, farmers and others working in or with nature. He can, with the help of his adopted family, help farmers get rid of vermin by simply reasoning with the rats and mice that plague the farm or have dolphins rescue sailors whose ships have sunk or become stranded. But he can also use these abilities the other way if....

Social Ranks: Since he prefers the company of animals to humanoids, beast lords are mostly found in the lower social classes but an occasional rare eccentric can be found as well.

2d6 Rank

2-6 Lower Class

7-10 Lower Middle Class

11 Higher Middle Class

12 Upper Class

Secondary skills: A beast lord must choose one of the following skills: Bowyer/Fletcher, Farmer, Fisher, Forester, Groom, Hunter, Sailor or Trapper/Furrier.

Weapon proficiencies: Required: dagger. Recommended: any of the other weapons mentioned for a wereranger.

Nonweapon proficiencies: Bonus: Animal Noise, Animal Lore, Danger Sense, Wild Fighting and Running. Required: Survival (home terrain). Recommended: Endurance, Animal Handling, Survival (any), Direction Sense, Herbalism, Weather Sense, Navigation, Healing.

Equipment: A beast lord may not own any armor heavier then studded leather and not more than 2 melee weapons.

Special benefits: A beast lord has the ability to see through the eyes of any animal within 100 feet. He can't force the animal to look in a certain direction but he can ask the animal mentally to focus on something. There is a 90% chance that the animal will do what the beast lord wishes unless it puts the animal in danger. So asking a bird to focus on a humanoid while a cat is closing in on it doesn't work.

He can also sooth any animal with a HD of no more then 2 higher then the beast lord's level. So a level 3 beast lord can sooth any animals with 5HD or less. He can also make an animal of the same HD be quiet while he is around.

When the beast lord reaches 3rd level his understanding of animals social structure and physiology is so good that he is granted another two animal forms he can transform into. It also enables him to control animals of the same types. He can only choose forms of animals that he has seen and studied. So a beast lord living in the deep woods can't take the form of a mountain lion unless he has traveled to the mountains and lived with them for a while.

Along with his clerical spells, the beast lord also gains special powers from his deity as a cleric of the same level.

When he reaches 7th level he gains a group of animal followers. 1d6 animals come and stay with the beast lord. At least one animal is from a type the beast lord can take.

At 16th level he is so attuned to nature and its ways so he gains a 3rd attack each round.

Due to his study of animals he gains some benefits while he is in a wilderness. He can climb, hide, move and listen like the animals so he receives the following bonuses to his thieving skills: +15% Move Silently, +20% Hide Shadow, +15% Detect Noise and +5% Climb Walls.

Special Hindrances: A beast lord can't stand the crowds in settlements for more than 2 days. If he stays longer he gets a -5% penalty to all attack rolls, saving throws and skill checks. After another 2 days another -5% penalty is added, for a maximum of -50% after 21 days. This penalty disappears at the same rate if he returns to stay in complete wilderness.

He can't consciously injure or harass any animal. If he does he loses all of his stated abilities until he makes amends (the DM decides).

Wealth Options: A beast lord begins with 2d8x10 fr.

Races: Half-elf, Human, Sylvan Elf, Wild Dwarf

Fighter, Thief, and Fighter/Thief Kits Bounty Hunter

Prerequisites: A bounty hunter must be either a fighter or a thief. Due to the versatility of the profession he must have at least Strength 11, Dexterity 11, Constitution 11, Intelligence 13 and Wisdom 11.

Description: A bounty hunter lives for rewards. For him to do something he must be convinced that there is a substantial reward for him in the end. The tougher the challenge, the larger the reward must be to tempt him.

A bounty hunter is always practically dressed and ready for a fight. Even at a gathering completely made of known persons the bounty hunter is equipped with at least two different weapons, concealed somewhere on his body. He usually wears soft, sturdy boots, nondescript clothes and mostly non-metal armor.

A bounty hunter thinks mostly of money. If pitched in a battle they primarily targets any individual with a reward to his name, or head if the reward says "dead or alive". He can even disband a chase if he notices a wanted criminal passing by. A bounty hunter isn't looking for fame or glory, only money. If the bounty hunter is a part of a group and a battle goes bad, he won't hesitate to escape, even if that means leaving his comrades behind.

Role: A bounty hunter never gives up a chase for a criminal. They willingly cooperate with others if it is agreed that the bounty hunter receives all (or almost all) of the reward. No one goes safe from a bounty hunter. If someone in his group ends up on a wanted poster, the bounty hunter might capture him or lead him into a trap to receive the reward.

Social Ranks: Due to the reputation a bounty hunter gets he usually ends up among the lower level of the social structure.

2d6 Rank

2-6 Lower Class

7-11 Lower Middle Class

12 Upper Middle Class

Secondary Skills: A bounty hunter relies on many things, but primarily his equipment and payment. So a bounty hunter must choose between these skills: Armorer, Bowyer/Fletcher, Gambler, Hunter,

Jeweler, Limner/Painter, Scribe, Tailor/Weaver, Trader/Barter or Weaponsmith.

Weapon Proficiencies: A bounty hunter can wield any weapon they choose and use shields. But they are limited to chainmail or lighter armor. Required: One of the following weapons: Blowgun, Bola, Dart, Lasso, Sling, Mancatcher or Staff-sling.

Nonweapon Proficiencies: Bonus: Diplomacy, Tactics, Tracking. Required: Information Gathering, Observation. Recommended: Etiquette, Rope Use, Herbalism, Appraising, Set Snares, Throwing, Bowyer/Fletcher and Persuasion. If traits are used; Required: Greed. Recommended: Alertness, Lucky, Keen eyesight, Keen Hearing.

Equipment: A bounty hunter always has at least one weapon whose primary function isn't to kill but rather to capture a criminal alive, otherwise they can carry whatever they want. They prefer to travel light and leave excessive armor and weapons at home or in their shop for later use.

Special benefits: Due to his need for a variety of weapons, depending on the type of mission he has, the bounty hunter receives an extra weapon proficiency slot.

A bounty hunter frequently visits jails and other law offices to learn about any wanted criminals and other rewards that are for grabs. This gives the bounty hunter a +1 reaction bonus when dealing with local law officials.

Bounty hunters also have at least a little knowledge of some different thief abilities. A fighter gets the following scores in different thief abilities; Pick Pockets -10%, Open Locks +5%, Find/Remove Traps +5%, Move Silently +10%, Hide in Shadows +15%, Climb Walls -5%, Read Languages +5%. These scores are modified with the bonuses from their base ability scores. If the bounty hunter is a thief they are added to the normal scores. Each level a fighter/bounty hunter receives 10 points he can distribute on the different thief abilities.

When the bounty hunter reaches 7th level he gains a reputation among other bounty hunters and gets some henchmen. These work independently but they give 5% per level of the henchman of their earnings to the PC to a maximum of 50%. 1d8 level 1, 1d6 level 3, and 1d4-1 level 5 bounty hunters show up.

At level 7 he must decide a city in which he will set up a shop. This shop functions both as a meeting place and a business. Here the bounty hunter and his henchmen can sell things collected during their missions, persons can come to hire the PC and/or his henchmen. Bounty hunters in need for refuge also come to these stores for sanctuary. Note that the PC doesn't have to build or buy the shop at this stage, only decide the city in which he will set it up.

When the bounty hunter has opened his shop he receives additional bonuses in that city. He receives a +3 reaction adjustment when dealing with law officials from that city; he also gains the City Familiarity proficiency for that town.

When the bounty hunter reaches 15th level he receives more henchmen. At this stage the bounty hunter has 1d12 level 1, 1d10 level 3, 1d8 level 5, 1d6 level 10, and 1d4 level 13 bounty hunters as henchmen. (Note that he has rolled twice for level 1, 3 and 5 henchmen. He only gains the higher number of henchmen, so they are not added or subtracted from each other).

Special Hindrances: Many persons are naturally suspicious of bounty hunters and they treat them accordingly. Therefore the bounty hunter suffers a -2 penalty to the reaction adjustment score when dealing with persons who knows the characters profession, this includes other bounty hunters who are potential antagonists for rewards. This penalty is -3 when dealing with persons the bounty hunter has captured before.

A bounty hunter never does anything without a reward. If someone asks him for help the immediate reply would be: "What's in it for me?" or "How much is it worth to you?" So before a bounty hunter can accept a mission he must be promised compensation. He won't even let a group he currently is a member of accept a mission without that reward.

When the bounty hunter notices a reward for a comrade-in-arms he must make a wisdom check and a greed check to avoid the temptation to turn that person over for the reward. If the wanted person has saved the life of the bounty hunter he receives a +3 bonus to both rolls. If he fails

one roll, the bounty hunter is torn and will try to get a private moment with the wanted character and find the reason behind the reward. If the bounty hunter is convinced that his friend is innocent he will let the matter drop, otherwise he will strongly consider turning the friend over. If he fails both rolls he will turn his friend over at the first good opportunity.

Wealth Options: A bounty hunter starts with 2d6x10 fr

Race: Any race (that doesn't have distance restrictions; such as a Nymph) can become a bounty hunter.

Draconic Elf Kits Outcast/Freak

Description: An outcast (or freak as some of their kind refer to them) is a draconic elf that has no wings. He might have lost them in an accident or in battle; he might even have been born without wings. Regardless of what, his primary goal in life is to get wings. An outcast will do anything to get them, even if it means that he has to commit crimes, abandon his friends or even kill them. All outcasts have one more thing in common. They are shunned by all others draconic elves, and they don't like it.

Role: An outcast can function as anything, depending on his profession. He does have some abilities that make him a good choice for exploration in the wilderness, especially in the mountains where his good balance and lack of fear regarding heights comes into play.

Social Class: Since he is shunned by his folk the outcast is in the bottom of the social structure. Outcasts coming from a higher social ranking are demoted, since they can't get the respect needed to uphold their higher status.

2d6 Rank

2-11 Lower Class

12 Lower Middle Class

Secondary Skills: An outcast can have any secondary skill they want.

Weapon Proficiencies: Required: None. Recommended: Any.

Nonweapon Proficiencies: Bonus: Iron Will, Fine Balance. Recommended: Direction Sense, Weather Sense, Herbalism, Jumping, Tightrope Walking, Treewalking, Tumbling, Endurance, Mountaineering, and Survival (Mountain),

Equipment: An outcast can wear any armor and use any weapon they choose.

Special Benefits: Since the draconic elf is accustomed to great heights they have absolutely no fear of them.

The outcast receives a +1 bonus to all skill checks and die rolls. This bonus functions as long as the outcast is on the ground. If he enters the underground he loses this bonus until he reaches the surface again.

The outcast has a very good balance. He receives a +1 bonus to all balance checks and every 4th level this bonus increases by one (+2 at 4th level, +3 at 8th, ... , +6 at 20th).

The outcast has been hardened mentally due to his lack of wings. This hardness shows in his high tolerance to pain. He receives a +2 bonus to all concentration checks when suffering pain. Every 4th level this bonus increases by one (+3 at 4th, +4 at 8th, ... , +7 at 20th). Some examples when this bonus comes into play: interrogation, damaged while casting a spell, torture, etc.

Special Hindrances: When an outcast meets another draconic elf he suffers a -3 penalty to his reaction roll. This penalty is due to the fact that all draconic elves hold their wings as sacred and anyone that hasn't wings has done something that has angered their god.

An outcast will do absolutely anything to regain/grow wings. He doesn't care who gets hurt or stands in his way as long as he gets it. He will gladly and without remorse leave his companions to die if he gets wings.

Wealth Options: An outcast starts with 2d6x10 fr

Race: Draconic elf

Horok Kits Bodyguard

Requirements: A bodyguard must be a Horok fighter.

Due to the nature of his chosen profession a bodyguard must be extremely strong and agile. He must also be able to function in social gatherings to be able to follow his employer all the time. These conditions demand a Strength score of 18, Dexterity 14, and Charisma 12.

Description: A bodyguard is exactly what the name implicates, a bodyguard. A bodyguard will do anything to keep his protege from harm, even if it costs him his life. A bodyguard is always alert and looking for potential threats, either towards him or his employer. He doesn't hesitate to act when he deems an individual is a threat.

The bodyguard is also extremely loyal to his employer until the time comes when the employer dies or cancels the employment. And if the employer has treated the bodyguard well during his employment the bodyguard might decide to stay and work for free or keep his loyalty long after the employment has ended. A bodyguard usually wears a light armor in rural settings that allows him to react and move quickly, in wilderness and under ground he wears heavier armor that absorbs more damage.

Role: A bodyguard makes a good scout and guard since he always is ready for a fight and suspicious of everything new. A group that contains a bodyguard must be ready to explain many things to him, to the point of it becoming almost ridiculous. A bodyguard can also function as an embarrassment and comedian due to his superstitions. He might flatly refuse to do something new, unless his employer forces him to.

That can range from refusing to enter a tavern with a sign of a scary creature; to throw himself at his employer at the first sound of a champagne bottle being opened with a loud pop during a large party containing the noble persons in the vicinity.

Social Rank: A bodyguard usually comes from the lower part of the social class, since no person of standing would tolerate that their offspring sacrifice themselves for another. The only exception to this is the bodyguards to royalty or the highest nobility that mostly has bodyguards of a higher standing.

Roll Rank

2-7 Lower Class

8-11 Lower Middle Class

12 Upper Middle Class

Secondary Skills: A bodyguard can choose any secondary skill he wants.

Weapon Proficiencies: A bodyguard can wield any weapon they want and wear any armor. Required: One of the following: Bola, Boomerang, Dagger, Knife, Stiletto, Throwing axe, Javelin, Lasso, Shuriken, or Spear.

Nonweapon proficiencies: Bonus: Intimidation. Required: Style Analysis and Dirty Fighting. Recommended: Rope Use, Blind-fighting, Endurance, Running, Set Snares, Tracking. If traits are used; Recommended: Alertness, Ambidexterity, Fast Healer, Inherent Immunity (any), Keen eyesight, Keen Hearing, Lucky.

Equipment: A bodyguard must have two sets of armor as soon as he can get it, one light and one heavy to use in different situations. However; if he finds a magical plate mail he can wear that in rural settings as well, since a magical armor doesn't hamper movement or encumbrance. He must also have at least one type of weapon that he can throw. He can own as many different types of armor he wants and the same goes for weapons.

Special Benefits: Since a bodyguard is always alert for danger he has a 15% chance per level of discovering potential threats to his employer (max 99%). If the assailant is of a higher level subtract 5% for each level of difference, if the assailant is a thief or assassin the subtraction is 10% per level of difference.

A bodyguard also gets some basic thief abilities that he has learned during his career: Find/

Remove Traps (10%), Hide in Shadows (25%), Detect Noise (20%).

A bodyguard also has another great asset compared to other horoks, a brain. Due to his need to asset probable threats he has exercised his mind so he only suffers a -1 penalty to his INT score, not -7 as other horoks. He has also learned that most individuals think that horoks are stupid so he hides this ability well, knowing that it works to his advantage.

At 5th level his reputation as a protector has spread, and he receives a +3 bonus to reaction rolls when dealing with persons of Upper Middle Class or higher social status.

Special Hindrances: Since a bodyguard in himself is a follower, he can't have followers or henchmen of his own.

His primary goal is to protect his current employer, so he will always defend his employer during his travels, even if the employer isn't there. So if he travels alone and hears someone talking ill of his employer the bodyguard will defend him, verbally or by force if the situation requires it. He must also return at once if he is summoned, even if that means abandoning his friends in a precarious situation, or face immediate dismissal and get a reputation of disobedience (a -3 penalty to reaction checks among Upper Middle Class or Upper Class).

Due to his constant vigilance he sometimes sees threats where there is none. There is a 20% chance that he will see a non-existent threat and act upon it. This chance is reduced with 2% per level gained thereafter (to a minimum of 2% to misjudgment at 10th level).

If his employer dies at the hand of another, when the bodyguard could have stopped the assailant, he will go into a secluded mourning and atone for what has happened. He can't eat anything and only drink water during that time. The mourning lasts 1 day for every 5 levels (rounded up), or until he is forgiven of his crimes by a close relative to the dead person (whichever comes first).

A bodyguard is always cautious of new things, but he is also curious. At first the bodyguard will be cautious, but that emotion will pass and change towards curiosity instead. He will frequently stop and examine new things; animals, toys, clothes, humanoids. This can make a 1 hour walk through a new city, take up to 8 hours instead due to new things and impressions.

Wealth Options: A bodyguard begins with 2d8+1x10 fr

Race: Only a horok can take this kit.

Half-Elf Kits

Showman

Description: A showman is a bard who wants to become famous or rich, and has the ability to influence the audience to help him achieve it. He not only plays the instruments he knows, he also plays the hearts of the audience, especially those of the opposite sex.

You can't mistake a showman for another bard. He always wears fancy clothing so people will recognize him and he likes to show off his abilities. His strife for fame reflects in his need for comprehending the subtleties in the nobility and his need of a good first impression. So a showman needs a Dexterity score of 15 (Aim 14, Balance 16), Intelligence 14 (Reason 14, Knowledge 14) and Charisma 17 (Leadership 16, Appearance 18).

If social classes are used no higher then Higher Middle Class is recommended (preferably even lower).

Role: A showman is a natural leader since he usually receives a favored reaction from people the party meets due to his grace and charm, not to mention his fast mouth and quick mind.

Specialty: Entertainer (Actor), Entertainer (Singer), Entertainer (Comedian/Prankster), or Swashbuckler/Rogue

Secondary skills: No special skill is required, but Gambling or Scribe might be appropriate.

Weapon proficiencies: Required: None. Recommended: dagger, dart, knife, sling or staff, weapons that are easily hidden or have other uses and therefore nondescript. He can't wear any armor heavier than chain and no shield.

Nonweapon proficiencies: Bonus: Acting, Singing, Alertness, Local History, and Juggling. Required:

Crowd Working, Musical Instrument. Recommended: Dancing, Artistic Ability (music), Etiquette, Heraldry, Ventriloquism and Religion. If traits are used Allure, Glibness, Music/Singing and Music/Instrument are recommended.

Equipment: The showman can buy anything he likes, but his vanity and strife for fame and fortune forbids him from buying or owing cheap items. He always makes sure that items he has are of good quality or better.

Special benefits: Due to his strife for perfection a showman receives a +1 bonus to all proficiency checks dealing with entertainment, this bonus rises to +2 if he has actually learned the skills.

When the showman performs he automatically influences all spectators with a Charisma score of 13 or less and with a social status of Higher Middle Class or lower, this ability includes people from the upper class when he reaches 9th level. All persons of the opposite sex that falls into that category must make a save vs. spell when they first hear the showman, if the save fails the spectator falls in love with the performer and always promotes his talents in hopes of meeting him. (This influence might also work on homosexuals if the DM allows it)

Since he always is on the lookout for rising in status he has learned to grab any chance he gets. If that means that he has to reach into another person's pockets to get an important piece of paper or some keys, then he does that. And if he finds it in his interest to visit one of his devoted followers at her home without going through the front door and meet her husband, then he climbs the walls instead. Due to this devotion he receives a bonus to his thieving skills: +5 to Pick Pockets, +10 to Detect Noise, and +15 to Climb Walls.

When the showman reaches 3rd level his reputation has grown and he has gotten a steady following of spectators that look forward to his performances. He gains a +2 reaction bonus when dealing with people that have heard him perform at least once, this bonus rise to +3 when he reaches 9th level and at that time he can influence persons of the nobility as well.

He receives spells as other bards do. He mostly favors spells that he can use in his performances.

Special Hindrances: The bad side of his quest for fame and fortune is that he has a very hard time trying to be inconspicuous and blend in. He just can't do it. It is against everything he lives for. He has no problem hiding from monsters, but he has a great need to impress any humanoids he meets, it takes a tremendous willpower to suppress this craving. To do this the showman must succeed a Wisdom/Willpower check against half his Wis/Will score (rounded up). He also has to do such a check if he does something that seriously upsets one of his "followers" but then he can add his +2 or +3 reaction bonus to sooth his/her feelings, otherwise that person gets immune to his power and might start working against him.

The showman must live in luxury whenever he can to uphold his ego, if he can choose between a cheep inn and an expensive one he chooses the expensive. His equipment reflects this also and he always goes to an expensive store to get items that look flashy and shout out "I am rich!" Due to this, all his equipment costs 25-50% more then normal, and he might find himself a target for other thieves.

In his strife for fortune he has left most of his language studies behind him, therefore he suffers a -5% penalty to his Read Language skill.

Wealth Options: Starting gold is 2d6x10 fr

Chapter 9 : New Monsters

Death Hawk

CLIMATE/TERRAIN: Any

FREQUENCY: Rare, Uncommon in the Black Forest

ORGANIZATION: Solitary or Flock

ACTIVITY CYCLE: Any

DIET: Omnivore

INTELLIGENCE: Low (7)

TREASURE: Nil

ALIGNMENT: Neutral



NO. APPEARING: 1 or 12-24

ARMOR CLASS: 7

MOVEMENT: 1, Fl 18 (A)

HIT DICE: 2+1

THACO: 18

NO. OF ATTACKS: 1 bite, 2 claws

DAMAGE/ATTACK: bite 1-4+1, 2 claws 1-2

SPECIAL ATTACKS: Burning Bite, Disease, Energy Drain

SPECIAL DEFENSES: Immune to Fire, Immune to energy drain

MAGIC RESISTANCE: 5%

SIZE: Small (4' wing span)

MORALE: Elite (13)

XP VALUE: 5,000

The death hawk appears as a small bird of prey with a skull for a head, surrounded in magical red or purple flames. The feathers are often black or dark brown in color.

Combat: Death hawks attack in unison. Gaining the advantage of many attacking one. They can also swoop in for an attack, doing so allows them to use both their claws and bite attacks. Any creature bitten by a death hawk must save vs breath weapon (with a -4 penalty) or suffer 1d4+1 points of burning damage for an additional 2d4 rounds. The bite also causes one level of energy drain.

Anyone clawed by a death hawk must save vs poison, or become diseased. They lose 2d4 points of strength and constitution for 2d10 days. Once a day a death hawk may create a delayed blast fireball as cast by a 7th level wizard. Death hawks are immune to both normal and magical fire, as well as any form of energy drain such as vampiric touch.

Habitat/Society: Death hawks form large flocks where there is an abundance of small prey. There is often one death hawk that is the leader of the flock, this is a death hawk with an orange magical flame about its head. If there is no orange glowing death hawk, then it would be the brightest red death hawk that is the leader.

Death hawks adapt to any temperature, therefore they can be found anywhere in the world. However, they exist in very few numbers. Rumors abound about flocks of thousands of death hawks deep within the Black Forest.

Ecology: The death hawk contribute little to an ecological area. Often slaughtering small mammals in

the area then moving on. Very few animals consider the death hawk a potential meal.

Death hawk glands and skulls are highly prized by alchemists and mages for potion and spell ingredients. These items are far more scarce than the actual death hawk, for when a death hawk dies, it's kindred quickly devour it's fallen companion.

Dragon, General (Tærra-Söl)

Dragons on the world of Tærra-Söl are considered more like individuals than monsters in most parts. Like other beings, there are good dragons, bad dragons, and all those in-between. They have their own personalities, desires, faults, and dreams. They revere the god Alfheim-Rigel, because not only was this god found out to be one of their own...he also was a man of honor which all dragons appreciate no matter what their state of mind is.

There are two large factions among the dragons: the ones that take an active interest in the lesser beings of the world and those that choose to ignore them. There are both "good" and "evil" dragons among both factions. A benevolent active dragon would be the ancient gold dragon, Sunstroke, which lives near Boline and protects the occupants from hostile incursions, while the malevolent active group would include Shadowdeath that lives in Serpent Shade Forest near Dragon's Den. Both dragons are taking an active part in the business of the lesser races but for different reasons. A silver wyrm that lives in a remote mountain cave and sleeps most of the time would be a part of the benevolent ignoring group.

No matter to which group a dragon belongs to it is very wise to approach one with extreme caution and show respect. Every dragon is a unique character with different strengths and weaknesses. Even the most benevolent dragon can become testy if he/she is treated badly for an extended period of time, needless to say is that if you annoy an evil dragon you won't get a second chance or even the opportunity to apologize.

Many dragons like to take the form of humans, demihumans, or humanoids and walk around without drawing attention to themselves. In some extremely rare cases when the dragon has studied a specific individual and taken a form that compliments that individual, the transformation can go somewhat awry. When transforming into the humanoid shape some of the knowledge learned from the studied creature is mixed into the transformation. When this happens the dragon can feel emotions like a humanoid and in some cases react on it without knowing the consequences. Most of the half-dragons are born from couplings between humanoids and dragons under the influence of these emotions. When the dragon returns into his original form the extra personality is gone and everything that the dragon did under influence of emotions from that personality is almost always forgotten.

Unlike dragons on other worlds, Tærra-Söl dragons are one of two types. The first type is draconatralis, or "natural dragon". These beings were born and have lived their whole life as a dragon. These are the typical type you would find in any campaign world and should be treated as such. Some dragons of this type can shapechange into humanoid form. There are very few dragon types that can do this however, those being; gold, silver, bronze, shadow, steel, copper, deep, and all the adamantine types. They sometimes sire offspring with demihumans in this form who are born to be Half-Dragons.

The second type is dracocambri, or "hidden dragon". Dragons also refer to these types of dragons as simply "The Hidden". These dragons were born "out of body" as a humanoid of some sort. There are no "rules" in the cosmic scheme of things as to what this type of dragon may start out as. They could be human, elf, drow, dwarf, or even bugbear or centaur. This type is ignorant to their true nature their whole life and most die in their humanoid form. There are, however, a few that discover what they truly are. This can happen due to many reasons. Some of the circumstances upon which a humanoid will discover they are a dracocambri are:

- A natural dragon senses something akin to themselves in the being
- Divine knowledge
- Using the Dragon Cube (see Artifacts: Dragon Cube)

The only way for their true self to emerge is to use the Dragon Cube artifact which is guarded by the priesthood of Mara Zespin. If they are truly a dragon they will survive their encounter with it and discover what they are. It is by random chance what breed of dragon they “become” (ie. a roll of percentile dice on a dragon type chart), but this is what they were all their life yet had been trapped in a “simpler” form.

One theory as to how this happens is that whenever a dragon is stillborn, the spirit of the unborn dragon flies around until it can find another spirit on the verge of getting born. Due to its longing to become one with the world it enters the same body as the other spirit.

When the baby is born the original spirit is only aware of itself and it controls the body. The draconic spirit is forced to an existence trapped within the body of another with no way of communicating. Unless something makes the original spirit aware of the extra spirit, the draconic spirit will be free once again when the previous body dies and will enter a new unborn body to try its luck again.

If the draconic spirit is noticed it can extend some control and influence over the other body and if it gains dominance it can take the body it was supposed to be born into. A draconic spirit has no way of knowing what type of dragon it is. It only knows that it is a dragon and that it wants to be born. A person able to establish communication with a draconic spirit will find himself or herself trying to reason with an infant, no matter the age of the body it occupies. The draconic spirit will start learning and aging when it takes full control of the body. The memories and feelings of the previous spirit will be absorbed and merged into one with the draconic.

Unlike natural dragons, “The Hidden” can take on three forms once their inner selves have been set free. The first form is that which they were born to (ie. elf, halfling, kobold, etc.). The second is their true dragon form. The third is somewhat a mixture of the two. Their nose becomes somewhat snoutish, their eyes reptilian like, their ears take on a very pronounced point and somewhat resembles a dragonwing, and their teeth fang-like. Their skin becomes the color of their dragon form with very fine scales and speckles over it; the speckles being of a brighter (or sometimes duller) shade all over their body. Their hair becomes a darker color than their skin if possible (a black dragon pseudodrac - which is what they are in this form - would of course have black hair and couldn’t be darker).

They have no wings or tail, but they do grow claws upon their fingers and toes. They have no breath weapon but they do radiate an aura of fear and their stats increase by +6 and their natural AC drops to -3. They also have “nightvision” like that of the draconic elf (much better than infravision - they can see in pitch black as if it were dawn) of 120’. In this form they retain all breath weapons and magical abilities, if any.

A child conceived between the union of a normal humanoid and one of “The Hidden” in pseudodrac form has a 20% chance to be born as a member of it’s humanoid parent’s race but with draconic features (the remaining 80% has the child looking just like the race of it’s non-hidden parent). Some of the features it could have are:

- Claws instead of finger and toenails
- Pseudodrac ears
- Sparkled skin the color of their hidden parent
- Scale-like skin
- Fang-like teeth
- Reptilian Eyes
- Snout-like nose
- Or a combination of 2-3 of these characteristics

These children are known as cambidracein or “hidden child”. They have no draconic abilities or stats of it’s pseudodrac parent save for nightvision of 60’. All other racial abilities are that of it’s humanoid parent.

It is theorized that anyone can be a dragon. Many ancient legends tell of dragons born in the wrong body. If a player wants to check to see if he is actually a dragon trapped in a humanoid body, he must be of at least level five. He then must seek out the high priestess of the Mara Zespin guild

and convince her to test him. Once this is accomplished the test he goes through is to place his hand in an ancient box studded with draconic hieroglyphics called the Dragon Cube that clamps down and holds it inside. No amount of strength or struggle can get his hand back out (so the PC better be sure they want to do this). For the outcome and use of the Dragon Cube please refer to the Artifacts section of this booklet.

Dragons & Humanoids:

Most of the population on the continent treats dragons as individuals, but there are exceptions. The most prominent of those is the kingdom of Alagar that hunts dragons as any other animal or beast. The long hunt after dragons have left the country almost empty of dragons... almost, but not quite. But there are others as well. Cerberus won't be stopped if a dragon gets in its way when they are after something. Many dragons, especially young ones have lost their lives since they have crossed the path of Cerberus.

OUTCASTIA:

A large number of dragons live within the border of Outcastia, especially within Sky-top Mountains, Everlast forest, Red-sand Desert, Pearly Field and the western and southern coasts. Dragons are treated with respect and shown great hospitability when they visit any settlement. They are mostly left alone, but young individuals from various settlements within dragon-country like to hide and see if they can catch one of the younger dragons by surprise.

The older dragons are mostly left alone or confronted with a humble attitude when their privacy needs to be violated. The dragons approve of this and therefore are surprisingly friendly when someone comes seeking their aid or knowledge. Some dragons have even gone so far as to offer their help unasked when disasters strike or under other circumstances.

ALAGAR:

Most of the draconic inhabitants in this country have either been killed or driven away, but there are some resilient and resourceful dragons still within the borders of Alagar. Minotaur Mountains is one such place where dragons are hiding. Some of the peaks within this mountain chain are near to impossible to climb and in these peaks some dragons have found a safe-haven. There are also a number of dragons living in the vast cave system that extends through the mountain range. A few have found a safe haven within the Great Forest where only rangers and druids walk.

If a human spots a dragon, he/she is ordered by law to report the sighting to the nearest authority. If the sighting can be confirmed by magical or normal means there will be a dragon-hunt and it won't stop until the dragon is dead or they have found the lair and proof that confirms that the dragon has left the area.

ADAMANTINE DRAGONS:

Adamantine Dragons are cousins to the Metallic family, although in a category all their own, and there are six species within the type class. Dragons of the Adamantine type are seclusive, quick to anger, and resent intrusions of any kind. Although if their territory is "invaded" they tend to listen before they lash and may even be swayed to help the "invading" adventurer who has come to them in search of assistance. They like the airy, yet private, surroundings of mountain caverns or abandoned mine-shafts of the hills where they can live with the serenity of nature without the intrusions of humanoids. Adamantine Dragons are viewed as religious icons of most of the inhabitants of the Country of Outcastia.

Dragons of this type can take the form of humanoids. They usually do this out of boredom, or in extreme cases due to the love of a humanoid to sire their offspring. The only exception to this rule is the Black Adamantine Dragon which rarely takes humanoid form. When this type does so it is to gain information in a discreet manner and they will never mate with a lesser two-legged being. This sort of act sickens them as they look upon it as unnatural.

For some general stats on Adamantine Dragons, you may look them up in the Monstrous Manual as anything said about general dragons relates to Adamantines with the following additions: **Wing Clap:** All dragons of this type, no matter their age, can employ their wings in combat much further than a wing buffet. For a wing clap the targets must be either in front of or in back of the dragon (on top or beneath in aerial combat). Essentially they will clap their wings together crushing the target within. The damage inflicted is 1d12+2 and the creature(s) caught in the clap must roll their Constitution or less or fall unconscious for 1d6 rounds (+1 round for each age level of the dragon above hatchling).

Call To Arms: Adamantine dragons can at will can send out a high-pitched wail which can be heard within a 50 mile radius in times of dire need. All dragons in that area will then fly to this location for support. All non-dragons who are within a 5 mile radius must make a successful constitution check or fall unconscious due to the sounds high pitch. Regardless of a successful check all non-dragons in the area receive 1d4-1 points of sound damage. Draconic elves all dragonkin are immune to the effects of this ability.

Additional notes on dragons as recorded by the sage Toridot, one of the most noted Outcastian scholars for his acute observations on psychological events:

Because of the general acceptance of dragons by most peoples, the given exception being Alagar, the mixture dragons are usually also accepted. Because of the isolationist nature of dragons, they tend to accept mixtures because they are fairly uncommon creatures too. However, in human societies, even ones that accept dragons, reactions to mixtures vary greatly.

On dracocambri: These creatures remain a mystery even to scholars learned in their existence. They are born basically "out of body" to normal parents of a humanoid race, whether it be human, elf, goblin, etc. But when their inner spirit is set free they become draconic. The most famous case is that of the hero-god Alfheim-Rigel who learned he was actually the missing half of the Black Adamantine dragon couple. Until then, Black Adamantine dragons had not been seen on this world for many centuries.

On magic and dragons: Magic has always been a major factor in human and dragon life. There are rumors that dragon breeding with humans was the cause of humans gaining the ability to use magic. However, this is not much more than a rumor, other than showing that people have little understanding of the way dragons work with magic. In my understanding that because of dragons advanced knowledge and longer life span than average humanoids they have a biological advantage in the use of magic. However, magic with dragons does not end here. From my understanding, there may be other biological mental, or divine factors in which magic effects dragons. I have seen signs that they have natural resistances to magic, and that they seem to have a different assortment of spells that that of general mages.

On humans with draconic features: These creatures are a rarity among rarities. However, from my observation, magical influences on dragons does not effect these creatures nearly as much. However, although they do not have bonuses for being dragons from my observations, because of the harsher living style often imposed on them from society often makes these creatures more proficient in their endeavors.

On creatures similar to dragons: In my observations, I have seen creatures that seem to have dra-

conic characteristics, but are not draconic. Examples of this come from all sorts of areas, such as 'underwater dragons,' because of their features. However, these are more related to the giant eel, than to dragons. One should remember that just because something looks like a dragon, it is not necessarily going to breathe fire at you.

On hidden ones that have come across the dragon cube: These individuals seem to retain the memories of being a humanoid, but because of this sudden change, personalities often change. These personality changes are not necessarily from the change to being a dragon, although considerable impulses may change from this, but from the change of others reactions to the new dragon. Those seeking this change should bare in mind the effect this change will have on the people close to them.

Dragon, Adamantine : Black Adamantine Dragon

CLIMATE/TERRAIN: Any

FREQUENCY: Unique

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Special

INTELLIGENCE: Godlike (21+)

TREASURE: See below

ALIGNMENT: Neutral Good

NO. APPEARING: 1-2

ARMOR CLASS: -9 (base)

MOVEMENT: 19, Fl 35 (A), Br 10, Sw 6

HIT DICE: 13 (base)

THACO: 4

NO. OF ATTACKS: 3+special

DAMAGE/ATTACK: 1-12/1-12/3-24

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: Variable

MAGIC RESISTANCE: Variable

SIZE: G (69' base)

MORALE: Fearless (19-20)

XP VALUE: Variable



Black Adamantines love to have human and demihuman companions. They often take on human form and join bands of adventurers in search of fame and glory. Although there are in theory only two Black Adamantine's, in actuality there are four. Alfheim-Rigel and Mara Zespin are also dragons of this type, but since they obtained godhood and immortality they could not die. They do not, however, visit the Prime Material Plane often. So, in essence there are only two (one male; one female). These dragons are the direct descendants of Alfheim-Rigel and Mara Zespin.

At birth, a black adamantine has thin, small, and glossy scales. As the dragon ages, its scales become larger and thicker, but keep the glossy sheen (although it is not as lustrous as a hatchlings). Black dragons speak their own tongue and know the tongue of all other dragons. They can also speak with any intelligent creature upon birth.

Combat: Black Adamantines are very unpredictable when it comes to combat. It all depends on what mood they are in. No matter the mood, though, they will never attack good-aligned creatures unless sorely provoked. However if the transgressor is of orcan blood, the dragon will not hesitate to

make a meal of it/them.

Breath weapon/special abilities: Black Adamantines have six breath weapons; the first five are the same as each of the breath weapons for the other adamantine type dragons with the same descriptions while the sixth breath weapon is a cone of corrosive gas 50 feet long, 40 feet wide, and 30 feet high. This gas is not only corrosive to metal, but also to wood, leather, and...flesh. Creatures in the cloud can save vs. breath weapon for half damage (if they have dry, exposed skin, they save against the gas at a -3. Wearing leather armor is treated as having dry, exposed skin). All possessions (including money, but excluding the Outcastian Draco) are also in jeopardy and a saving throw for each item (the procedure of which is up to the DM) must be made. Black Adamantines cast spells at 14th level, adjusted by their combat modifiers.

These dragons are born with infravision, true seeing, and unerring detect magic abilities, and immunities to the magics of charm, sleep, fear, and hold, as well as heat (fire), cold (ice), and gas. As they age, they gain the following additional powers: Young: suggestion two times a day. Juvenile: fire walk. Adult: control weather twice a day. Old: anti-magic shell three times a day. Venerable: luckscale once a day. This allows the dragon to enchant one of its scales as a stone of good luck. The enchantment lasts one hour per age category of the dragon. Such scales are given to friendly visitors. Wyrm: pass without trace three times per day. Great wyrm: dimension door four times a day.

Psionics Summary

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
=HD	3/3/5	PB,EW,PsC/ M-,TS,TW	=Int	285

Common powers:

- Clairsentience - Sciences: any. Devotions: any.
- Psychokinesis - Sciences: any. Devotions: any.
- Psychometabolism - Sciences: any. Devotions: any.
- Psychoportation - Sciences: any. Devotions: any.
- Telepathy - Sciences: any. Devotions: any.
- Metapsionics - Sciences: any. Devotions: any.

Habitat/Society: Black adamantines can live anywhere, although their lairs are usually within a short distance of a busy metropolis or seaport. Even though they love the company of humans and demihumans, they keep their lairs well hidden. These are usually well guarded by either animals appropriate to the terrain, or by giants of one sort or another (at times even by other adamantine type dragons). Out of all the adamantine types, the black type is the most protective of its young. When Black Adamantines mate the female lays only two eggs (one male, the other female). Since these types of dragons can only mate once in their lifetime, these hatchlings are the only children for the next generation and the parents will fight to the death to protect them. The eggs for this sort of dragon hatch in a most peculiar way, the eggs only hatch upon the death of the elder dragons. For instance, if the elder male dies, the male egg hatches. And if the female dies, the female egg hatches. For this reason there are only two Black Adamantines alive at once.

So as to have more offspring than this, black adamantines will at times take human form and seduce other races to bear offspring. These offspring are in essence, the start of a whole new race (such as the Dralæquendi a.k.a. Dragon Elf).

Ecology: These dragons can eat anything, but prefer fresh meat. When they can get the latter in the form of orcs it is a delight to them as Black Adamantines are born with an inbred hatred for these creatures.

Age	Body Lgt.(')	Tail Lgt.(')	AC	Breath Weapon	Spells Wizard/Priest	MR	Treasure Type	XP Value
1	13-26	4-11	-8	3d12+1		Nil	Nil	7,000
2	26-44	11-18	-9	5d12+2		Nil/1	Nil	10,000
3	44-57	18-23	-10	7d12+3		1/11	Nil	14,000
4	57-72	23-29	-11	9d12+4		1/1	E,Q	18,000
5	72-89	29-36	-12	12d12+5		1 1/2 1	H,Qx3,T	23,500
6	89-106	36-42	-13	14d12+6		1 1 1/2 1 1	Hx2,Qx5,T	29,000
7	106-121	42-48	-14	16d12+7		2 1 1/2 2 1	Hx4,Qx7,T	32,000
8	121-150	48-55	-15	18d12+8		2 2 1/2 2 2	Hx6,Qx9,T	38,000
9	150-189	55-61	-16	20d12+9		2 2 1 1/3 2 2 1	Hx8,Qx11,Tx2	41,500
10	189-216	61-67	-17	22d12+10		2 2 1 1 1/3 2 2 2	Hx8,Qx13,Tx4	46,000
11	216-229	67-74	-18	24d12+11		3 2 2 1 1/4 3 2 2	Hx10,Qx15,Tx6,V,Z	50,000
12	229-250	74-85	-19	26d12+12		3 2 2 2 1/4 3 3 2	Hx12,Qx17,Tx8,Vx2,Z	53,000

Dragon, Adamantine : Gold Adamantine Dragon

CLIMATE/TERRAIN: Any arid/Desert

FREQUENCY: Rare

ORGANIZATION: Solitary or clan

ACTIVITY CYCLE: Any

DIET: Special

INTELLIGENCE: Genius (17-18)

TREASURE: See below

ALIGNMENT: Chaotic neutral (good)

NO. APPEARING: 1

ARMOR CLASS: -6 (base)

MOVEMENT: 12, Fl 30 (C), Br 7

HIT DICE: 13 (base)

THACO: 7 (base)

NO. OF ATTACKS: 3+special

DAMAGE/ATTACK: 1-8/1-8/2-16

SPECIAL ATTACKS: Special

SPECIAL DEFENSES: Variable

MAGIC RESISTANCE: See below

SIZE: H (20' base)

MORALE: Fanatic (17-18)

XP VALUE: Variable



Gold Adamantines are not good conversationalists, but they do like to talk. They often have useful information, but will only part with it after being offered some sort of gift. At birth, the dragon's scales are a dark yellow in color with golden metallic flecks. As the dragon matures these flecks grow larger, until at the adult stage its scales are completely golden.

They speak their own tongue and the tongue common to all Adamantine dragons, and 19% of hatchling gold adamantines have an ability to communicate with any intelligent creature. The chance to possess this ability increases 5% per age category of the dragon.

Combat: Gold adamantines like to annoy and taunt their opponents. Hoping that, in doing this, they will either give up or become angry and act foolishly. Before anything, though, a gold adamantine would rather talk than fight. Most even get very upset if an intelligent creature tries to take its leave without talking to it at length. When faced with real danger, very young gold adamantines will fly out of sight, then hide by burrowing. Older gold adamantines spurn this tactic.

Breath weapon/special abilities: This dragon's breath weapon is a cloud of blistering desert heat 50' long, 40' wide, and 20' high. Creatures caught in this cloud take damage, save vs. breath weapon for half.

These dragons are born immune to fire and heat and can speak with desert animals freely. As they age, they gain the following additional powers: Young: suggestion once a day. Adult: create or destroy water three times a day. Mature Adult: control winds once a day. Old: control temperature three times per day in a 15' radius per age level. Great Wyrms: Summon djinni once a week. The dragon usually asks the djinni to perform some sort of service. Although the djinni serves the dragon willingly, the dragon will order it into a combat situation only in extreme circumstances. The dragon would be dismayed and embarrassed if the djinni were killed.

Habitat/Society: Gold Adamantines are found in deserts; arid, windswept plains; and hot, humid badlands. They love intense, dry heat and spend most of their time basking in the sun. They lair in high caves, preferably ones facing the area of space that is most often hit by the searing rays of the sun. Gold Adamantines are very social and are usually on good terms with any creatures in its area. They are also dedicated parents, and if one of their young are attacked they will do all they can to slay the one that has hurt their child.

Ecology: Like most other dragons, they can, and will, eat almost anything if the need arises. They do, however, eat very little. They are able to get nourishment from morning dew, which is a rare commodity in their habitat.

Age	Body Lgt.(')	Tail Lgt.(')	AC	Breath Weapon	Spells Wizard/Priest	MR	Treasure Type	XP Value
1	1-4	1-3	-5	2d4+1	Nil	Nil	Nil	2,000
2	4-11	3-8	-6	4d4+2	Nil	Nil	Nil	3,000
3	11-18	8-13	-7	6d4+3	Nil	Nil	Nil	5,000
4	18-23	13-18	-8	8d4+4	Nil/1	Nil	1 H	7,000
5	23-29	18-23	-9	10d4+5	1/1	10%	1 H	8,000
6	29-36	23-28	-10	12d4+6	1/1 1	15%	H	10,000
7	36-42	28-33	-11	14d4+7	1/2 1	20%	H	12,000
8	42-48	33-38	-12	16d4+8	1 1/2 1 1	25%	H	14,000
9	48-55	38-43	-13	18d4+9	1 1 1/2 2 1	30%	Hx2	15,000
10	55-61	43-48	-14	20d4+10	2 1 1/2 2 1 1	35%	Hx2	16,000
11	61-67	48-53	-15	22d4+11	2 2 1/2 2 2 1	40%	Hx2	17,000
12	67-74	53-58	-16	24d4+12	2 2 1 1/2 2 2 2	45%	Hx3	19,000

Dragon, Adamantine : Red Adamantine Dragon

CLIMATE/TERRAIN: Temperate hills and mountains

FREQUENCY: Rare

ORGANIZATION: Solitary or clan

ACTIVITY CYCLE: Any

DIET: Special

INTELLIGENCE: Exceptional (15-16)

TREASURE: Special

ALIGNMENT: Chaotic Neutral

NO. APPEARING: 1 (2-5)

ARMOR CLASS: -2 (base)

MOVEMENT: 12, Fl 30 (C), Br 4

HIT DICE: 13 (base)

THACO: 7 (base)

NO. OF ATTACKS: 3+special

DAMAGE/ATTACK: 1-8/1-8/2-16 (2d8)

SPECIAL ATTACKS: Variable

SPECIAL DEFENSES: Variable

MAGIC RESISTANCE: Variable

SIZE: H (20' base)

MORALE: Fanatic (17-18)

XP VALUE: Variable



Red Adamantines are friendlier than most of the Adamantine dragons. They are always curious about the happenings in the “land of mortals” and willingly converse with visitors as long as they don’t try to steal their horde.

At hatchling, a red adamantines scales are a pinkish scarlet in color. As they age they grow darker into the red spectrum until at the wyrm stage they are the color of blood, almost black.

They speak their own tongue and the tongue common to all Adamantine dragons, and 13% of hatchling red adamantines have an ability to communicate with any intelligent creature. The chance to possess this ability increases 5% per age category of the dragon.

Combat: Red Adamantines dislike violence and try to avoid combat. They often try to talk their way out of combat, as a way to hide magic use. If confronted the dragon will attack with spells. They love using any part of their body when in conflict and usually save their breath weapon until absolutely necessary, usually when wounded.

Breath weapon/special abilities: A Red Adamantine’s breath weapon is a searing cone of fire 100’ long; 5’ wide at the dragon’s mouth and 40’ at its base. Creatures struck by the flames must save vs. breath weapon for 1/2 damage. They cast spells at 8th level, adjusted by their combat modifiers.

These dragons are born immune to fire and heat. As they age, they gain the following additional powers: Young: affect normal fires two times a day. Juvenile: pyrotechnics four times a day. Adult: Melf’s minute meteors two times a day. Very old: suggestion once per day. Wyrms: detect gems, kind and number in a 200’ radius, three times a day. Great Wyrms: hallucinatory terrain once per day.

Habitat/Society: Although curious about the ways of man the red adamantine is somewhat reclusive when it comes to making its lair. They may usually be found in the cones of extinct or semi-active

volcanoes. Some tend to make their lairs close to entryways to the Underdark in hopes of nabbing a morsel or two every now or then.

Ecology: Red Adamantines will eat just about anything, but prefer giant's and drow elves (the drow being their favorite delicacy).

Age	Body Lgt. (')	Tail Lgt. (')	AC	Breath Weapon	Spells Wizard/Priest	MR	Treasure Type	XP Value
1	1-4	1-3	-1	2d12+1	Nil	Nil	Nil	3,200
2	4-11	3-8	-2	4d12+2	Nil	Nil	Nil	5,500
3	11-18	8-13	-3	6d12+3	Nil	Nil	Nil	6,100
4	18-23	13-18	-4	8d12+4	1	Nil	H,Q	8,400
5	23-29	18-23	-5	10d12+5	2	20%	H,Qx2,E	10,000
6	29-36	23-28	-6	12d12+6	2 1	25%	H,Qx 3,E,S	12,500
7	36-42	28-33	-7	14d12+7	3 2	30%	Hx2,Qx4,E,S	14,800
8	42-48	33-38	-8	16d12+8	4 2 1/1	35%	Hx2,Qx4,E,S,T	16,200
9	48-55	38-43	-9	18d12+9	4 2 2/2	40%	Hx3,Qx5,E,S,T	17,400
10	55-61	43-48	-10	20d12+10	4 3 2 1/2 1	45%	Hx3,Q,E,S,T,U	18,100
11	61-67	48-53	-11	21d12+11	4 3 3 2/3 2	50%	Hx3,Q,E,S,T,U,V	19,300
12	67-74	53-58	-12	22d12+12	4 3 3 2 1/3 3 1	55%	H,Q,E,S,T,U,V,X,Z	20,100

Dragon, Adamantine : Royal Adamantine Dragon

CLIMATE/TERRAIN: Sub-tropical/temperate forest and subterranean

FREQUENCY: Rare

ORGANIZATION: Solitary or clan

ACTIVITY CYCLE: Any

DIET: Special

INTELLIGENCE: Genius (17-18)

TREASURE: Special

ALIGNMENT: Lawful Evil

NO. APPEARING: 1 (2-5)

ARMOR CLASS: -1 (base)

MOVEMENT: 9, Fl 30 (C), Sw 10, Br 3

HIT DICE: 13 (base)

THACO: 7 (at 13 HD)

NO. OF ATTACKS: 3+special

DAMAGE/ATTACK: 1-8/1-8/2-20 (2d10)

SPECIAL ATTACKS: Special

SPECIAL DEFENSES: Variable

MAGIC RESISTANCE: Variable

SIZE: G (34' base)

MORALE: Champion (15-16)

XP VALUE: Variable



Royal Adamantines are bad tempered, mean, cruel, and very rude. They hate goodness and anything associated with it. The love mystery and seek to enslave other forest creatures, killing those who cannot be controlled or intimidated. At birth, a royal have small scales of a light, translucent purple with lavender skin. As they grow older, the scales gradually darken to become such a dark purple they are almost black.

Royals speak their own language and the tongue common to all adamantine dragons. 14% of hatchling royal adamantines have an ability to communicate with any intelligent creature. This ability increases 5% per age category.

Combat: Royal Adamantines prefer to fight from a distance so their opponents can clearly witness the full force of their breath weapon and so little or no threat is posed to themselves. Often these dragons will attack from directly above or from below by burrowing underground until their target(s) are directly above them.

Breath weapon/special abilities: This dragon's breath weapon is a loud, piercing wail which sets up a sonic vibration affecting all creatures within 120 feet of the dragon's mouth. Those in the area can save vs. breath weapons for half damage from the painful vibrations. Victims must make a second saving throw vs. breath weapon or be stunned, unable to defend or attack, for three rounds per age level of the dragon, plus 1d4 rounds. Those who successfully save are deafened and disoriented instead, for the same amount of time, and at -1 to attack rolls. Deafness does not protect one from vibratory damage, but prevents stunning or additional deafness. A royal adamantine dragon casts spells and uses its magical abilities at 7th level, plus its combat modifier.

At birth, these dragons can breathe water and are immune to sound-based attacks. As they age, they gain the following additional powers: Young: flame walk four times a day. Juvenile: Melf's minute meteors two times a day. Adult: anti-magic shell once times a day. Mature adult: passwall six times a day. Venerable: mirror image three times a day. Wyrm: project image once per day.

Habitat/Society: These dragons are found in subtropical and temperate forests, the older the forest the bigger the trees, the better. It considers the entire forest its territory. Sometimes, this dragon will enter into an association with other evil forest-dwelling creatures, which keep the dragon informed about what is going on in the forest and its surrounding area in exchange for their lives. This dragon makes its lair in underground chambers far below its forest.

Royal adamantines are extremely protective of their young, despite their evil nature, and will sacrifice their own lives to save their offspring. If a mated pair of these dragons are encountered, the female will leap to the attack while the male takes the young to a place of safety before joining the fight.

Ecology: Royal Adamantines are meat eaters, although they can eat and digest anything. Their favorite delicacy is a female of any human or demihuman race. Villages sometimes sacrifice young virgins to these dragons as a sort of protection plan.

Age	Body Lgt. (')	Tail Lgt. (')	AC	Breath Weapon	Spells Wizard/Priest	MR	Treasure Type	XP Value
1	2-7	1-4	2	2d6+1	Nil	Nil	Nil	4,000
2	7-16	4-12	1	4d6+2	Nil	Nil	Nil	6,000
3	16-35	12-21	0	6d6+3	Nil	Nil	Nil	8,000
4	35-44	21-28	-1	8d6+4	1/Nil	Nil	E	10,000
5	44-53	28-36	-2	10d6+5	2/Nil	10%	E,O,S	11,000
6	53-62	36-45	-3	12d6+6	3/Nil	15%	E,O,S	13,000
7	62-71	45-54	-4	14d6+7	3 1/Nil	20%	E,O,S	15,000
8	71-80	54-62	-5	16d6+8	3 2/1	25%	E,O,Sx2	17,000
9	80-89	62-70	-6	18d6+9	3 3/2	30%	E,O,Sx2	19,000
10	89-98	70-78	-7	20d6+10	3 3 1/3	35%	E,O,Sx2	20,000
11	98-107	78-85	-8	22d6+11	3 3 2/3 2	40%	E,O,Sx3	21,000
12	107-116	85-94	-9	24d6+12	3 3 2 1/3 3	45%	E,O,Sx3	22,000

Dragon, Adamantine : Silver Adamantine Dragon

CLIMATE/TERRAIN: Subterranean and non-arctic/ruins

FREQUENCY: Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Special

INTELLIGENCE: Genius (17-18)

TREASURE: Special

ALIGNMENT: Chaotic Evil

NO. APPEARING: 1

ARMOR CLASS: 0 (base)

MOVEMENT: 9, Fl 30 (D), Br 6

HIT DICE: 12 (base)

THACO: 9 (base)

NO. OF ATTACKS: 3+special

DAMAGE/ATTACK: 1-8/1-8/5-30 (5d6)

SPECIAL ATTACKS: Variable

SPECIAL DEFENSES: Variable

MAGIC RESISTANCE: Variable

SIZE: H (23' base)

MORALE: Elite (13-14)

XP VALUE: Variable



Silver Adamantines are the most cunning and devious of the Adamantine type. They care nothing for other life, or other dragons for that matter. Because of their own evil nature they are not prone to taking risks or putting their trust in others, especially other silver adamantines.

At hatching, a silver adamantines scales are a blue-gray scarlet in color. As they age they grow lighter in color until at the adult stage they are a gleaming silver.

They speak their own tongue and the tongue common to all Adamantine dragons, and 15% of hatching red adamantines have an ability to communicate with any intelligent creature. The chance to possess this ability increases 5% per age category of the dragon.

Combat: Silver Adamantines will initiate fights with little or no provocation. They will pick on creatures of any size. If the target appears to be arduous, the dragon will first attack with its spells, breath weapons, and magical abilities. If they appear weak, it will make itself known quickly because it enjoys eliciting terror in its victims. Silver Adamantines will prolong its targets agony as long as possible before finally ending a fight with a deathblow. These dragons view retreat as cowardly and will only run from a fight if they are severely injured.

Breath weapon/special abilities: This dragon's breath weapon is a cone of metallic knife-like shards; the cone is 60' long, 5' wide at its mouth, and 25' wide at the base. Creatures caught in this can save vs. breath weapon for half damage. A dragon of this type casts spells and uses magical abilities at 6th level, plus its combat modifier.

These dragons are born immune to non-magical, bladed weapons of any sort. As they age, they gain the following additional powers: Young: corrupt water once a day. For every age category the dragon attains, it can stagnate 10 cubic feet of water, making it become still, foul, inert, and unable to support animal life. When used against potions & elixirs, they become useless if they roll a

15 or better on 1d20. Juvenile: darkness three times a day in a 13' radius per age category of the dragon. Adult: regenerate 1d4 hp/7 rounds. Mature adult: charm reptiles three times per day. This operates the same as a charm mammals spell, but is only applicable to reptiles. Old: Stone shape two times a day.

Habitat/Society: Silver Adamantines are loners by nature, basically due to their untrusting ways. They roam the Underdark and the sites of ancient ruins and are great explorers. They usually set up their lairs in the bowels of the earth where most treasure seeking adventurers would give up before finding it. Most Silver Adamantines recruit the help of Underdark lackeys as guards so that they may spend most of their time exploring and collecting more wealth.

Ecology: Silver Adamantines, although they can eat and digest anything, prefer anything made of metal. By eating this their system builds up the material needed for their breath weapon.

Age	Body Lgt.(')	Tail Lgt.(')	AC	Breath Weapon	Spells Wizard/Priest	MR	Treasure Type	XP Value	
1	1-4	1-4	3	1d4+1		Nil	Nil	8,000	
2	4-11	4-13	2	2d4+2		Nil	Nil	9,000	
3	14-23	13-21	1	4d4+3		Nil	Nil	11,000	
4	23-32	21-28	0	6d4+4		2	Nil	13,000	
5	32-41	28-36	-1	8d4+5		2 2	10%	H,R,T	15,000
6	41-50	36-45	-2	10d4+6		2 2 1	15%	H,R,T	18,000
7	50-59	45-54	-3	12d4+7		2 2 2	20%	H,R,T	19,000
8	59-68	54-62	-4	14d4+8		2 2 2 1/2	25%	H,R,Tx2	20,000
9	68-77	62-70	-5	16d4+9		2 2 2 2/2 2	30%	H,R,Tx2	22,000
10	77-86	70-78	-6	18d4+10		2 2 2 2 1/2 2 1	35%	H,R,Tx2	23,000
11	86-95	78-85	-7	20d4+11		2 2 2 2 2/2 2 2	40%	H,R,Tx3	26,000
12	95-104	85-94	-8	22d4+12		2 2 2 2 2 1/2 2 2 1	45%	H,R,Tx3	28,000

Dragon, Adamantine : Yellow Adamantine Dragon

CLIMATE/TERRAIN: Temperate

hills and mountains

FREQUENCY: Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Special

INTELLIGENCE: Supra-genius
(19-20)

TREASURE: See below

ALIGNMENT: Lawful Good

NO. APPEARING: 1

ARMOR CLASS: -6 (base)

MOVEMENT: 14, Fl 30 (C)

HIT DICE: 13 (base)

THACO: 7 (base)

NO. OF ATTACKS: 3+special

DAMAGE/ATTACK: 3-12/3-12/
3-24

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: Variable

MAGIC RESISTANCE: Variable

SIZE: H (22' base)

MORALE: Fanatic (17-18)

XP VALUE: Variable



Yellow Adamantines are very kind and helpful. They will go out of their way to assist good creatures if their need is genuine. They often take the form of wizened old men or fair damsels when dealing with people.

At birth, a yellow adamantines have soft, tan scales. As they grow older, the scales harden and become lighter in color, eventually reaching a grayish yellow. Their scales always have a dusty texture to them that does not reflect light well. Their teeth and claws also have this sort of finish. No part of a yellow adamantine will glint in the sunlight, giving away its position. This is helpful in hiding yellows from their enemies.

They speak their own tongue, the tongue common to all lawful dragons, and the tongue common to all Adamantine dragons, and 21% of hatchling yellow adamantines have an ability to communicate with any intelligent creature. The chance to possess this ability increases 5% per age category of the dragon.

Combat: These dragons are not violent and avoid combat at all costs except when faced with highly evil or aggressive foes. Although in dire circumstances when the dragon is enraged it will use all its abilities and spells that it can muster against its opponent.

Breath weapon/special abilities: A yellow adamantine's breath weapon is a 8' wide bolt of lightning that streaks 100' in a straight line from the dragon's mouth. All creatures caught in this stream must save vs. breath weapon for half damage. Yellow adamantines cast spells and use their magical abilities at 8th level, adjusted by their combat modifier.

At birth, these dragons can spider climb (stone surfaces only) and are born immune to electricity. As they age, they gain the following additional powers: Young: stone shape once a day. Juvenile:

forget once a day. Adult: sound imitation at will. Mature Adult: ventriloquism once a day. Old: rock to mud once a day. Great wyrm: wall of stone once a day.

Habitat/Society: Yellow adamantines like dry, rocky uplands and mountains. They lair on secluded mountain peaks and often conceal them using wall of stone and stone shape. Yellow adamantines seem to prefer their human form to the draconic, and often have mortal companions. Frequently they share deep friendships with mortals. However, the dragon inevitably reveals its true form and takes its leave to live a dragon's life for a time.

Ecology: Yellow adamantines prefer the food of humans, and can live on that indefinitely.

Age	Body Lgt.(')	Tail Lgt.(')	AC	Breath	Spells		MR	Treasure Type	XP
				Weapon	Wizard/Priest	Value			
1	1-4	1-3	-5	2d8+1		Nil	Nil	Nil	3,000
2	4-11	3-8	-6	4d8+2		Nil	5%	Nil	6,000
3	11-18	8-13	-7	6d8+3		Nil	10%	Nil	8,000
4	18-23	13-18	-8	8d8+4		1/Nil	15%	R,T	11,000
5	23-29	18-23	-9	10d8+5	1	1/Nil	20%	R,T	13,000
6	29-36	23-28	-10	12d8+6	2	1/Nil	25%	R,T	14,000
7	36-42	28-33	-11	14d8+7	2	2/Nil	30%	R,T,X,Z	15,000
8	42-48	33-38	-12	16d8+8	3	2/1	35%	R,T,X,Z	17,000
9	48-55	38-43	-13	18d8+9	3	3/1 1	40%	R,T,X,Z	18,000
10	55-61	43-48	-14	20d8+10	4	3/2 1	45%	R,T,X,Zx2	19,000
11	61-67	48-53	-15	22d8+11	4	4/2 2	50%	R,T,X,Zx2	20,000
12	67-74	53-58	-16	24d8+12	5	4/3 2	55%	R,T,X,Zx3	21,000

Sponagledragon

CLIMATE/TERRAIN: Swamp
FREQUENCY: Unique
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Varies
INTELLIGENCE: 16
TREASURE: Special
ALIGNMENT: Chaotic Good

NO. APPEARING: 1 or 2
ARMOR CLASS: -1 (base)
MOVEMENT: 12, Fl 10 (F), Sw 20
HIT DICE: 14 (base)
THACO: 9 (base)
NO. OF ATTACKS: 3 + special
DAMAGE/ATTACK: 1d6, 1d6, 1d10
SPECIAL ATTACKS: Special
SPECIAL DEFENSES: Variable
MAGIC RESISTANCE: Variable
SIZE: G (48' base)
MORALE: Fearless (19)
XP VALUE: Variable



The sponagledragon is very intelligent and extremely protective of its homeland. When it is birthed the sponagledragon is pure white, but as it grows older its scales turns into a silver hue with black along the legs, wings, and face. The eyes of the sponagledragon are pure black and hexagonal shaped. When the dragon is angered the eyes burn intensely red and those unfortunate enough to get close enough can see the number 20 burning white hot in the middle of each eye (see Figure 1). That is most likely the last that individual will ever see in life.



Fig. 1

Combat: A sponagledragon loves to scare and surprise intruders. In the swamp he is almost impossible to see and he can almost always surprise even the most alert creature. He prefers to emit an eerie cackle, almost like an evil laugh before it reveals itself, usually from another direction. If it is forced into combat it first attacks with its breath weapon before closing in.

Breath Weapon/special abilities: A sponagledragons breath weapon is either a cone of fear that reaches 60' and has a diameter of 30' at the end or a deathray 5' wide and 60' long. All creatures within the affected area must save vs breath weapon or be affected, either they run away in terror for 2d10 + 10 turns (fear) or they die instantly as their body is vaporized (death ray). If the later happens, nothing short of a wish may bring that person back. The sponagledragon casts spells and uses its magical powers at 5th level + combat modifier.

The sponagledragon is born with the ability to breathe water and the ability to blend in with any background. It is also immune to all mind affecting spells and can teleport without error once a day. As it grows older it gets the following powers: Young: Immunity to cold and fire. Juvenile: The ability to know alignment three times a day and detect lie four times a day. Adult: Polymorph self twice a day. Mature adult: Improved invisibility once a day. Old: Speak with animals and plants at will. Venerable: Immunity to gas and electricity. Wyrms: Lay an egg once.

Habitat/Society: The sponagledragon lives only in the swamp surrounding the small village Sponagle at the river Dragon's Fang in Gandoria. It considers the village its responsibility and will always help the village if it is under attack and under no circumstances will the dragon injure an inhabitant of that village. In return, the villagers often pay tribute to the dragon by offerings of cattle or treasure. The dragon loves to make life miserable for adventurers entering the swamp and even if it decides not to confront them it can put all matter of obstacles in their path, or just make them nervous with its eerie cackle. It lives normally off plants or animals, but an occasional adventurer that has angered it is also considered edible. More then one tough, experienced adventurer has been scared witless of the sounds in the swamp and the encounter with the sponagledragon. No one that has faced the dragon will do so again, unless they are looking for a way out of this life. This dragon among many adventurer's is the most feared dragon, second only to the Black Adamantine.

It is neither male nor female being an asexual entity. Every sponagledragon has an array of personalities. At one meeting it could seem very friendly and nurturing with a female-like quality to its voice, a day later the same dragon could be very reserved and inhospitable with a male-like quality to its tone. Because of this false rumors are abound that there are a family of sponagle's when in reality there is only one or two living at one time.

Once the dragon reaches Wyrms status it lays one egg. This egg hatches within 1d4+1 months and its shell is composed of a material so dense that it is nearly impossible to harm (for game purposes the AC of the egg is -20). This egg may hatch earlier in rare cases. If the current sponagle in wyrm status is slain before the egg hatches it will do so upon the current dragon's last breath. Also, if for some reason, the egg was somehow destroyed they Wyrms is then able to produce another one.

The sponagledragon rarely leaves the confines of it's swamp. If it has reason to leave it does not stay away long. One reason it would leave is the theft of its egg. Although greatly feared, its egg is also greatly prized by wizards and rich collectors of unique items. On the open market a sponagledragon egg could go for as high as 200 dc. No one has even come close to obtaining one, but that doesn't stop one from putting a price on it or trying to obtain it.

Age	Body Lgt. (')	Tail Lgt. (')	AC	Breath Weapon	Spells Wizard/Priest	MR	Treasure Type	XP Value
1	8-18	3-6	2	2d10+1		Nil	Nil	7,000
2	18-30	6-12	1	4d10+2		1	Nil	8,000
3	30-42	12-16	0	6d10+3		2 1	5%	H, R×2
4	42-52	16-21	-1	8d10+4		2 1/1	10%	H, R×2
5	52-63	21-27	-2	10d10+5		2 2 1/2	15%	H, R×2
6	63-74	27-32	-3	12d10+6		2 2 2/3 1	20%	H, R×2
7	74-86	32-37	-4	14d10+7		3 2 2 1/3 2	25%	H, R×2
8	86-97	37-43	-5	16d10+8		3 2 2 2/4 2	30%	H, R×2
9	97-109	43-48	-6	18d10+9		3 2 2 2 1/4 2 1	35%	H, R×2
10	109-122	48-54	-7	20d10+10		3 2 2 2 2/4 2 2	40%	H, R×2
11	122-136	54-60	-8	22d10+11		3 2 2 2 2 1/4 2 2 1	45%	H, R×2
12	136-152	60-67	-9	24d10+12		3 3 2 2 2 2 2/4 2 2 1	50%	H, R×2

Dragonkin, Cambidracein

CLIMATE/TERRAIN: Any
FREQUENCY: Very rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Omnivore
INTELLIGENCE: Average-Very (10-12)
TREASURE: ○
ALIGNMENT: Any

NO. APPEARING: 1
ARMOR CLASS: 7
MOVEMENT: 15
HIT DICE: 1
THACO: 20
NO. OF ATTACKS: By class
DAMAGE/ATTACK: By weapon
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: Nil
SIZE: M (6-1/2' tall)
MORALE: Steady (11)
XP VALUE: Varies



Cambidracein are the result of the union between a human or demihuman and one of “The Hidden” in pseudodrac form. These dragonkin have few residual effects of their parents. Many times, they do not even know of their draconic ancestry until they reach adolescence.

Next to no physical features to mark a newborn babe as a cambidracein, though there are may be some signs of the dragon parent; usually strange dreams or uncommon hair color. As they reach adulthood cambidracein, or false dragons as they are sometimes referred to, grow taller and leaner, no matter what demihuman blood mixes with their draconic heritage. During puberty there is a 20% chance that the child will start to manifest certain draconic features. These features can include:

- Claws instead of finger and toenails
- Pseudodrac-like ears
- Sparkled skin the color of their hidden parent
- Scale-like skin
- Fang-like teeth
- Reptilian Eyes
- Snout-like nose
- Or a combination of 2-3 of these or other draconic characteristics

The other remaining 80% of these offspring grow to resemble the race of its non-hidden parent. The cambidracein are born with no draconic abilities (such as magic resistance or breath weapon), save for nightvision of 60'. Nor do they ever grow wings or tails. They are, however, born with the special abilities of their non-draconic parent.

A mature cambidracein appears as quite a unique-looking individual with a combination of body characteristics of both parents. Depending on the settlement’s attitude towards dragons the cambidracein can receive different reactions. A hostile settlement can chase away the cambidracein, while a more neutral or friendly settlement might even consider the individual blessed or honored.

Cambidracein speak the language of their demihuman or human parent. Rarely, they can speak

a draconic language (2%).

Combat: Cambidracein can use any weapon types that match the class they belong to. All cambidracein also have all of the racial abilities of their demihuman parent. Some may also have certain draconic features they can use as weapons, such as claws (1d8/1d8) or teeth (1d6).

Habitat/Society: Cambidracein can live in any society or habitat and most are raised by their demihuman parents in their culture. Once a cambidracein's true nature becomes noticeable, some societies will have a few people that will make life so unbearable that the cambidracein will leave civilization for the peace and comfort of the wilderness. Cambidracein are fairly social as a group and if welcomed in a settlement tend to become important members of the community. Most cambidracein found in the wilderness are individuals that have been chased away from their community. They tend to wander around, trying to find a place to settle down. If welcomed into a group the cambidracein tends to be reserved at first, but if an individual or group gets the trust of him, they have a loyal friend for life.

Ecology: Members of this race eat the same food as their demihuman parents. Cambidracein usually live to be about 250 cycles of age. Some live longer if they have elven blood to an age of about 400 cycles.

Dragonkin, Hidden

CLIMATE/TERRAIN: Any
FREQUENCY: Very rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Omnivore
INTELLIGENCE: Very Intelligent (12)
TREASURE: Varies
ALIGNMENT: Any

NO. APPEARING: 1
ARMOR CLASS: 8/Varies/-3
MOVEMENT: 15/ 20, Fl 30 (A)/18
HIT DICE: 1+/Varies/10
THACO: 19/Varies/14
NO. OF ATTACKS: 1/3/3
DAMAGE/ATTACK: By weapon/Varies/By weapon, 2d6
SPECIAL ATTACKS: None/See below/Bite
SPECIAL DEFENSES: None/See below/None
MAGIC RESISTANCE: Nil/Varies/15%
SIZE: M (6-1/2' tall)/L-G/M (6-1/2' tall)
MORALE: Steady (11)/Champion (15)/Elite (14)
XP VALUE: Varies



A hidden is the spirit of an unborn dragon that has entered the body of a human/demihuman or humanoid creature at birth. The draconic spirit has been found out and inserted as dominant by the

dragon cube.

A hidden dragon can take on three forms. The first is the form of the creature he/she was before turning into a hidden, the second is his draconic shape and the third is a mixture of the two. In the first form the hidden can use any weapon/armor or items usable by his race. In all the stats above the number before the first slash is for this form. The second shape enables the hidden to use all powers normally allowed to a dragon, the number between the slashes indicates values for the hidden in this form. The numbers after the second slash indicates the values of a hidden in pseudo form. In pseudo form the face of the hidden resembles that of a dragon. The nose becomes snout-like and their mouth is filled with razor-sharp sharp teeth, the ears become pointy and somewhat dragonwing-like shaped and their eyes lizard like. The skin takes the color of the dragon the hidden are in dragon shape with very fine scales and speckles over it.

Once a hidden has taken dragon form for the first time he only gains HD as a dragon. He keeps all abilities from his previous life though, so a lvl 5 fighter-turned-hidden will fight with a lvl 5 fighters abilities in humanoid form. (For information of the various statistics for a hidden in dragon shape look up the monster entry for the dragon type they are associated with.) A hidden that resumes humanoid form keeps his dragon HP if it is higher then his humanoid HP.

Combat: A hidden is comfortable to fight in any of his three forms. In the humanoid form he fights with any weapon he is proficient with. In dragon form he fights with 2 claws, a bite and a form of attack called a wingclap. He also has the breath weapon and any spell-like abilities granted to his color. In pseudo form the hidden can either fight with his claws (1d8) or with weapons, in addition to his bite (2d6).

A hidden gains abilities and powers as a normal dragon of his color. These abilities can only be used while in dragon shape. A hidden in pseudo form can use the same abilities as he can use in his humanoid form.

Habitat/Society: In the first part of their life hidden live in humanoids settlements. These settlements can be of various size, but contains a number of individuals belonging to the humanoid race the hidden belongs to as well. When a hidden is revealed and takes his dragon-form for the first time he moves to a more secluded spot in the wilderness. A hidden keeps his bond with his previous race though and if the alignment of the race matches the alignment of the hidden, the hidden are usually pretty easy to talk into helping when the need arises.

Many hidden take a second home in a humanoid settlement so they can keep the contact with the lesser beings. Most prefer to place this home in a different settlement from the one they had lived in before.

Ecology: A hidden that hasn't found out his true nature can live for a very long time, at least 50% longer then the normal length of his non-draconic race (ie. human, elf, dwarf, etc.), unless something dire happens to them of course. They eat that which they have grown to know, usually cooked. Although beings of this nature with evil alignments may eat their meat uncooked or go a step further and eat humanoids in their dragon form.

Duncannor

CLIMATE/TERRAIN: Marshland

FREQUENCY: Very Rare (Uncommon in the Black Forest)

ORGANIZATION: Solitary

ACTIVITY CYCLE: Nocturnal

DIET: Carnivore

INTELLIGENCE: Semi (7-8)

TREASURE: Nil

ALIGNMENT: Neutral

NO. APPEARING: 1

ARMOR CLASS: 2

MOVEMENT: 9, Sw 12

HIT DICE: 5

THACO: 15 (11 or 7 with lightning strike – see below)

NO. OF ATTACKS: 1 (1 charge or 1 strangle)

DAMAGE/ATTACK: Charge 2d6 or constrict (see below)

SPECIAL ATTACKS: Nausea, lightning strike

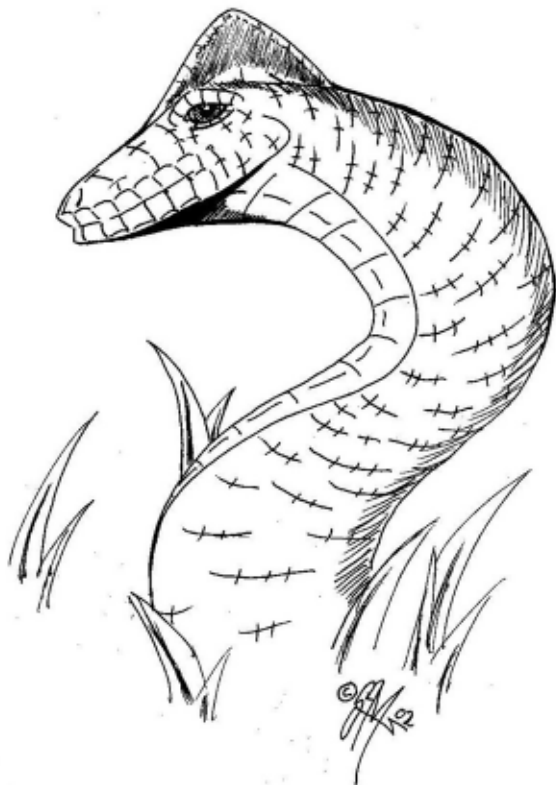
SPECIAL DEFENSES: Pass without a trace, camouflage

MAGIC RESISTANCE: Nil

SIZE: H (30' long or greater)

MORALE: 9

XP VALUE: 2,000



A duncannor is a rare snake, the average adult length of an adult duncannor is over 30'. They have a dark yellow hide with bands of dark brown and large spots of green. They also have a large half-sphere red protrusion on their skull, it is a single horn-like extension. The duncannor will often sharpen the horn against rocks or trees to a blade-like edge, to make it more deadly. This protrusion resembles that shared by the brachiosaur (dinosaur). Their eyes are not reptilian, they resemble human eyes.

Combat: Duncannors may lunge with their horn-like protrusion, anyone struck by a duncannor takes 2d6 points of damage. However, the duncannor traditionally attempts to wrap its coils around its prey, a successful non-charge attack means the duncannor begins to wrap its coils around the victim. The victim takes no damage in the first round, but begins to take 4d4 points of crushing damage every round thereafter. Once the prey is dead the duncannor begins to swallow the victim whole. For an average sized adult duncannor to swallow an armored human would take approximately 2 hours, digestion may take up to two weeks. Anyone trapped within the coils of a duncannor must make a successful lift bars check to break free.

The duncannor continually exudes a slime from its scaled green colorations. Anyone coming in contact with this slime-like substance must save vs. poisons or become nauseated for 4d8 rounds. A failed saving throw will result in temporarily losing 2d4 points of strength and constitution. Anyone falling to zero constitution points falls unconscious for the duration.

Duncannors move silently and climb with a 80% and 99% success rates, respectively. Furthermore, duncannors that remain still can hide successfully in a forest or swamp environment, they will only fail on a 1 on 1d10.

Although traditionally a slow moving creature, the duncannor when motionless and awake may perform a lightning strike as its initial attack. The duncannor will receive a +4 to its attack role, or +8 to its attack role if it surprised its intended victim.

Natural abilities: Pass without a trace at will.

Habitat/Society: Duncannors may sleep most of the cycle, they commonly have one or two meals a cycle, and are thus mainly inactive creatures. Duncannors give take 5 cycles to reach maturity. Female duncannors give birth to a brood of 12- 50 snakes every 3 cycles. Many of the infant snakes do not make it to maturity, due to the amount of predators, hunters and other duncannors. Duncannors are traditionally solitary creatures, however, another duncannor lairing nearby would not cause any problems of territory.

Some primitive races, such as goblins, lizard men, and kobolds have been known to worship the larger 50' plus size duncannors as gods. These races may make their lairs near the homes of duncannors. Duncannors that become revered as gods, often have a working relationship with these creatures. Both sides offering the other protection from would be predators. The tribes will tend the young of the duncannor ensuring that each one survives and moves on into the wilderness.

Ecology: A duncannors red horn is actually a rare red ivory bone. They are highly prized and exceptionally rare to find. There are no known red ivory carvings created within the past 4,000 cycles. Any carving found today is of great value and may likely be magical. Any normal adult horn may be worth 7,000 to 8,000 gp. Horns from duncannors of great size 70' or greater, are considered priceless and non-existent. The horn on a duncannor does not appear until adulthood.

Duncannors contribute by preying on those creatures that cannot escape it's traditional slow approach, such as the weak and dying.

Fenland Hag

CLIMATE/TERRAIN: Swamp

FREQUENCY: Very Rare, Common in the Deadmarsh

ORGANIZATION: Schools

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Low (5-7)

TREASURE: Nil

ALIGNMENT: Neutral

NO. APPEARING: 10-100 (in the Deadmarsh), 1-2 (outside the Deadmarsh)

ARMOR CLASS: 7

MOVEMENT: Sw 120'

HIT DICE: 2

THACO: 18

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1d4 + special

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: Immune to mind influencing spells

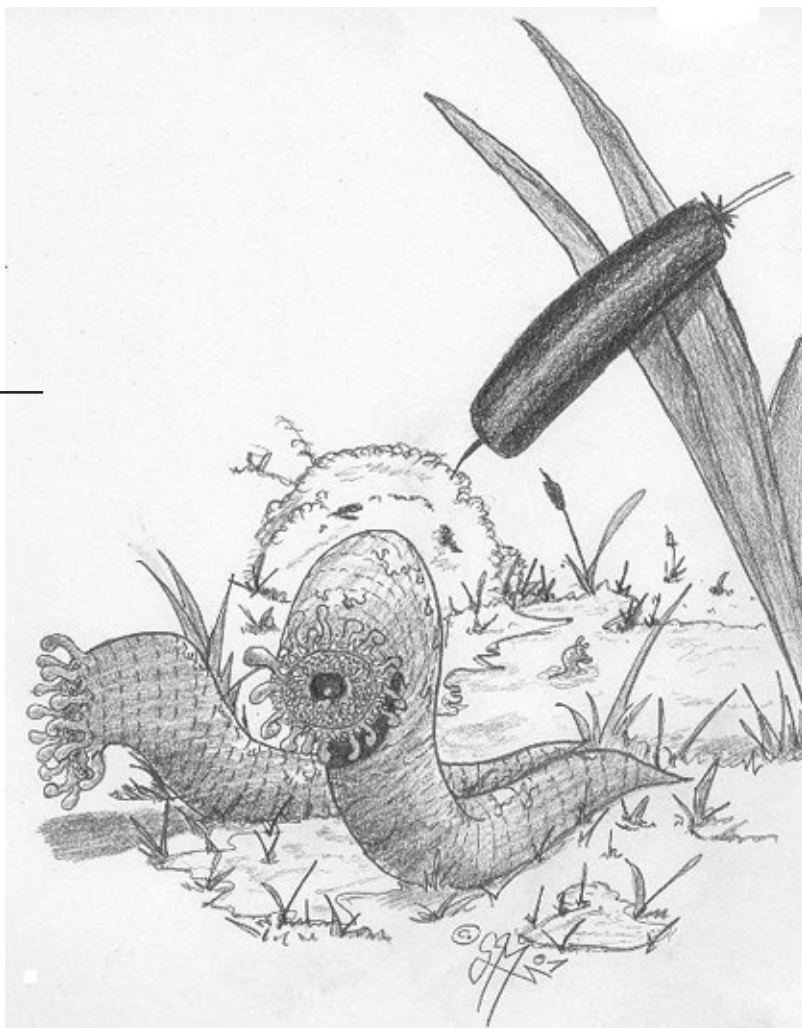
MAGIC RESISTANCE: Nil

SIZE: T (2')

MORALE: Champion (15)

XP VALUE: 125

Fenland Hags are mindless eel like crea-



tures with a mouth filled with three rows of razor-like teeth. They are also known as the Eel Shark. They have no eyes, but sense vibrations in the water and mud through a series of miniature tentacles that encircle it's head.

Habitat\Society: Fenland Hags live in murky water, feeding off anything that comes within range. Within the Deadmarsh they live in great numbers. They also prefer to take up their homes several inches within the swamps layers of mud and rotting leaves.

Fenland hags are mindless creatures and have no structured society. They have been known to feed off each other when many are feeding off the same source of food at once.

Combat: If a Fenland Hag rolls a natural 19-20 and hits the victim the fenland hag will latch on with it's many razor teeth. It can only be removed with either the death of the victim or fenland hag. Any damage delivered from fire to the eel, will force the creature to let go of it's meal. For every round the creature is attached to it's prey the victim suffers 1d6+3 points of damage, and no attack roll is required. Anyone attempting to pull a fenland hag off of themselves, must make a successful strength check with a penalty of -3, if the victim is successful in pulling off the hag, they suffer 2d6+6 points of damage from the wound. Large numbers of fenland hags have been known to bring down the strongest of creatures.

Ecology: Fenland hags are useful as they keep the ecosystem clean of dead creatures. Once a hag reaches 2.5' in length it splits into two fenland hags. It takes a fenland hag 1 month to reach maturity, and 6 months to reach the split stage, at which point both fenland hags become immature eels.

Gandorian Tree Spider

CLIMATE/TERRAIN: Temperate/Moist Areas

FREQUENCY: Common in Black Forest (Gandoria Region)

ORGANIZATION: Solitary or Swarm

ACTIVITY CYCLE: Any

DIET: Omnivore

INTELLIGENCE: Nonintelligent (0)

TREASURE: Nil

ALIGNMENT: Neutral

NO. APPEARING: 1 adult or 12-24 offspring

ARMOR CLASS: 7

MOVEMENT: 6, Cl 6, Wb 15

HIT DICE: 1+1

THACO: 19

NO. OF ATTACKS: 1 bite

DAMAGE/ATTACK: 1-2

SPECIAL ATTACKS: Poison

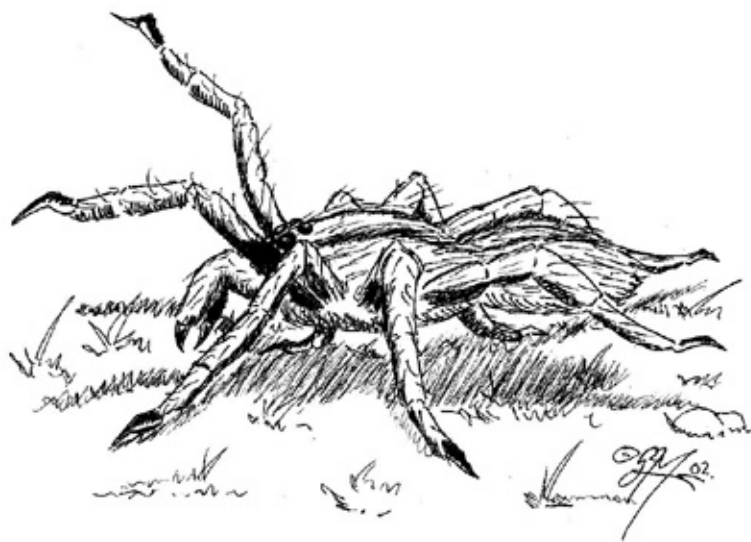
SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Nil

SIZE: S (16" diameter)

MORALE: Elite (13)

XP VALUE: 175



The Gandorian Tree Spider is roughly 24" in diameter. They make their usual habitat in cold, shady locations within trees, they have been known to create nests of fallen leaves, mud and broken branches, similar to the nests of squirrels. These spiders are exceptionally aggressive and deadly to many, it is

slow moving, however it can jump a significant distance.

The spider is brown with yellow lines across it's abdomen. It has fangs larger than most spiders.

Habitat\Society: The spider creates a nest where it hopes to catch prey. Unwitting people and animals may walk near the nest and end having an arachnid fallen onto them were the spider bites the victim. The spider is found primarily in the Eastern forested region of Gandoria, within the Black Forest.

The female spider is larger (by about 4") than the male spider and is brown with white lines in coloration were the male is a dark gray or brown color with yellow lines. Both male and female spiders are poisonous. The spiders mate once in a lifetime, after five cycles of life (adulthood).

Once the pair have mated the female will kill and consume the male spider. The female will lay it's eggs in the fall (after carrying the egg sack for over two months), inside it's nest. The female dies during the winter months, in the spring the egg-sack hatches and the babies feed off of the mother's body. A normal egg-sack holds between 150-200 young spiders. Due to the aggressive nature of the spider the offspring quickly turn on each other and devour it's slower and weaker siblings. On average, 12-24 spiders will escape the feeding-frenzy. The survivors set out to make their own lair.

Combat: The bite of the spider is poisonous. The poison liquefies the internal organs, this allows the spider to digest more of its' prey. The poison is highly reactive and very deadly for all humanoids except for those of draconic descent, such as lizard men, troglodytes, and half-dragons. All humanoids must make their saving throw vs poison or die in 1d4+1 rounds. The poison does not affect creatures of draconic descent.

Even if the save is successful the victim suffers a loss of any strength and constitution bonuses for the same amount of rounds (as indicated above), and the same characteristics are halved, due to vomiting, sweating and hypertension. Another save (a check versus wisdom) is required to maintain control and to perform follow-up actions. A failed check results in the inability to perform complete actions for 2 rounds. The spider is immune to mind influencing affects, due to it's low intelligence.

Ecology: The spider preys on forest animals (i.e, birds, rabbits and groundhogs). Any orchard that is known to have an infestation of these spiders is burned.

Jharhead

CLIMATE/TERRAIN: Mountains

FREQUENCY: Very rare

ORGANIZATION: Clan

ACTIVITY CYCLE: Any

DIET: Omnivore

INTELLIGENCE: Low (5-10)

TREASURE: C

ALIGNMENT: Chaotic evil

NO. APPEARING: 1-4

ARMOR CLASS: 3

MOVEMENT: 12

HIT DICE: 13

THACO: 7

NO. OF ATTACKS: 1

DAMAGE/ATTACK: by weapon + 6 (Str bonus)

SPECIAL ATTACKS: Hurl boulders

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: Nil

SIZE: H (18' tall)

MORALE: Very steady (13)

XP VALUE: 2,500



An offshoot cousin of cyclopskin, jharheed are triple-eyed giants that live alone or in small clans. The typical cyclopskin weighs around 760 pounds, and stands 18 feet tall. They have three large red eyes which dominate their jar-shaped heads (hence their name). Shaggy black or brown hair can be found in large clumps upon their hands, shoulders, feet and atop their heads. Its skin tone varies from ruddy brown to muddy grey, and its voice is rough and raspy. Jharhead commonly dress in ragged animal hides and sandals and at times wear the skeletal remains of unlucky adventurers as jewelry. They smell of equal parts dirt and dung.

Combat: Jharhead are usually armed with a huge spiked club (1d12 damage). They never wear armor or use shields as their tough hide gives them ample protection from most non-magical attacks.

Jharheed (the plural for jharhead) do not bother with strategy or tactics in combat, mostly because they don't have the mind set for it. If their opponents are out of reach, they hurl boulders (or likewise huge objects). They can hurl these boulders (or other objects of equal size) up to 100 yards away, inflicting 4d10 (+ str bonus) points of damage. It is almost impossible to sneak up on a jharhead. They literally take the saying "sleep with one eye open" literally. Even a resting jharhead is aware of the things about him. The topmost third eye is always open during their rest time. It is equipped with a special membrane which filters out light but yet registers shapes and movement. Because of its third eye they have excellent depth perception giving them a +2 bonus to all missile attack rolls (but not to damage). If the opponents are close, the jharheed rush in to fight with their spiked clubs.

Habitat/Society: These humanoids shy away from organized settlements and civilized areas. If left alone, they tend to leave armed groups alone, though they are not above attacking a much weaker force if they stumble across one. Jharheed have no regard for any form of life other than themselves. Captives are either enslaved or eaten, the latter being the norm. This doesn't happen often as jharheed tend to live in remote mountain areas. They rarely wander more than 5 miles from their caves.

With their excellent sight one would think they would be excellent hunters, but there is one thing that hinders them in this area...innate laziness. Jharheed would rather steal or scavenge than to go through all the work it would take to hunt down prey. Each spring, clans across the region meet to exchange goods and slaves (if they haven't eaten them all) and to select mates. Within this meeting you might even find members of their cousin race, the cyclopskin. On rare occasions a charismatic humanoid may be able to recruit the services of a clan of jharheed. To do this the individual must singlehandedly kill the clan leader in combat and consume his body afterwards. This, in the mind of all jharheed, is a sign of true greatness and leadership. There is no such thing as cheating in this combat and anything goes. Upon winning this test, the clan in question is loyal to the individual and will do as told. But there is a danger to this as well. If the clan feels they are treated unfairly or they are not properly fed there is a 75% chance they will turn on their new "leader" and anyone associated with him.

Jharheed caves are sealed with boulders or covered by overgrowth and there is but one way in or out. Inside there will be wooden pens to house both animals and slaves. The pens always have roofs made of the natural cave ceiling. The jharheed will also store whatever treasure they have acquired here. It is usually thrown into a huge pile in some adjoining cavern with either the strongest of the clan or a giant-sized animal guarding it.

Because of their innate alertness they never close off the entrance to their dens and they have very few, if any, natural predators. There are no interior fire pits, since cyclopskin use fire very infrequently as they eat their food raw.

Ecology: Jharheed can survive on almost any animal or plant diet. They enjoy meat of all sorts and prize it above vegetable foods, especially humanoid meat. Their most prized delicacy are elves and humans. While they live off the land, like their cousins, they do not live with it. They have absolutely no sanitary practices. They take no care to preserve their environment and are considered to be a very easy creature to track, if one cares to.

The life of a jharheed can be hazardous, and hence they can have a somewhat short life expectancy. Although they have little, or no, natural predators they are in danger from rival clans looking to expand their territory. Also, adventurers, especially humans and elves, are not above attacking a small group of these giants under the right conditions. Mountain dwarves even go out of their way to hunt jharheed seeing them as no different (or even worse) than cyclopskin, receiving the dwarven bonus against giants.

Niark

CLIMATE/TERRAIN: Underground, thick forest

FREQUENCY: Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Low-Average (7-9)

TREASURE: M, O

ALIGNMENT: Neutral Evil

NO. APPEARING: 1 (2 during mating season)

ARMOR CLASS: 6

MOVEMENT: 20, Cl 15

HIT DICE: 1

THACO: 20

NO. OF ATTACKS: 4

DAMAGE/ATTACK: 2-9 (1d8+1, spear), 1-6



(bite), 1-4 (claws)

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: Nil

SIZE: S (3-1/2' tall)

MORALE: Steady (11)

XP VALUE: 575

The Niark is a small creature with black or red fur that has sharp, hard-as-steel protrusions extending from its elbows called speurons, or 'spear protrusion.' The tips of the speurons must be broken off 1d4 times per day, otherwise the speurons would grow too long for the Niark to operate effectively. These tips produce a poison and are not discarded, but are used in the laying out of traps for prey (see below). This creature uses its protrusions as if they were spears, using a membrane between its arms and torso to fall silently upon victims below and impaling them. These membranes also enable Niarks to glide through the air for short distances, no more than 50'. Niarks have a small, beak-like mouth which is filled with a double row of small needle-like teeth. It has an unusually hard hide, which comes in handy when in combat. Upon their four fingered hands and four toed feet they have small razor-sharp claws.

Niarks are mainly food oriented, and have little care for jewels or such. It eats what it kills, leaving the items carried by more intelligent prey where it lay. Many a lucky soul has found treasure aplenty coming across one of a Niark's victims. Because of the unstable nature of its life and their low intelligence, they never carry nor have any use for weapons, but some more intelligent ones horde coins that are found upon their last meal.

Niarks rarely speak, but can learn Undercommon, Abyssal, some rough Common.

Combat: Niarks travel upon the high ceilings of dark dungeons or the high branches of trees within forests in search of it's next meal. Once a promising target is in sight, it travels above the creature waiting for the right moment to strike. Once the moment arrives the Niark will drop onto it, usually trying for backstab damage, as well as initiative on enemies that do not see them. In large dungeons, they will at times set up random traps in large areas of their territory and will commonly pass by these spots. If they are ever near a trap they have set and see a potential victim, they will usually wait for the creature to pass by, and then will attack after they have triggered the trap and have become injured. They are brutal creatures and fight to the death. DM's should roll a d6-1 to determining the trap type. They should then consult the result below:

- 1 Goo-like substance that acts like a web spell on whoever touches it. This substance is from connective tissues from some of the creatures they kill.
- 2 2-3 speuron tips placed in strategic spots, such as a major crossing or a turn with a narrow passage. They are usually placed in very shallow ground (such as loose dirt). When a victim steps on the location, their feet are impaled by the speuron tips with are roughly 3" in length. The tips produce a poison that does 1d10 poison damage over 2 turns, save vs poison for 1/2 damage.
- 3 Sets off a rumbling that goes throughout the cavern. This is accomplished through hollowed out or rotten logs, that when stepped on collapse and make large stones shift slowly for a moment or two.
- 4 Sets off a cloud of smoke that causes a -2 to attack rolls. This is done by making a small pit of dust , with several layers of very weak twigs and leaves, and then some dust on that, so that there are four or five layers with a large amount of dust
- 5 Deep pits covered with debris or the like filled with speuron tips. The pits are about 5' deep and 3' wide and it takes a group of at least 2-6 Niarks one day to dig one of these pits using their speurons as the digging tool.

Special abilities:

Poison: (save vs poison with a -4 penalty). Initial damage 1d4, residual 1d4 damage per turn for 2d4 turns. They use the poisons in their speruons to slowly drain away an opponent's health. After the first poison attack, they usually change to another ability.

Energy drain: (save vs spell with a -2 penalty). The poison in the speruons sometimes is so potent they give the added damage of draining the experience and reflexes naturally gained with levels. Each time they hit with a 18, 19, or 20 with their speruons, they inflict one negative level on their opponent.

Habitat/Society: Niark are cunning and agile creatures. They live in dark forests or underground. They are extremely territorial, and the only time they travel in pairs is the month after winter, when they are mating.

Ecology: Niark are carnivorous and eat the uncooked meat of living creatures they have just killed. The meat of one body usually sustains them for a week. Niark often live as long as their habitat can support them, however it has been known for a Niark to live well past 100 cycles of age.

Nore Traps

- CLIMATE/TERRAIN:** Temperate
- FREQUENCY:** Uncommon in the Black Forest
- ORGANIZATION:** Clumps
- ACTIVITY CYCLE:** Any
- DIET:** Carnivore
- INTELLIGENCE:** Not ratable (0)
- TREASURE:** See below
- ALIGNMENT:** Neutral

-
- NO. APPEARING:** 2-8
 - ARMOR CLASS:** 8
 - MOVEMENT:** Nil
 - HIT DICE:** 6+3
 - THACO:** 14
 - NO. OF ATTACKS:** 4 tentacles
 - DAMAGE/ATTACK:** 1d4 each
 - SPECIAL ATTACKS:** paralysis plus see below
 - SPECIAL DEFENSES:** Nil
 - MAGIC RESISTANCE:** Nil
 - SIZE:** L (9')
 - MORALE:** Fearless (19)
 - XP VALUE:** 70

Nore traps appear as large dark brown mushrooms growing on the side of trees, along it's root system. They have pseudopod extensions with small thorns on them, these extensions grow from the mushroom's cap. The mushroom's body either grows from the ground or from the tree itself. The body has a large lip along it's side, the lip opens up in a chamber where the nore trap can drag it's prey into. Nore traps can bring in creatures as large as a grizzly bear.

Habitat/Society: Nore traps have no society. They grow on or near dying trees, providing needed nutrients. They do not grow in direct sunlight, and always on the north side of the tree.

Nore traps cannot digest bones, metal or gems. Often the base of the fungi may be littered with such items if it's prey previously held such items.



Combat: Nore traps attack with 4 thorn covered pseudopod extensions, they can reach out to 10'. If two or more arms strike a victim, the nore trap will begin to drag it's prey into it's chamber for digestion. Anyone struck by a pseudopod must make a saving throw vs paralysis or be paralyzed for 3d6 rounds.

A nore trap can contain one food source within it's internal chamber at any given moment. When inside the nore trap the digestive fluids cause 1d8 points of damage per round, plus the victim must save vs paralysis or be paralyzed for an additional 3d6 rounds.

When a new food source has been found, the nore trap will release the current food source. The nore trap will keep a food source until a new one has been found. The released food sources may be in a variety of states of digestion. Role 1d6 to determine the various stages, 1 to 4 indicates complete consumption, while 5 and 6 indicates partial consumption.

All released food sources become undead fiends. Any food source that was completely consumed becomes a skeleton within 1 hour of being released. All partly consumed food sources, will 50% become zombies, 30% chance become ghouls, and 20% chance become ghosts. Any ghosts created, may within 24 hours turn into a wight, this has only a 10% chance of occurring.

Ecology: Nore traps help support dying trees, or trees that cannot obtain a source of water, by extracting the water from it's prey and in turn feed the tree it's new water supply. If water is not an issue, the nore trap provides other essential nutrients in order to help the plant survive and continue to grow.

Even with the benefits that the fungus provides to the plants it latches onto, it also contributes a significant bane to the world, by spawning the undead creatures listed above. Many alchemists and mages prize both the digestive fluids and the pseudopod glands for their respective properties.

Oyx Loyx

	Common	Greater
CLIMATE/TERRAIN:	Any Forest	Any Forest
FREQUENCY:	Common	Uncommon
ORGANIZATION:	Pack	Pack
ACTIVITY CYCLE:	Day	Day
DIET:	Herbivore	Herbivore
INTELLIGENCE:	Low (5-7)	High (13-14)
TREASURE:	Nil	Nil
ALIGNMENT:	Chaotic Good	Chaotic Good
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NO. APPEARING:	3-12(3d4)	1-4(1d4)
ARMOR CLASS:	7	5
MOVEMENT:	10	10
HIT DICE:	2+2	5
THACO:	18	15
NO. OF ATTACKS:	2	3
DAMAGE/ATTACK:	1d4/1d4	1d4/1d4/1d6
SPECIAL ATTACKS:	Breath Weapon	Breath Weapon
SPECIAL DEFENSES:	Regeneration	See below
MAGIC RESISTANCE:	Nil	25%
SIZE:	S(3' long)	S(4' long)
MORALE:	Unsteady (5-7)	Steady (11-12)
XP VALUE:	500	1,500

The Oyx Loyx is a small friendly creature that makes an odd sound and sort of has a waddle when it walks. They travel in small packs lead by a few greater Oyx Loyx. Though they may appear as cute funny little creatures, to get them mad is near suicide traveling alone. The Greater Oyx Loyx always ensures the protection of their pack, and fights to the death in order to save them.

The Oyx Loyx is very common along the many forest roads in Outcastia, and have been looked upon as a kind of cute dog like creature. Though to tame one of them has never been successful, due to their elusive nature, to say the least....



Combat: Though always avoiding combat whenever possible, the Oyx Loyx follows the greater ones to the death, if needed. The Oyx Loyx when cornered charges into battle attacking with head and tail in a frenzy, slapping their enemies senseless. Their combat style is nothing to be feared, they attack head on and rarely use any other tactic. This is not what makes them deadly. They use a special type of breath weapon that paralyzes their victims (creatures hit with this gas, must roll save vs. paralyzation or be paralyzed for 2d4 rounds). That, and the fact that they regenerate 3 hp per round, makes combat with them all the more dangerous. This is what makes sages across the land scratch their heads: "Why are they still only defensive creatures?" But occasionally it has been known for a pack to hunt down those who attack the pack and survive. Of course the little creatures are not feared by themselves, but an entire pack has been known to kill parties of poachers and trappers, when only losing two or three at the most. Still they are some of the most peaceful animals in the land.

Habit/Society: Oyx Loyx are simple creatures. They roam the forests in search of food and rarely wander outside their native territory. They are not hostile towards any creature, aside from those who attack them. They move from place to place, depending on the time of cycle, always sticking to the same region. This has made them targets for poachers and trappers over the cycles, but unfortunately the number of poachers and trappers has also reduced in size. The hide of these creatures has increased in value aiding the poachers cause, and at one point the value of a tamed pet Oyx Loyx went to over 6,000 Flamers! This though only increases with each passing day due to there never being a successful capture and taming of the little creatures.

Ecology: There is no known predator of the Oyx Loyx. This has made several Sages confused on how these creatures maintain their numbers, and do not explode like a plague onto this world. Still the creatures maintain there numbers at a small rate and have never been seen to have over twenty in a pack. Oyx Loyx is one of the few animals of the land to have an equilibrium with the land.

Greater Oyx Loyx

These little titans are the scourges of the poaching world. Feared for their cunning and mischief, they are responsible for over 100 deaths. These creatures being larger and smarter than the average Oyx Loyx, are 5 times as deadly as an entire pack of Oyx Loyx. They attack three times, once with the tail and then the head, but unlike the Oyx Loyx they bite after smacking someone with their tail. They regenerate at the same rate as a normal Oyx Loyx, but they spew forth an even deadlier breath weapon. They use an acidic breath that burns for 2d8 damage and all weapons and equipment must

make the appropriate save vs. acid or be destroyed. Magic weapons get a bonus to their saving throws according their magic enhancement. The Greater Oyx Loyx are also immune to all non-magical weapons, thus they have never been killed by the average poacher. They may seem overly aggressive, but when not in combat, they are the most passive creatures to ever grace the land. Known to walk up to strangers and play with them, these majestic beings have never attacked anyone without due cause.

Pegacorn

	Common	Greater
CLIMATE/TERRAIN:	Temperate and subtropical forests, Mountains	Temperate sylvan woodlands, Mountains
FREQUENCY:	Rare	Very rare
ORGANIZATION:	Family	Family
ACTIVITY CYCLE:	Day	Nocturnal
DIET:	Herbivore	Herbivore
INTELLIGENCE:	Average (8-10)	High (13-14)
TREASURE:	X	X
ALIGNMENT:	Neutral good	Chaotic good
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NO. APPEARING:	1-6	1-2
ARMOR CLASS:	4	2
MOVEMENT:	24, Fl 48 (B, C mounted)	24, Fl 50 (A, B mounted)
HIT DICE:	4 + 4	6 + 4
THACO:	15	15
NO. OF ATTACKS:	3	3
DAMAGE/ATTACK:	1-6/1-6/1-12	1-6/1-6/1-12/2-16
SPECIAL ATTACKS:	Charge, dive, rear kick	Charge, dive, rear kick, wing clap
SPECIAL DEFENSES:	See below	See below
MAGIC RESISTANCE:	Nil	20%
SIZE:	L (5-1/2' at the shoulder)	L (7' at the shoulder)
MORALE:	Elite (14)	Champion (15)
XP VALUE:	750	900

Pegacorns are magnificent steeds that are a hybrid of pegasi and unicorns which resembles an Arabian horse who often serve the cause of good. They usually only dwell in temperate or subtropical woodlands. These intelligent creatures are very shy and extremely wild, not easily tamed. They serve only good aligned characters, and when they do, they will serve their master with absolute faithfulness for the rest of its life.

Powerful steeds with gleaming coats of pure white or blood red hair, pegacorn eyes are usually bright ice blue or a deep sea green with two large feathered wings. Long, silky white strands of hair hang down from the mane and forelock. A single golden-colored horn, 2 to 3 feet in length, grows from the center of each pegacorn's forehead. Males are distinguished by the flowing white hair around their hooves; females by their more elegant and slimmer musculature and longer tail. The hooves of a pegacorn are cloven and black-ivory in color. Pegacorns speak their own language as well as those of pegasi, unicorns, elves, and sylvan creatures. They can also communicate with normal horses as well. They can understand common, and will obey their master's commands if they are given in that language.

Pegacorn are about 17 hands tall (approximately 5 feet at the shoulder) and weigh over 1,000 pounds. Unlike most creatures of this sort, they do not mind the use of saddles although they would prefer to be ridden bareback.

Combat: Pegacorns move very silently when on land (with no hindrance from their wings), so opponents are penalized -6 on their surprise rolls. Pegacorns can kick with their front hooves and thrust with the horn each round (or instead it may use it's bite if that is more convenient at the time). Due to the horn's magical nature, it always has a +2 bonus to hit. Pegacorns can charge into battle, whether on ground or in the air, using the horn like a lance. To make this charge while on land, there must be at least 30 feet of open space between the pegacorn and his opponent. In the air they need only 20 feet of open space. Opponents struck by a charging pegacorn suffer 3-36 points of damage from impaling. Pegacorns may not make any other attacks in the round they charge.



In battle, a pegacorn will try to lure larger opponents (such as dragons and the like) into open spaces or into the air if possible. In this setting, even against a dragon, a pegacorn can be a very dangerous opponent. Along with the +2 bonus to hit with their horn they also get an additional +1 to hit if they do an aerial charge for every size category higher than it's own for its target. For instance if the creature is Huge it will get a +1 and if the creature is Gargantuan a +2. Against creatures their own size, such as griffons and the like, pegacorn use their superior speed to outmaneuver them. They will never back down from a fight unless they are on the losing end of the battle with no hope of recovery.

If hippogriffs (their natural enemies) are close to a pegacorn nest (especially if there are young present), one parent will attack aggressively, get the griffon's attention, while the remaining parent will sneak in from behind with an aerial charge. If only one parent is present it will do it's best to get the hippogriff to chase it to a destination safely away from the nest before turning and attacking.

Because of the pegacorn's ancestry it has certain spell-like abilities which are somewhat like those of a unicorn's. Once per day a unicorn can use a teleport spell with limited range. This spell will transport the unicorn (and its rider or riders) to any place that the pegacorn desires, up to 250 yards away. Pegacorns often use this ability as a last resort to avoid death or capture, whether it be itself or it's master.

Also, pegacorn's can never be charmed or held by magic. They are immune to death spells and make all saving throws against spells as if they were wizards of 9th level. Pegacorns are immune to all natural poisons.

Habitat/Society: Pegacorn are egg-laying mammals. If encountered in their lair, there will be one nest for every pair of pegacorn. There is a 10% chance per nest that there will be 1-2 eggs (60% chance) or young (40%) of 10-30% maturity. Each egg is worth 1,000 gold pieces, while the young are worth upwards of 2-8,000 gold pieces per head on the open market depending on the region.

A pegacorn may be used as a warhorse if the creature allows it or is tamed properly; a male can carry weight as a heavy warhorse (260/390/520), while a female can carry weight as a medium warhorse (220/330/440). They are intelligent creatures who can detect good and evil at will (40 yard range). They use these powers on those who would ride them; they try to throw anyone of non-good alignments who would tame them. If provoked, pegacorn will not hesitate to attack creatures whom they

perceive as evil. If this happens they will not stop their assault until they or their target are dead. This tactic only changes if they have young offspring awaiting in their lair as they are truly animals with nurturing instincts. If this is the case they will attack until their point is made and then fly off to be with their children.

To tame a pegacorn, a person of good alignment must locate one, or a herd of them, which can be extremely difficult. Then, at night, he can try to sneak up on a pegacorn and surprise it. The character must have the airborne riding proficiency. There is an initial +10 penalty to the roll; pegacorn, like most wild steeds, do not like to be tamed. A magical bridle enchanted for the purpose will help by reducing it to +5. If the character successfully makes his roll, then the pegacorn will be tamed. A tamed pegacorn will obey the commands of its master for as long as it lives, if the master remains of good alignment.

On rare occasions, lone pegacorns will willingly allow themselves to be tamed and ridden by an elven maiden or ranger who is of good alignment and nearly pure of heart. This is a great honor as the steed has found honor in this individual and if treated kindly when it submits will act as the persons steed for life and will protect their rider even unto death. Once tamed, or willingly submitted, pegacorn make very loyal and useful companions.

Pegacorns mate for life and make their home mostly on the rocky protrusions and outcrops of mountains or some other area high in elevation which is hard to reach by normal means. There, somewhere noticeable, pegacorns etch a glyph, recognizable to others of its kind to show ownership. A form of marking it's territory, somewhat like that of most canines. Sylvan Elves and Rangers have a 10% chance per level of determining correctly whether they are entering pegacorn territory or not. If the character is a sylvan elf ranger he this will be raised to 15%. Once the territory is marked, no other pegacorn will enter that area unless the given permission by the pegacorn family residing there. The territory of the pegacorn is usually 100 square feet (5 miles x 5 miles).

Travelers may pass through a pegacorn's territory freely and even hunt there, but anyone killing for sport or damaging its living space maliciously will be attacked if the pegacorn is nearby (25% chance). The ferocity of this attack is determined by the evil of the trespasser. Young children throwing stones at animals or damaging trees for example, would be driven off with just a few bruises as a reminder, while pillaging orcs, or even adventurers, would be hunted down and slain.

Ecology: Pegacorn are herbivores, living on tender leaves, grasses, and berries. Their only natural enemies are hippogriffs who seldom hunt for pegacorn nests and newborn young or eggs to feed upon.

The life span of pegacorn is suspected to surpass 500 cycles, but this has never truly been proven. They are believed to maintain their youth until death is only days away. The secret to this longevity is the strong magical nature of the horn. Pegacorn horns are highly sought after, since possession of one is a sovereign remedy against all natural poisons and a key component in some magical weapons. Alternately, a single horn can be used, by an alchemist, to manufacture 2-8 potions of healing. Pegacorn horns sell for about 1,000 gold pieces or more on the open market. Their silky manes, in some parts of Outcastia and abroad, are also treasured by clothes makers and can garner upwards of 150 gold pieces per pound on the open market.

Greater Pegacorn

These pegacorn are ebony black in color instead of the usual white or red with eyes the color of crimson. They have the same attacks and movement rate of normal pegacorn with the the following additions; their flying rate and maneuverability are greater, and they have an added attack called a wing clap. With this attack they can do as a dragon and swat a target between it's wings for 2-24 points of stun damage. Also, they are worth 6 Hit Dice and have 20% magic resistance. They are also very willful which is reflected in their morale listing. Although they tend to roam mainly at night they

can, on rare occasions, be spotted during the hours of daylight. Greater pegacorn can be tamed only by the noblest and greatest of heroes with the following alignments; LG, NG, CG, LN. Their lifespan is unknown although it is speculated that they may live about 900-1,000 cycles. All other information concerning normal pegacorn correlate with the greater version except for taming. A greater pegacorn will need to be surprised during daylight hours since it is a nocturnal animal.

Risen

CLIMATE/TERRAIN: Any (In Black Forest only)

FREQUENCY: Very Rare (Unique to the Black Forest)

ORGANIZATION: Gangs

ACTIVITY CYCLE: Any

DIET: Omnivore

INTELLIGENCE: Very High (21)

TREASURE: 0

ALIGNMENT: Chaotic Evil

NO. APPEARING: 2-5 (Only 117 in existence)

ARMOR CLASS: 0

MOVEMENT: 24

HIT DICE: 12+3

THACO: 8

NO. OF ATTACKS: 3 or 5 (2 or 4 claws with jump, 1 bite or 1 tongue)

DAMAGE/ATTACK: 4 claws 2d6 +2 each, 1 bite 3d4 +2, tongue 1d8+2

SPECIAL ATTACKS: Cold damage, double energy drain, fear, paralysis, constitution drain

SPECIAL DEFENSES: See Below

MAGIC RESISTANCE: 60%

SIZE: M (7' tall)

MORALE: 17 (Fanatic)

XP VALUE: 24,000



Risen were born from the remains of those mortals that perished in the Black Forest during the great battle between Starrl and Hakam Nore. The god Starrl was wounded and his blood fell unto these fallen humans and elves. The gods blood gave them life anew, life eternal as the undead, and powers to challenge any mortal. Fortunately for mankind, it is believed that the Risen cannot leave the Black Forest.

Risen appear from a distance as ghouls, flesh clinging to bones under dark, dirty and tattered robes. They have red glowing eyes inset in a skull, often there is no neck or spinal cord that is attached to the skull. Even if that is the case, the skull is always above their shoulders, they have extremely long steel-like claws. Risen speak no known language, but understand all languages.

Combat: Anyone within 30' of a Risen must save vs. spells or flee in fear for 4d8 rounds, at a -4 penalty. Anyone within 10' of a Risen must save vs. paralysis or be paralyzed in fear for 1d4+1 rounds.

Being undead, risen are immune to all mind influencing spells, poisons, diseases, and contagions. They are also immune to all illusions. They are immune to all spells of 3rd level or less, and all wards. Wards against undead of 5th level or less do not affect them.

They regenerate 4 hp per round, damage received from magical fire does not regenerate,

damage received from normal fire regenerates at half the rate at 2 hp per round.

Risen can shift between planes of existence at will, the planes they may shift through are the ethereal and negative energy planes and the prime material plane.

The very touch of a risen will drain two levels of experience, and permanently drain 1 point of constitution. Anyone who is lowered to zero levels or zero constitution points will die.

Any creature attacked or touched by a risen will also suffer 1d4 additional points of cold damage. Protection from cold will prevent this type of damage.

A risen has three attacks per round, it may attack with two or 4 claws plus one of the following, a vicious bite, or a lashing tongue. A Risen may jump to attack, if it jumps it may use all claws, (hands and feet) to strike with. A risen may jump up to 60' away, without incurring penalties to its attack role, if all four claw attacks strike the victim, the risen may automatically rake the victim for an additional 2d8 points of damage. The tongue can extend to a distance of 8' from the creatures head. A risen that roles a successful hit with a natural 20 will be able to wrap its tongue around the victims neck and strangle the victim. The victim must save vs. death or die in 1d6+2 rounds. A successful bend bars/lift gates check will remove the tongue from around the neck, the tongue has an AC of -2 and is considered to have 22 hp. Any damage delivered to the tongue is not taken by the risen.

Anyone struck by a risen are struck as if hit by a +2 magical weapon.

A risen may cast a gate spell once a day to summon any devil or demon with less HD than itself.

A risen also has a similar attack to that of the banshee and anyone within 30' must save vs. death ray or die. Even with a successful saving throw any living creature within 30' of the deathly moan receives 4d4 points of damage.

A risen has the ability to cast a cloak of undead invisibility on itself and two other undead creatures at will. The spell is similar to invisibility except creatures with this spell active on them can not be found with a detect undead spell.

Any creature slain by a Risen will rise from the dead as a ghoul in 24 hours. A Risen may control up to 160 HD of undead creatures.

Fixed Abilities:

Claw attacks (2d6+2/2d6+2/2d6+2/2d6+2), Bite attack 3d4+2, Tongue 1d8+2

Discretionary Abilities:

Animate Dead 5/day, Contagion 3/day, Summon Shadow 3/day, Beltyn's Burning Blood 3/day, Gate 1/day, Death Spell 1/day, Death Fog 1/day, Dimension Door at will, Plane Shift at will, Cloak of invisibility at will, Detect good at will, Master undead at will.

Beltyn's Burning Blood (necromancy)**

Level:4

Range: 10 yards/level

Duration 3 rounds

Casting Time: 4

Area of Effect: One creature

Saving Throw: Neg.

By means of this spell, a wizard can cause the open, bleeding wounds of any creature to burst into flame, converting the blood into a corrosive mix which inflicts 3-12 points of damage per round. "Open wounds" is defined as those created by an edged weapon (i.e., sword, animal claws) and

which have not been dressed or healed.

Obviously, the creature must have blood in the first place in order to be affected by this spell. This excludes undead and extraplanar creatures who do not have obvious blood (like elementals). Similarly, creatures who are resistant to fire are immune to the effects of this spell.

Each of the three rounds the spell is in effect, , the target can make a saving throw vs spells with a -3 penalty. If the save is made, no additional damage is inflicted by the spell.

The caster does not need to touch or even see the target, as long as the individual meets the requirements above and is in the range of the spell. Individuals in the Ethereal plane are immune to attacks from the Prime Material plane, but not from attacks on their own plane. Targets which have changed shape or passed into other objects (such as a tree or rock) are still vulnerable to the spell. Creatures and characters with regenerative abilities or spells can save at the normal chances to prevent further damage.

The material components of this spell are the presence of exposed blood and a pinch of saltpeter.

****The above spell is reprinted from the Forgotten Realms Adventure Book Accessory #2106 for your convenience.**

Clerics and paladins can only turn a risen as special undead at 4 levels lower than their current levels. If the turn is successful a risen will return to slay the cleric or paladin within 2d4 rounds.

When a risen dies, its spirit unleashes a torrent of negative energy to all within 60'. Its spirit then rests on the Negative Plane of Energy for 12 years. After 12 years has elapsed, the risen may then enter the prime material and ethereal planes.

Any caught in the negative energy explosion must save vs. death ray or lose two levels of experience, due to energy drain. Even if a saving throw is successful the victim's caught within the area of affect will lose 2d4 points of constitution for 2 days, plus suffer 6d6 points of damage.

Habitat/Society: The Risen were created by the blood of Starrl, therefore they will answer the gods call if heeded. Even so, they act independently of Starrl and his army of demons answering no one and following no leader.

For the most of their existence they have formed small bands. Bands with no leaders, all members of these groups have a shared equal duty, and that is to protect each other and slay living things. The bands wander the forest and its borders for creatures to slay and turn into other undead.

Ecology: Little is known about the ecology of the Risen, no one has lived long enough to document their findings. It is known that the Risen exist to destroy and spread the plague of undeath unto the world. It is believed that the Risen were present at the fall of Roc's Stand. That event is the last known

possible sighting of these creatures.

Yip! Dog

CLIMATE/TERRAIN: Any

FREQUENCY: Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Daytime

DIET: Omnivore

INTELLIGENCE: Animal (1)

TREASURE: None

ALIGNMENT: Neutral

NO. APPEARING: 1-2

ARMOR CLASS: 4 (2 when large)

MOVEMENT: 12 (20 when large)

HIT DICE: 5

THACO: 15

NO. OF ATTACKS: 3

DAMAGE/ATTACK: 2 claws (1d6) and 1 bite (1d10)

SPECIAL ATTACKS: Knock down, sonic yip

SPECIAL DEFENSES: None

MAGIC RESISTANCE: Nil

SIZE: S (2' long) or L (8' high)

MORALE: Very steady (13)

XP VALUE: 420



In its normal shape the yip-dog is a small brown-grey looking puppy, with large eyes and small pointed ears that give it the sense of friendliness. It prefers to live in forests and plains, but can be found anywhere. It is very friendly and easily makes friends with wandering adventurers or travelers that crosses his habitat.

Combat: When the yip dog, or humanoids it has taken a liking to, are threatened the dog will emit small, shrill yipping sounds. The more frightened or angered the dog gets the louder and higher the shrill. When the dog gets this agitated its shrill can cause unconsciousness to some humanoids due to its high pitch. At this stage the dog also undergoes a transformation. The small cuddly puppy turns into a large, ebony black hound with blood red eyes. In this state the dog turns into a dangerous enemy, it's speed and power are ferocious and it can knock down enemies of M-size or smaller. If it attacks a target lying on the ground it automatically hits with both claws and its bite.

Habitat/Society: The yip dog lives alone, but once a cycle it seeks out a mate. This is the only time of the cycle that more than one yip dog can be encountered at the same time.

Ecology: Yip dogs are omnivores, although they prefer meat over plants. Their favorite food is rabbit or quail. The life span of this creature is about 65 cycles, but there are some rare cases when a yip dog has surpassed the age of 80.

Chapter 10: New Equipment

Weapons of Outcastia

Table 10.1: Basic Equipment

Item	Cost†	Weight	Size	Type	Speed Factor	Damage	
						S-M	L
Weapons							
Beastial Cestus-							
Normal	25	5 lbs.	S	P/S	4	1d4	1d4
-Claws	50	9.5 lbs.	S	P/S	5	1d12+1	1d12+1
*Black Adam.	4650	3 lbs.	S	P/S	4	1d12	1d12
-Spikes	-	-	-	B	4	1d8+2	1d8+2
-Claws	9300	6 lbs.	S	P/S	5	1d20	1d20
Boomerang-							
Razor	10	2 lbs.	S	S/B	5	1d12+1	1d8+1
Wooden	7/100	1/10 lb.	S	B	6	1d6	1d4-1
Metal	4	4 lbs.	S	B	6	1d8	1d4
Chakrum	50	2 lbs.	S	S	5	1d8	1d6
Dagger-							
Ritrik	10	4 lbs.	S	P	8	1d6+1	1d8+1
Serrated	3	1 lb.	S	P/S	2	1d4+1	1d4
Wynn	8	1 lb.	S	P/S	2	1d6	1d4+1
Fist Blade	25	3 lbs.	S	P/S	4	1d8	1d6
Garotte	8/100	1/16 lb.	S	S	1	1d6*	1d6*
Razor Shield	500	5 lbs.	M	S/B	7	1d10	1d8
Sword-							
Blood	20	10 lbs.	L	P/S	8	1d10	1d8
-Spike	-	-	T	P	1	1d6	1d4
**Mystic Sabre	-	1 lb.	M	P/S	4	1d12	1d12
Tirikuselh	40	3 lbs.	M	S	3	1d12	1d10

Table 10.2: Armor

Type	Cost†	Wgt.	AC Bonus
Armor Padding	70	-	None
Armor, Fur	1/10	5 lbs.	AC: 7
Helm, Great Wynn	10005	10 lbs.	+2
Helm, Draconic-			
Type I	1000	5 lbs.	+1
Type II	Varies	7 lbs.	+1
Draconic Mesh	30000	40 lbs.	AC: -2
Dragon Plate	5000	70 lbs.	AC: 1
Razor Shield	see above	see above	+2
Sun Goggles	1	1/10 lbs.	-

†All costs are in Outcastian Flamers.

* See appropriate description for details.

**Mystic Sabre cannot be bought at a normal store, and has no set price. The value of a Mystic Sabre is extreme.



Equipment Descriptions: WEAPONS

Beastial Cestus: This cestus was designed by Alfheim-Rigel during his early cycles as an adventurer. The first one was built by Gimlorain The Younger and it soon became a popular weapon amongst warriors.

The Beastial Cestus is like any other cestus made of the finest steel and fits on a warriors forearm. The difference being that small devices of holding are located between the knuckles. Out of each (there are three) a 7" retractable claw emerges. The claws can be retracted separately or in unison and do 1d12+1 damage (in unison) or 1d4 damage (separately). These claws may be used to attack or to parry. There is a

rare version of this glove-like weapon which is made of black adamantite. This glove is virtually impervious to damage and does 1d20 damage (in unison) or 1d12 damage (separately). Also on the metal holding places are small spikes which can be used for hand-to-hand combat. When hit with the cestus in this manner it does 1d8+2 damage.

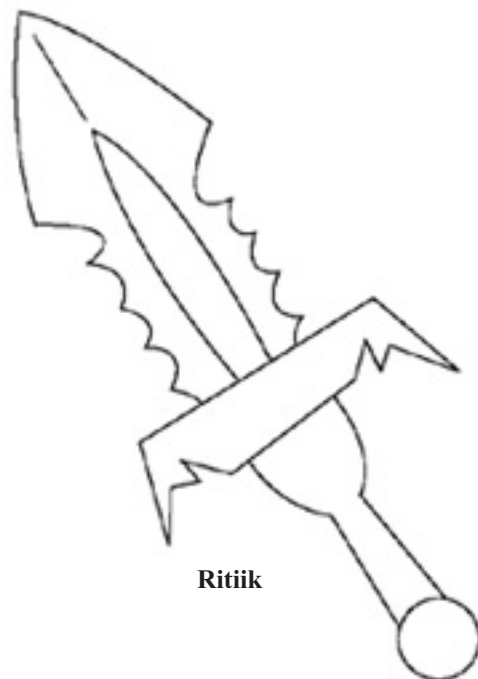
The cost of a beastial cestus is 310 draco. *The Black adamantine version of the Beastial Cestus is extremely rare, and should only be found or bought in abnormal places.

Boomerang, Razor: Also known as the Razorang, this unique small, yet durable, boomerang is the more deadly version of the metal boomerang. Made from a lighter material than the metal boomerang, the Razorang is more durable and faster than the normal metal boomerang. Striking at a maximum distance of 9', this weapon has a fine edge that can be used for slashing and bashing an opponent. Made from a thin alloy, the blade is only 1/4" thick, it can slash at close range but loses its force at the maximum medium and can only inflict bashing damage. This item is not common and considered to be a very valuable find.

Boomerang, Wooden: The simplest of all the boomerangs, the wooden boomerang is also the most common. Children and young men are often using these items due to their little value, and light weight. They are not the most effective weapon for heavy combat, but for small bands and thief groups, these weapons can be extremely useful for distractions.

Boomerang, Metal: The more expensive and powerful boomerang of the two standard kinds, used by hunters and poachers to stun or capture their prey. This item can be used very effectively as a police weapon as well. This item is found almost as common as the wooden boomerang, though not found as often among the people like the wooden.

Dagger, Ritiik: This dagger which was created by the Draconic



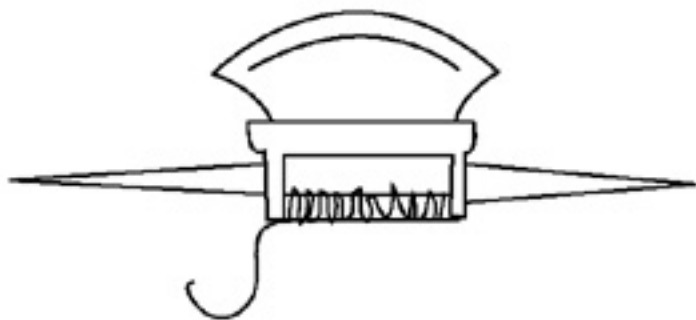
Elves, is a prize among thieves. The Ritiik, is not only terrifying to the eye, but effective when in combat. The jagged edge gives a larger gash than a normal dagger, and is extremely useful to assassins for the same reason. The dagger is mainly used for piercing, and that means it can be used several times by a backstabber. Not found too often, but certainly worth the money when it is. It is heavier than the normal dagger, but the damage it inflicts is worth it.

Dagger, Serrated: A common dagger of the lands with one smooth edge and one with small “teeth” on the other side. Light, fast, and small, the dagger is one of the common equipment among standard assassins. Nothing else to say!

Dagger, Wurm: More of a decorative dagger kept among the dragon lords. Mainly a back up weapon, for most, but for the ones who never use it, it is merely decoration. The dagger is small and light weight, so it is kept on the belt to show that they may be ready for battle (ha, like they would use that little thing). Not really used among the thieves due to its long blade and hilt.



Garotte: A thin wire, used by assassins and thieves for those silent jobs.... Varying in size, the wire is sold only on the black market, never selling it out in the open, due to its nature. Most use it for strangulation, but it has occasionally been used for rope in dire circumstances. Most assassins keep it in their equipment at all times never knowing when it might come in handy. *It inflicts an additional d4 in suffocation damage if the target fails a grapple check.



Fist Blade: An Axe like blade on a fist handle with a spike-like weapon protruding from each side. This weapon, to be used properly, is actually tied by leather straps to the hand for a superior grip and better performance. Used by fighters as well as martial artists, the fist blade is the pure essence of hand to hand combat. Much like the Beastial Cestus, it is lighter, and does more damage than the standard Beastial Cestus. A good addition to any fighters collection, since a successful attack roll (19 or 20, with a difference of at least 5) enables the fighter to try a spike-jab (1d4/1d4) with a -2 penalty to the THACO. (The fist blade was designed by Nitehawk Jarrett and Anthony Herschitz)



Mystic Sabre: This is the weapon of the Mystic Knight. The “blade” which is some sort of mystical flame, can be one of six colors. To find out the color of a sabre roll a d8:

d8 Roll	Color
1	White
2	Yellow
3	Red
4	Green
5	Blue
6	Purple
7	Orange
8	Black

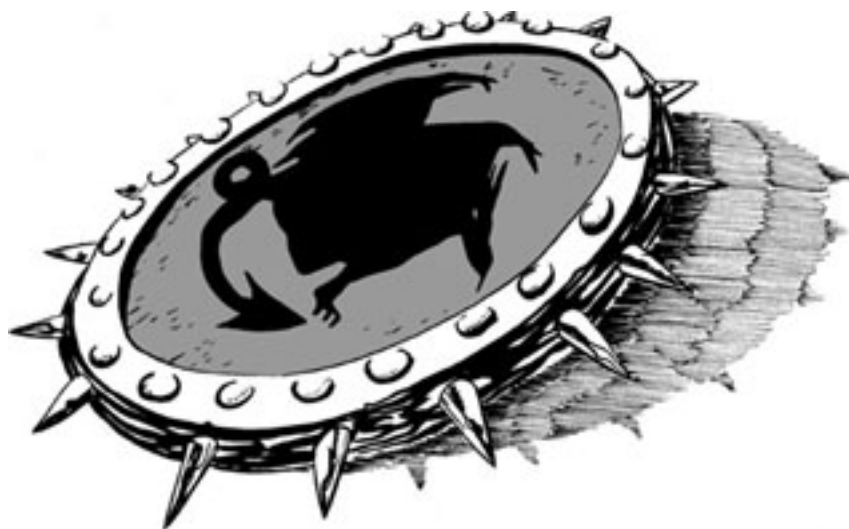
This sabre can slice through any non-magical material (no saving throw allowed). Any magical objects (including monsters of a mystical nature) are allowed a saving throw versus death magic. If the throw is successful, it hits as a normal +5 long sword. If it fails, the magical item, or monster, is treated as a non-magical item. This weapon can also be used to deflect energy-based attacks. A save vs. Rod, Staff, or Wand must be made in order to do so.

When hitting with the mystic sabre a target can only use its dex bonus. Any AC it gains from armor, etc. is not counted. Although, if the opponent is wearing magical armor, the armor gets its saving throw. Example: If an enemy has a 16 Balance and is wearing scale mail, only his DEX bonus is counted. So, in essence, his AC would be an 8 instead of a 5.

There is no cost for a mystic sabre as each one is custom built by it’s owner at some point during his career. The cost to build a sabre runs a mystic knight anywhere from 1,000-5,000 flammers, depending on his skill and how elaborate a hilt he wants to make. Also, only Mystic Knights know how to operate them. Any other person trying to do so will fail at the attempt and, unless they know the nature of the device, will just think it is a useless sword-hilt.

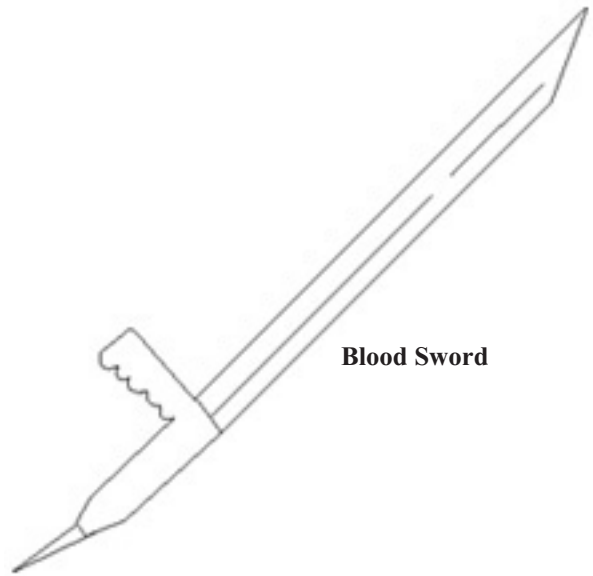
Building a Mystic Sabre: The sabre is actually an advanced piece of technology, and considered an artifact. The “hilt” is actually the sabre. It is a sword-hilt shaped device forged from either adamantite, or in extreme rare cases starsilver. Inside the sabre is a web of electronic circuits and wires which absorbs cosmic energy, known as the “lifeforce”, {how it does this is unknown even to Mystic Masters and the Mystic that builds his own sabre, they only know how to do it and that it does work} and focuses it in a blade-like form. The Mystic Knight’s actually have an extraterrestrial origin. A Mystic Master crash landed in the realm many generations ago aboard a spacefarring vessel and hunted the land for more of his kind. Thus, the Mystic Knight’s were born in the realm.

Razor Shield: This shield looks as if it is a small wooden shield with indentations around the rim...when in fact it is one of the most deadly weapons available. There is a small mechanism on the underside of the shield right next to the straps that can easily be hit with a carriers finger. When this mechanism is hit, small razor-sharp blades protrude out of the shields indentations. At this point the shield can be used as a slashing weapon for 1d10 points of damage for small to medium creatures and 1d8 for large. If the wielder has the shield proficiency, then he can sling the shield at multiple targets causing twice the



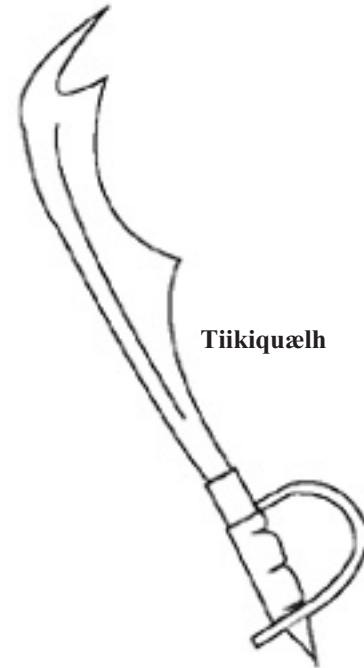
damage as normal. The razor shield costs 500 flammers.

Sword, Blood: This unique sword is one of those weapons designed for death. It's large blade makes it a weapon to respect, but that is not its true nature. On the end of the hilt is a spike, approximately 2" long. The spike is retractable and easily slides into the hilt of the sword, but in a tight spot the wielder can with a little twist extract the spike and he has a weapon with two edges. The spike inflicts 1d6/1d4 in damage. Perfect when two combatants have their swords locked together. (The Blood Sword was designed by Anthony Herschitz)



Blood Sword

Sword, Tiikiquælh: The Tiikiquælh, or the draconic elf "Honor Blade", is a swift sword if anything else. Designed to resemble a cutlass, yet have a more eloquent look. Using light metal alloys and a near weightless hilt, the blade is designed to move swiftly and damage targets severely. The one aspect that makes this sword so perfect is its curve structure that delivers damage that cannot be compared with. This is the weapon used in most draconic elven ceremonies requiring a sword.



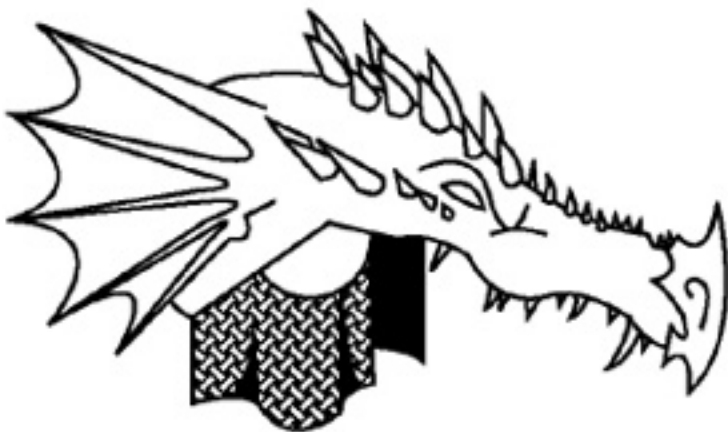
Tiikiquælh

ARMOR

Armor Lining: This thick padding is worn underneath heavy armors that may cause the adventurer some discomfort, such as Dragon Plate and Field Plate, to help save him from chaffing and pinching.

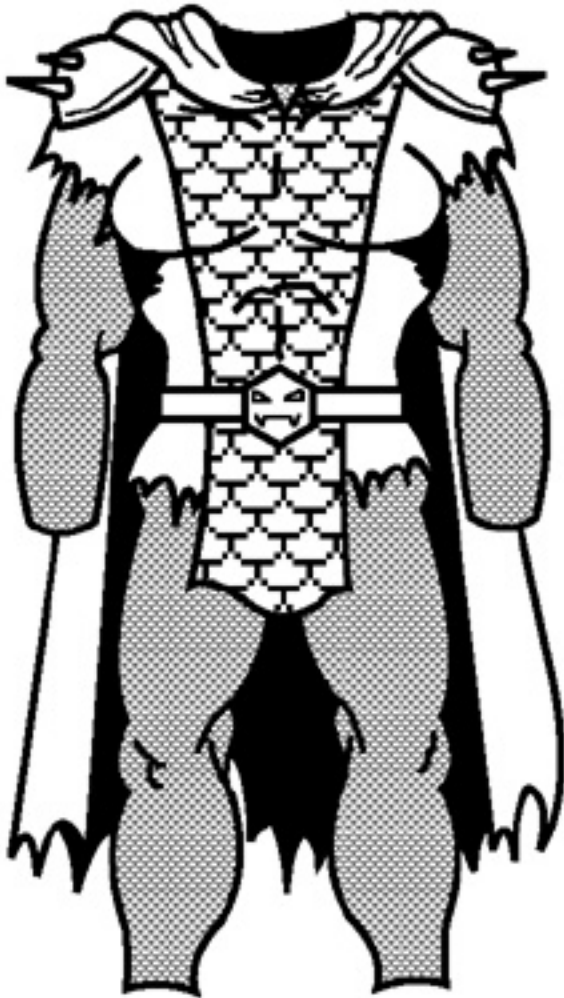
The cost for armor padding is 8 ritæl.

Armor, Fur: Designed for those cold climates, the Fur armor is essentially used by mages, clerics, and thieves. The Fur is also occasionally used by fighters to protect themselves from extreme cold climates. It has some protection from what might be encountered in those environments but is still no match for metal armors. The Fur is taken from a variety animals from around the world, and is worn occasionally by high society members for fashion.



Great Wyrms Helm: The Great Wyrms Helm is a very rare part of the equipment for high level Dragon Lords, usually Captains of the Guard or Lords that have lived longer than 5th or 6th level. This item is so extremely rare that it becomes one of a Dragon Lord's most prized possessions. People of other classes may purchase this item at a cost of x3, but are looked down upon by Dragon Lords they may come in contact with. Some Dragon Lords may take such offense at a non-Dragon Lord wearing this article that they may take it

upon themselves to forcefully remove it from the character, even if it means that killing them is the only way. The Great Wyrms Helm is actually a dragon skull which has been magic-ally shrank and then enchanted by a high level wizard to custom fit whoever puts it on, covered with liquid Black Adamantine, and fashioned into a helmet. The cost of a Great Wyrms Helm is 670 draco pieces.



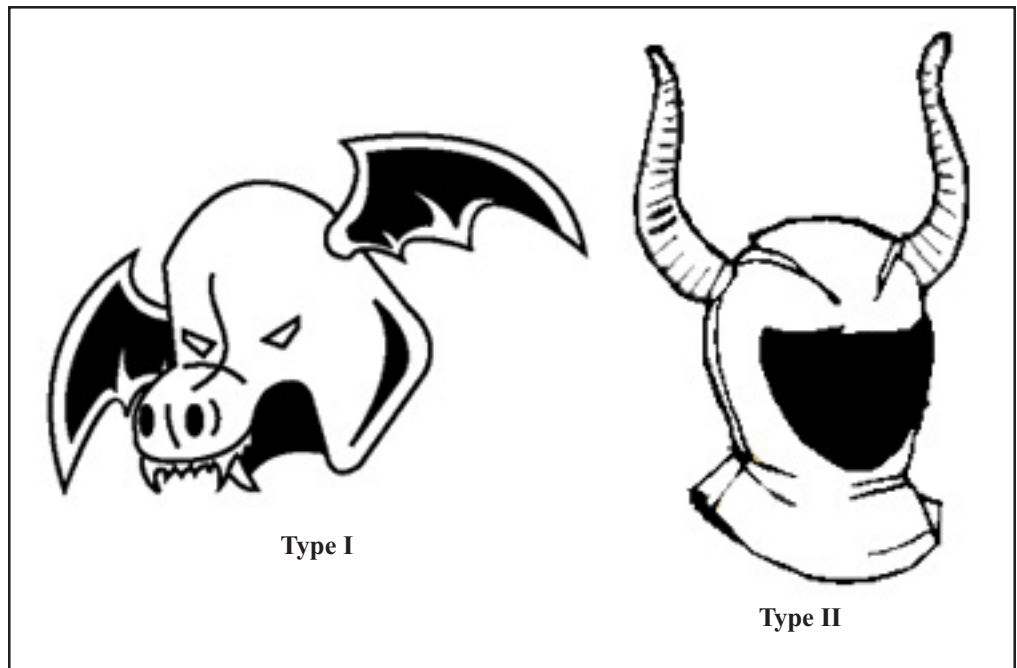
Draconic Mesh: Draconic mesh armor is a very durable light-weight armor that is worn exclusively by warriors of the Dragon Lord-class, usually the city guard of Dragon's Den (including Captain of the Guard) or Lords that have lived longer than 5th or 6th level. This armor is a finely-crafted metal mesh that does not encumber its wearer in the least. It comes in either ebony black or silver colors. It is actually made from the scales of either a Black or Silver Adamantite Dragon and has been blessed by a priest of Alfheim. The armor itself looks scale-like and gives the appearance of draconic skin. This type of armor comes with everything except boots, gauntlets, and a helmet, although wearers of draconic mesh usually also wear a draconic helm (although a Captain of the Guard usually wears a Great Wyrms Helm). This suit also comes with something most other armors don't, a cloak. This cloak is blood-red in color and is frayed at the bottom. It is clasped around the neck by a draconic head fashioned from some sort of precious metal. If a suit of this armor is custom ordered by a Dragon Lord, they sometimes even have a crest or design of some kind embossed into the armor. The cost for Dragon Mesh Armor is 2000 draco pieces.

Campaign Use: This armor is very rare among anyone other than those of the Dragon Lord-class. Usually if a Dragon Lord comes across someone not of his class that is wearing this armor, he will take great offense to this fact and put the wearer through many vigorous trials to prove that they deserve to wear such a fine suit of armor. Even a

Dragon Lord would know that someone wearing a suit of dragon mesh can rarely be hurt wearing such a fine suit of armor. Draconic Mesh is enchanted by a high level wizard to custom fit the first person to put it on. Therefore, once someone wears this armor it cannot ever be worn by another. Not even a master armorer can resize this type of armor. A DM should be advised that dragon mesh armor is very hard to come by, even in Outcastia. It should be a very dangerous and challenging quest that even brings a character to find a suit of this armor or even a armorer/wizard that can forge them a suit. If dragon mesh armor is in anyway damaged or destroyed there is a 98% chance that the owner of this armor may not find another suit or an armorer that can forge another one. So any PC that acquires such a suit should consider it one of his most prized possessions and not do anything that may in anyway lose his suit of armor too hastily.

Draconic Helm: The Draconic Helm is part of the standard equipment for Dragon Lords. People of other classes may purchase this item at a cost of x2, but are looked down upon by Dragon Lords they may come in contact with. Some Dragon Lords may take such offense at a non-Dragon Lord wearing this article that they may take it upon themselves to forcefully remove it from the character, even if it means that killing them is the only way. The Draconic Helm is a normal open-face helmet fashioned from reinforced metal into the shape of a dragon's head. There are two types of Draconic Helms. The

first type is extravagant in design yet simple in looks and resembles the main entry of this piece of armor. The second type is much more simple in design, yet more extravagant in looks. Some of the type II Dragon Helms have precious jewels or runes in strategic places. These types don't resemble a dragon's head as much as the type I variety, but they are usually sought after by higher level Dragon Lords if they cannot gain a Great Wyrms helm.



The cost of a type I Draconic Helm is 200 regals.

The cost of a type II Draconic Helm varies according to the Dragon Lords specifications, but usually costs about 300-500 regals with the base cost of a non-personalized helm being only 225 regals.



Dragon Plate: Dragon plate armor is actually a variation of field plate armor that has been coated with Silver Adamantite and engraved with a scale design to give the wearer a draconic look. It consists of shaped and fitted metal plates that cover most of the body. Most of the plates are thick and bulky while others are very thin and conform to the wearers body nicely. The only parts of the body not covered are the hands, feet, and head. A thick layer of padding must be worn under this armor to prevent chaffing (see above).

The cost for Dragon Plate Armor is 1000 regals.

Campaign Use: This armor is rare among anyone other than those of the Dragon Lord-class. Usually if a Dragon Lord comes across someone not of his class that is wearing this armor, he will take great offense and will go to extremes to get the wearer out of it...even if it means killing the person inside. Each suit of this very rare and extremely expensive armor is custom-made to fit its prospective wearer.

Only a master armorer can either create a suit of dragon plate or resize captured pieces of a suit to fit a new owner. The new owner must be of at least a similar size and build as the previous owner. Otherwise the expense and effort in doing so will exceed the expense it would take to forge a whole new set. A DM may, and is advised to, give PCs starting an adventure as a Dragon

Lord a free set of this armor. This is advised only because it is standard Dragon Lord equipment. Although, if that first set is in anyway damaged or destroyed the DM may choose to charge the PC double the amount for a new suit and even add in the adventure a side campaign where the PC must regain his liege's trust and respect for destroying his "uniform" on his off-duty time. DM's discretion

is to be used in this case, although just giving the PC a second suit of dragon plate is highly unrecommended.

Sun Goggles: What else can be said? They protect your eyes from the sun. They provide an added benefit to saving throws made against eye effecting spells (example: Color Spray, Illusions, etc.) This benefit is a +1 bonus. They are otherwise something that has not come into style. Very few people use them, or have them on all the time. They are big, and are seen as something rarely needed. There are smaller versions made, but these are rare and should be considered very valuable. Most goggles are made of metal that has been prepared to avoid any kind of reflection. They come in various forms, but all form some kind of “fence” before the eyes, it can be vertical bars, horizontal lines or even a thin net. The metal bars are extremely thin and doesn’t hinder normal vision, but they reduce the line of sight in torchlight, clouds, fog etc. since they absorbs some of the reflection.

Chapter II: Magical Items

Bag of Tools

Also known as “Jimmy’s Bag of Tools, this small cloth sack made of mauve velvet and about the size of a large money bag is more than meets the eye. It is actually an interdimensional holding space for tools of both the thief and inventor trades. The sack looks as if it is full of small items and weighs approximately two pounds. If opened and looked into, the person doing so will see an empty sack. If the person reaches inside the bag when in need of a certain engineering or thieving tool, the perfect tool for the job at hand will always be found. Although it is the perfect tool that they will find, the PC still needs to know how to use it. XP value: 6,000.



Eternal Bow

This magical weapon resembles a wooden composite long bow without the bowstring. When a person acts as if there is an actual bowstring a magic missile in the form of an arrow appears to always hit its mark. Damage and restrictions are the same as for a magic missile. Although wooden, the bow itself can only be destroyed with another magical weapon or by dragons breath after taking more than 35 points of damage. XP value: 1,800.

Destiny Sphere

The Destiny Sphere is a translucent pearl, the size of a baseball resting on a five-fingered red dragon claw. Once per day a person rubbing the sphere while concentrating on an event that took place within 7 days can alter that event with a 75% success rate. The changed event never takes place, gets another result or just changes slightly. The person rubbing the sphere and all within 10 feet of the sphere remember the previous timeline, while the rest of the population have no recollection of it at all. Once per day a person can look into the sphere and view the destiny of any creature or object he desires, with the exception of the Gods. XP value: 7,500.



Chapter 12: Artifacts

The Blade of Alfheim (“Zanclues”)

Zanclues is a sword 3' long with a 1-1/2' hilt. It is a two-handed weapon, but is light enough to be wielded easily by any warrior. The blade appears normal save the runes along its length (see Figure 1). These runes are written in a tongue that, even today, is indecipherable to all but the Gods themselves.

The sword's hilt is wrapped in red dragon hide, and meets the two-inch long talon-like crossbars. Wrapping around the hilt of this sword is a golden dragon. The head looks out from one side of the sword with eyes of precious stones and a telling, fang-filled smile. The end of the hilt is marked by a gold dragon's claw clutching a blue orb that shines when the weapon is wielded. When this orb glows one can make out the symbol of Alfheim-Rigel within (see Figure 2).

History

Many generations ago, there lived a half-elven ranger of great renown. He was called Alfheim-Rigel. Alfheim was an outcast from the lands of both his parents; this was in part because of the shame that both elves and humans sometimes feel toward the creation of such half breeds, but greater than this was the fear of the portents in Alfheim's being born with blood red eyes. Both man and elf scorned him, and whispered that he was a demon that walked in flesh.

The wandering life of an adventurer came naturally to Alfheim. During his travels, he befriended others who were misfits just as he was. They banded together as friends and became known as the Outcasts. Though they had many adventures, the most well known exploit of the Outcasts was the quest they undertook to rid the ruins of Bergenia of its undead infestation. It was after the abominations of life had been purged that the Outcasts founded the city of Dragon's Den atop the ancient ruins, and it was soon after that the King of Alagar, Shaqma, betrayed the Outcasts and sought to take the prosperous new city for himself.

With the armies of Alagar only days away, Alfheim sought to rally his allies. He brought together humans, demihumans and dragons of good intent, and they arrayed themselves before the city to defend it with their lives. Still, Alfheim needed a symbol; a weapon that would protect him and bring freedom to his people. Together, the Dwarven smith called Gimlorain the Younger and the wizard called Yodagren fashioned the weapon that would become known as the Blade of Alfheim.



Fig. 1





Fig. 2

It was Alfheim who named the weapon Zaclues once it was completed. With the sword, Alfheim lead his people to meet the Alagarans head on. The battle was won, and the Outcasts and their allies pressed into the Alagaran capital of Stein. The city was close to annihilated; King Shaqma endured banishment, leaving his son Stefen on the throne. Stefen bargained with Alfheim, and ceded him the land that would later become Outcastia.

Cycles later, Alfheim and some number of his companions were approached by the avatar of Corellon Larethian. Noting their lifetimes of great deeds, Corellon offered them divinity... if, that is, Alfheim could best the avatar in mortal combat. The contest was long and hard-fought, but Alfheim in the end proved his strength in combat. When the death blow was his to take, however, Alfheim hesitated. Corellon took this opportunity and lunged, knocking Zaclues from the mortal's hand and sending it soaring into the skies. None could tell where it had landed, or if it had even stopped before piercing the Heavens themselves, but it is said that it rained that night like the clouds had been cleft for their contents to spill upon the earth.

For his show of mercy, Alfheim was given the divinity that was promised; truly, this was a display that the warrior had risen above his mortal bearing. Zaclues, however, was never to be Alfheim's again. Through the cycles the sword has been found and used by many heroes, both for good and for evil; for war and peace, love and hate. It is always either lost or given up willingly because of its great power and the greed that follows it.

Powers

Constant: Zaclues functions as a two-handed bastard sword (2d4/2d8 damage) with the properties of a +6 Defender (the wielder can, at the start of each combat round, divide the +6 bonus between Armor Class [against melee attacks] and THAC0). The weapon always deals double damage against Planar foes.

The wielder of Zaclues regenerates 2 hit points per turn, and is sheathed in energies that function as a perpetual Protection from Normal Missiles spell. The wielder is also gifted with the ability to Comprehend Languages at will.

Zaclues itself is an intelligent weapon (DMG, page 187). It has an intelligence of 15 and can, if it wishes, speak in any one of the following languages: Common, Elven, Draconic and Orcish. Zaclues possesses an Ego of 19, but does not make use of this in attempts to dominate its wielder unless there are Orcs in sight (see below).

Invoked: Zaclues allows its wielder to cast the following by verbal command: Fly (3/day), Spacewarp (1/day), Polymorph Self (into a random Draconic-like form, 1/week). Once per week, the wielder can Commune with Alfheim (1/month).

Curses: Zaclues inflicts 5d10 points of damage upon anyone handling the weapon for the first time. NPC reactions to the wielder are never better than neutral for so long as he carries the artifact.

Zaclues retains its original master's hatred of Orcs, and will attempt to sway its wielder to slay all Orcs as soon as they come into sight. When the wielder sees an Orc, if he does not automatically draw Zaclues and attack, a personality conflict ensues. Zaclues' personality score is 34 (Intelligence

+ Ego); the wielder's score is equal to the sum of his Intelligence, Charisma and Experience Level. The higher score wins such conflicts, and if a strong wielder wishes to stay his hand and spare an Orc, he may do so upon winning a personality conflict (see the DMG for further rules on weapon vs. character personality conflicts). A wielder of strong personality who refuses to slay Orcs continually may cause Zanclues to leave him or else refuse to obey when its powers are invoked.

Suggested Means of Destruction

- Hurling Zanclues into the maw of a Black Adamantite Dragon on the first full moon of the first month of the cycle.
- The blade must be kissed by the lips of a young virgin while in the embrace of an honest man.
- It must be stepped upon by a direct descendent of Alfheim-Rigel and Mara Zespin.

Rigel Cloak

The Rigel Cloak is a cloak made from the hide of a mountain lion, and such is its appearance. Unworn, the cloak appears to be nine feet long, but it conforms to the size of its wearer as soon as it is put on. The forelegs of the cloak drape over the wearer's shoulders, and a silver chain with jeweled clasps at each shoulder hold the cloak in place. The lion's head fits over the wearer's head like a cap or a hood. When worn, the yellow eyes of the dead lion sparkle like gold and seem to come alive; which greatly unnerves those in the presence of the wearer.



History

This lesser artifact has a less dramatic history than such items as the Blade of Alfheim. As stated, it was made from the tanned hide of a large mountain lion by Alfheim-Rigel during his adventures as a mortal ranger. Alfheim wore the cloak for the better part of his career, but gave it up when he ascended to Godhood. For many cycles it was kept by Alfheim's church as a relic to be bestowed upon heroes of the faith, but now it is lost and occasionally found again by mortal adventure-seekers.

Powers

Constant: The Rigel Cloak gives its wearer an AC 4; if the wearer already has an armor class better than 4, the Cloak behaves as a Cloak of Protection +2.

Invoked: Wearers of the Rigel Cloak can walk through any environment without leaving a trail (similar to the Pass without Trace spell). The wearer may also walk through barriers as if they were not there (walls, doors, stone, etc). Wearers of non-good alignments cannot use this power to pass through barriers of adamantine.

All wearers gain the ability to Hide in Shadows, with a 30% chance of success. This percentage is added to any existing Hide in Shadows score and/or racial/dexterity bonus the character may be entitled to.

The wearer may use the Rigel Cloak to cast a powerful teleportation spell twice per day. The user must clutch the cloak's edges and spread it behind him, concentrating on where he wants to be. After one round of thought, a bright and almost unbearable light emanates from the cloak and engulfs the wearer. The light remains for an additional 1d4 rounds, during which time any persons that intend

to teleport with the wearer must jump into it. Once the allotted time has passed, the light disappears and the wearer arrives at his destination with his passengers.

Curses: While not exactly a curse, the teleportation power of the Cloak has some drawbacks. The wearer must, after teleporting, rest for 1d10 hours or else suffer a -4 penalty (-40% on percentile rolls) to all rolls due to exhaustion.

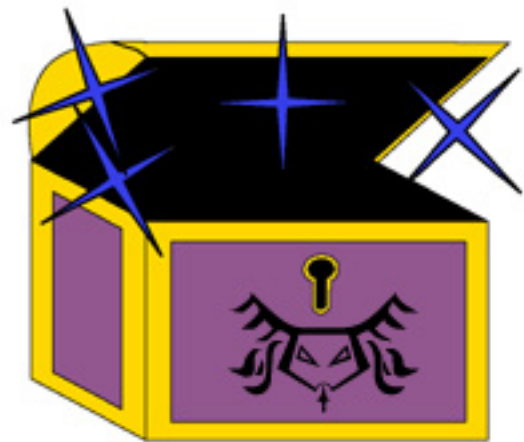
In addition, if this power is used during the time of the Planetary Alignment, there is an 85% chance that the wearer and all passengers will arrive in the Paradisian Fields instead of the desired location. Such travelers may return to Tærra-Söl only with the aid of the Gods or powerful planar travel magic; the Cloak is powerless to return the wearer and his friends from this place.

Suggested Means of Destruction

- Lighting it afire within the Paradisian Fields.
- Wrapping a death hawk within it on the night of a trinary full moon while in the Black Forest.
- Shredding it with the Blade of Alfheim by a direct descendant of Alfheim-Rigel.

Tovi’s Box of Beauty

This small chest which resembles a jewelry case, encrusted with the rune of the goddess Tovi. It is trimmed in gold and when opened an eerie purple glow emanates from within. On the front of the box is a keyhole, but no such key for this exists. Upon the lid of the chest are indecipherable golden runes. This box is actually a blessing in disguise for those worthy of its contents. In the wrong hands it can be very dangerous, a fallen paladin or an extremely charismatic impostor could control whole countries with it. This box can literally make a whole continent love the owner. A person with this box could easily become a living god to his subjects, since they would love him blindly and follow any order they are given. Only persons of a non-evil alignment can open this box safely.



History

Soon after ascending to godhood, Tovi the goddess of beauty became enamored with an Outcastian lord who was desperately in love with a Gandorian princess. The princess treated this man as if he didn’t even exist because of his plainness. For many cycles he tried to court the princess who continuously treated him as a monster. One eve the lord became so heartbroken that he had not won the heart of his one true love that he preyed to Tovi for help and offered her his undying loyalty even in the afterlife for payment.

Touched that a mortal would go so far for the love of another, Tovi created the Box Of Beauty and presented it to him in the form of a dove. Upon opening the box the lord transformed into a charismatic and handsome man. Soon afterwards he married the young princess and in the beginning everything was fine. But along with the love of the princess he also started to gain the blind love of most people that he met. Corrupted by his newfound power he soon proclaimed himself a god and along with his “followers” tried to take over the known realms. In the process he started to ignore his new wife as he felt she was too beneath him now to warrant his time. During his God-hood he used everyone under his spell and took advantage of everyone. The ones that didn’t fall under his spell and tried to get their loved ones away from him were either killed or forced to watch as he either “raped” their beloved ones or humiliated them in public.

When Tovi learned how the lord had changed and misused her gift she planned her revenge. She took the form of a young female and settled in a province in his way and when he came to add the

province under his rule she played along and pretended to fall in love with him. The lord took her as one of his concubines and on the first night she reclaimed the box and disappeared. The next morning all persons that had been under the influence of the box were free of its influence and remembered everything that had taken place during the time. The lord woke up to find himself the target of a vicious mob and was literally torn to pieces by his former followers.

The box has been found from time to time from that day forth. The outcome of these ownerships have been both dire and enlightening, but no one owns the box long as it's power tends to corrupt even the most good of heart and only the most insightful and strong of will have the power to give up the box before that happens.

Powers

Constant: If a person good alignment, or of non-good alignment that bypasses the curse (see below), opens the box they are engulfed in a blinding purple light and the following will happen according to their charisma score:

Charisma score	Result
1-3	Charisma raised to 15
4-5	Charisma raised to 16
7-8	Charisma raised to 17
9-11	Charisma raised to 18
12-16	Charisma raised to 18 and +2 bonus to all saves dealing with charm spells
17	+2 to Charisma and saving throw vs. spell on all people of the opposite sex viewing PC for 1st time or they fall madly in love with him/her and become their virtual love slave.
18+	+2 to Charisma and saving throw vs. spell on all people viewing PC for 1st time or they fall madly in love with him/her and become their virtual love slave.

Once the above takes place the golden runes atop the chest vanish and the box becomes a normal jewelry case with an AC of 0.

Invoked: For characters with a charisma score of 16 or lower allows them to cast the following by verbal command: Charm Person (3/day).

Curses: If a person with an evil alignment attempts to open the box there is a 75% chance that a magical explosion will occur. If this happens they will have to save vs. spell or take 2d20 points of damage from a magical explosion. If the save is successful, however, they will only be hurled away at great force and will take only normal damage for anything they may be thrown through or against (i.e. doors, windows, etc.). 25% of the times nothing happens, but the box will remain closed.

Once a person gives up ownership of the box, loses it, or dies it once again becomes a mystical item. If a person gives up or loses the artifact all benefits gained by it are lost and their charisma score reverts back to its original. Because of this many of its owners have meticulously guarded this item and not let it out of their site. Most of its former owners now reside in the land of Starrl, god of the dead.

Suggested Means of Destruction

- Capturing the avatar of the goddess Tovi within it and hurling it into an active volcano.
- Strapping it to the back of a person with a charisma lower than 5 while they bathe in a pond with a nymph during a double full moon.
- Deciphering the runes and reciting them aloud to a group of cyclopskin.

Shaqma's Vengeance

This weapon appears to be nothing more than a finely polished rod of obsidian about five inches in length. When wielded, however, the rod changes shape: at either end a three-fingered talon sprouts. At a mental command from the wielder, two shimmering, curved, serrated obsidian blades extend out from the palms of the talons (see Figure 1).



History

When King Shaqma was forced into exile, he prayed to the darkest of powers for an instrument of vengeance. Dealings with Hags, extraplanar fiends, and other powers of darkness are responsible for the creation of this vile weapon; in the end, the price Shaqma paid for it was his own life force, which was imbued into the weapon by its sinister crafters.

Shaqma served some time in the hands of his creators, but eventually was able to use the dark magics inherent in the weapon against these fiends, leading to their deaths (see curses below). By beguiling many other would-be wielders, he has made his way back to Tærra-Söl and now hopes to fulfill his ultimate purpose: destroying the Kingdom of Outcastia.

Powers

Constant: Shaqma's Vengeance has two blades, one on either end, and when wielded it allows its user to attack twice per round. Each blade acts as a scimitar, dealing 1d8 damage. The weapon bears a +3 enchantment, and its serrated blades cause wounding. Each wound the weapon strikes bleeds for 2 hit points of damage each round until it is bound or the victim dies. Bleeding damage is cumulative; a victim who has been struck twice bleeds for 4 hit points of damage each round.

While carried as a rod, Shaqma's Vengeance holds no special powers. When held in the hand without the blades extended, the weapon casts a constant Protection from Good effect, similar to that of a Paladin (except reversed). When the blades are extended, the weapon confers upon its wielder a protection from Dragonfear and an immunity to Dragon breath.

The blades of the weapon have properties of Dragon Slaying. Against any breed of Adamantine Dragon, the weapon has a +6 bonus to hit and damage, and inflicts triple damage (3d8).

Invoked: Shaqma's Vengeance allows its wielder to cast the following by verbal command: Darkness 15' radius (4/day), Mirror Image (3/day), and Cone of Cold (2/day, at 7th level use). Once per week the weapon allows its wielder to cast Summon Shadow. The Shadow will obey the wielder so long as the weapon is pleased by him; in other words, the Shadow is beholden to Shaqma, not the rod's owner.

Once per month, the wielder can summon Shaqma from within the weapon. Shaqma will aid the wielder in combat only if the wielder is facing one of the preferred enemies listed below; otherwise, the spirit from within the weapon can be sought for advice or counsel. Shaqma has all the powers and abilities of a Specter.

Fig 1



Curses: Shaqma's Vengeance will demand that its owner take preference for certain targets on the battlefield over all others. These are as below, in order from most preferred to least:

- Members of the Rigel bloodline
- Black Adamantine Dragons
- Dragon Lords
- Outcastians
- All other targets

The weapon will use its personality to attempt to dominate those that refuse to abide by its preference in victims; the weapon's intelligence is 16, and its Ego is 18 (personality score 34).

Those who wield the sword and keep it pleased are relatively safe from harm. However, Shaqma's Vengeance expects the weapon and its wielder to share the same overall goal: Outcastia's destruction. Those who do not show initiative or progress toward this goal begin to make the weapon sour toward them. Each time an owner who has displeased Shaqma makes a successful melee attack or uses an invoked power, the sword drains one point of intelligence. When all of a wielder's intelligence is gone, Shaqma's Vengeance surges into the wielder's unprotected mind and destroys it, turning the wielder into a zombie. The zombie will then carry the weapon, in rod form, until it is killed by adventurers and the rod is retrieved by a potential new user.

Shaqma (Male Human/Specter, 7+3 HD/LE) - AC 2; MV 15, FI 30 (B); 52 hp; THACO 13; #AT 1; Dmg 1d8 (Chilling Touch); SA Energy Drain, Spells; SD +1 or better weapon to hit, Immune to sleep, charm, hold, cold, poison and paralyzation; SW Holy Water (takes 2d4 damage per splash), Raise Dead (save vs. spell or banished into Shaqma's Vengeance; cannot reemerge for a full cycle), Turned as Specter; MR 80%; SZ M (6'); ML Champion (15); Int Exceptional (16); AL LE; XP 3,900

Shaqma drains 2 life levels every time he strikes a foe. He can perform the following at will: Darkness 15' radius, Mirror Image, Cone of Cold, and Summon Shadow.

Shadow - AC 7; MV 12; HD 3+3; THACO 17; #AT 1; Dmg 1d4+1 (Chilling Touch); SA Strength Drain; SD +1 or better weapon to hit, Immune to sleep, charm, hold, cold; SW Turned as Shadow; MR Nil; SZ M (6'); ML Steady (12); Int Low (5-7); AL CE; XP 420

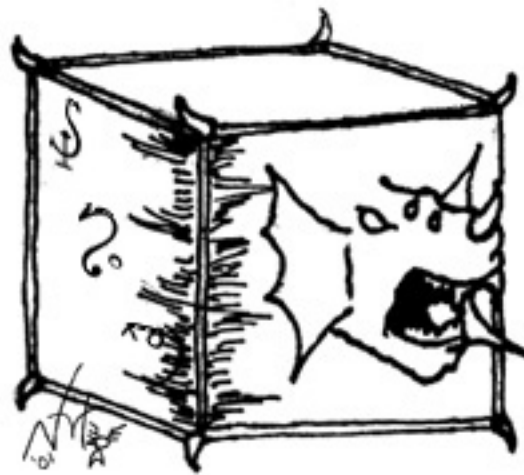
Shadows drain one point of strength with each successful strike. Strength points return 2d4 turns after being touched by the Shadow. If a human or demihuman opponent is dropped to 0 strength points, the drained victim becomes a Shadow.

Suggested Means of Destruction

- Dipping Shaqma's Vengeance first in magma and then in ice will cause the weapon to shatter, freeing Shaqma's spirit as a Specter (but destroying the artifact).
- The weapon must be held in full daylight, while a Priest of at least 16th level casts an Abjure spell in an attempt to send Shaqma to the Negative Energy Plane. An Abjure spell must normally contend with Shaqma's unusually high magic resistance (80%; considering most Specters have no magic resistance, this is unusually high); however, being in full daylight halves this resistance to make the Abjuration effort easier on the priest. A failed attempt automatically draws Shaqma out of the weapon to attack the Abjuring priest.

Dragon Cube

The Dragon Cube is held by the High Priestess of the Mara Zespin guild and used to test humanoids for Draconic heritage. It appears as an ancient box of finely polished wood, studded with Draconic glyphs. It appears to have no openings, save for a Dragon's head on one of the box's sides. The mouth of the Dragon is opened and appears hollow the whole way through so as to allow access to the inside of the box.



History

Little, if nothing, is known of the artifact known as the Dragon Cube. It was first brought to the attention of Alfheim-Rigel, who was ruler of the land of Outcastia at time before ascending to godhood, by the mysterious warrior-priestess Mara Zespin. It is rumored that eons ago when the gods realized that they were giving dragons life in the wrong bodies that they created this artifact as a way to rectify the situation.

Powers

Constant: The Dragon Cube exudes an aura of calm; any Dragons of any type (Metallic, Chromatic, Gem, Adamantine, etc.) within visual range of the Cube are made to feel at ease, and so will not attack or engage in any other form of conflict while within sight of the Cube. Even argument and debate are quelled by the Cube, for such is violence and conflict through word.

Invoked: The true power of the Dragon Cube is unlocked when a user is being tested for Draconic heritage. If a player wants to check to see if he is actually a dragon trapped in a humanoid body, he must be of at least level five. He then must seek out the high priestess of the Mara Zespin guild and convince her to test him. If she agrees the subject must then place his hand inside the Dragon's mouth of the box. The mouth "bites" down on the recipient's hand and holds it inside. No amount of strength or struggle can remove a hand from the box's mouth once it's bitten down. The eyes then begin to glow faintly as the subject's blood is analyzed by the artifact.

1d100 is rolled for the subject once analysis has begun. On a roll of 00, the subject is found to have Draconic blood, and this knowledge grants the subject the ability to assume Draconic and pseudodraconic form according to the inner dragon table (DMs may wish to arbitrate rather than roll for Draconic heritage). A roll of 11-99 indicates no Draconic blood is found; the character is "normal."

Characters who are tested and survive receive 5,000 experience (see Curses below).

Curses: A result of 1-10 in a roll to determine Draconic heritage indicates that the subject is burned to a cinder with no saving throw and no chance of resurrection (not even with a wish spell).

Table 12.1: Inner Dragon

Roll (d100)	Dragon Type
01-03	Deep
04-06	Black
07-09	Blue
10-13	Green
14-16	Red
17-19	White
20-24	Amethyst
25-27	Crystal
28-30	Emerald
31-33	Sapphire
34-36	Topaz
37-39	Brass
40-46	Bronze
47-49	Copper
50-55	Gold
56-58	Silver
59-63	Shadow
64-66	Brown
67-69	Cloud
70-74	Mercury
75-77	Mist
78-83	Steel
84-86	Yellow
87-89	Red Adamantine
90-92	Yellow Adamantine
93-95	Gold Adamantine
96-98	Silver Adamantine
99-00	Royal Adamantine

Suggested Means of Destruction

- Throwing it into the maw of a Black Adamantine Dragon just as it is using it's breathweapon.
- Deciphering and speaking the draconic glyphs upon it while flying atop a dragon.

Chapter 13: New Spells

Wizard

First-Level Spells

Fire Eyes (Invocation/Evocation)

Range: 0

Components: V, S

Duration: 4 rnd./lvl

Casting Time: 1

Area of Effect: The caster

Saving Throw: None

This spell turns the casters entire eyes a deep blood red color with a fiery effect surrounding them. Once this spell has taken effect the caster can shoot a deadly magical fire from his eyes causing 1d10+1 points of damage to anyone he hits. The target is not allowed a saving throw, but can avoid being hit if he can successfully dodge the attack. The range of this attack is 5 yards per level of the wizard.

Third-Level Spells

Deeppack (Alteration, Enchantment)

Range: Touch

Components: V, S, M

Duration: Permanent

Casting Time: 3 turns

Area of Effect: 1 leather backpack

Saving Throw: None

This spell is actually related to the spell of a similar name, Deeppockets. This spell enables the wizard to specially prepare a backpack so it can hold far more than it normally could. The backpack must be of the leather variety. The deeppack spell enables it to hold a total of 600 pounds as if it were only 30 pounds of weight. There is also no discernible bulging, the pack will look as if it were only actually holding 30 pounds of small items. The pack actually becomes an extradimensional holding space.

If the pack has a dispel magic cast upon it, all the items inside suddenly appear around the wearer and immediately fall to the ground. In addition to the backpack, which is reusable, the material components of this spell is a strip of tanned leather which ends have been tied together and a tiny golden needle.

Fourth-Level Spells

Dragon Fist (Evocation)

Range: Spontaneous

Components: V, S, M

Duration: 1 round/lvl

Casting Time: 1 turn

Area of Effect: Special

Saving Throw: None

A Dragon Fist spell creates a huge draconic fist within 3 yards of the caster. The caster can then direct the fist with just the movement of a finger where he wants it to strike. Fist targets must save vs. spell or suffer 1d20 damage. If the target successfully saves the fist will pass through him as if it were an illusion and no damage is suffered.

The fist moves as long as the caster actively directs it. Otherwise, it merely stays at rest. The fist itself has 50hp. If the fist is damaged to the point of 0hp or if the caster is knocked unconscious

or killed the fist will instantly vanish. The material component needed to cast this spell is a piece of dragons scale.

Calimar’s Calamitous Conflagration (Invocation/Evocation and Elemental Fire)

(originally titled “Calimar’s Conflagration”, created by Bruce Sponagle)

Range: 5 yards + 5 yards per level over 4th

Components V,S,M

Duration: Instantaneous Casting Time: 2

Area of Affect: 15’ radius

Saving Throw: 1/2 or none (see below)

Subtlety: +5

Knockdown: d6

Sensory: Moderate Visual, Audio & Tactile

Critical: Large (1d3 hits), crushing

This spell is famous for the hazard it poses to both the spell caster as well as to his intended victims. The caster must bellow “DUCK!” while throwing a lit torch (the material component for this spell) towards the intended recipient. Upon impact, the torch bursts into an explosive ball of fire 15 feet in radius, doing 1d4 per caster level (up to a maximum of 20d4) of fire damage to its victim. The victim(s) may save vs spells for half damage (provided that the spell was not cast at them specifically or if it missed and they were still in its area of affect).

This spell requires a successful hit attempt. If the hit attempt is successful, the target of the spell receives the full damage, with no saving throw allowed. The hit attempt ignores all armor and shield bonuses (but not ignoring magical bonuses or Dexterity/Balance bonuses to AC). For example, a Fighter wearing Plate mail armor +2, with a +3 and a Dexterity/Balance of 16 would be considered to be AC 3 for this attack (base AC 10 minus 2 for armor, 3 for shield and 2 for Dexterity/Balance). The caster always has the option to throw it with the intention of it landing at a victim’s feet. In this case, the hit attempt is made against AC 10. In all cases, the caster uses their standard THACO score to roll the attack (unlike “Melf’s Acid Arrow”).

If the hit attempt fails (even against a location on the ground), scatter must be rolled for as per standard grenade rules for AD&D. If the torch scatters outside of the range of this spell, the spell is diffused and wasted. If it falls short, the spell explodes where the torch lands, possibly including the caster within its effects (as happened with Calimar upon his first casting of this spell). Also note that at 3rd level, any miss had better fail long or to the side -the caster is likely to be affected or the spell will be wasted otherwise.

Fifth-Level Spells

Starstruck (Evocation)

Range: 100 yds. + 10 yds./lvl

Components: V, S

Duration: Instantaneous

Casting Time: 1

Area of Effect: 1-10 targets

Saving Throw: None

This spell is actually a step-up from the magic missile spell. Use of the starstruck spell creates up to ten large star-like missiles of mystical energy that dart forth from the casters fingertips and unerringly strike the target. This includes enemy creatures in a melee. The target must be seen or otherwise detected to be hit. Near total concealment, such as arrow slits, can render the spell ineffective. Also, the caster must be able to identify the target. If he does not know exactly who the leader of a group is he cannot say “strike the leader of the group”. Specific parts of a creature cannot be singled out. Inanimate objects (such as locks, doors, etc.) cannot be damaged by this spell, and any attempt to do

so wastes the stars to no effect. Against creatures each star inflicts 1d8+1 points of damage. For every level of experience, the wizard gains an additional two missiles - two at sixth, four at seventh, etc. The wizard can have the stars strike a single target creature or several targets, as desired.

Dweomer's Brutal Beating Protection (Abjuration)

Casting Time: 1
 Duration: Special
 Range: Touch
 Area of Affect: 1 creature
 Damage: None
 Spell Components: V, S, M
 Save: None

Annoyed at how one of the most useful protective spells in spell casting history was an alteration spell (Stoneskin), Dweomer sought a way to create an abjuration form of this spell. Dweomer's Brutal Beating Protection spell creates layers of force flush with the target's body, protecting the target from 1d4 attacks plus one attack per two levels of experience (same as Stoneskin spell). Unlike Stoneskin, however, creatures with magic resistance are allowed an MR roll to bypass and ignore the protective barrier, although it does not destroy the shield. One layer of protection is lost every 24 hours. The material component for this spell is a bit of diamond dust and small crystal shield, both of which must be worth at least 500 fr each and are consumed in the casting.

Seventh-Level Spells

Dragonblade (Alteration, Enchantment)

Range: Touch
 Components: V, S, M
 Duration: Permanent
 Casting Time: 5 turns
 Area of Effect: 1 bladed weapon
 Saving Throw: None

Using this spell a wizard can enchant any type of bladed weapon to attack with the force of a dragon. What type of damage the weapon does after enchantment all depends on what material components were used in the process of casting this spell. Once cast the weapon in question, when successfully hitting a target, does the same damage as the breath weapon of the dragon whose parts were used in the enchantments creation. For instance, if parts of a green dragon was used it do the same amount of damage to the target as if he had been hit by the breath weapon of the same dragon. When welded the weapon will also glow with a color that corresponds with the type of dragon that it simulates. The material components needed for this spell is a bladed weapon of any type, a scale and claw from a breathweapon capable dragon (both of these must be from the same kind of dragon).

Spellbane's Spell-exchange (Evocation/Abjuration)

Casting Time: 5
 Duration: Special
 Range: None
 Area of Affect: Caster
 Damage: Special
 Spell Component: V, S, M
 Save: None

This spell protects the caster completely from one spell targeted at him. After the opponent has cast his spell, the protected caster has two options: He can A) Use the spell that was cast at him at a later date or B) Exchange that spell for one of his own spells of equal or lower level. If the caster does not

exchange the spell, the spell remains in “storage” for a limited time and the caster can decide what he wants to do with it. The spell remains in storage for 1 hour per level of the caster.

If the caster does not use or exchange the spell within this time, the stored spell is wasted and Spellbane’s Spell-exchange ends. Spellbane’s Spell-exchange can hold a spell for a maximum of 12 hours, although the spell-exchange spell itself lasts for 24 hours. If a spell’s storage time overlaps the 24 hour period, the stored spell and Spellbane’s Spell-exchange are wasted. If a second Spell-exchange spell is cast while one is already in place, the two cancel each other and any spell that was currently stored immediately affects the caster. Spells used via Spellbane’s Spell-exchange have a speed of 3 (as if casting the spell from a ring). The material component for this spell is an ivory statue of a mage, and a single flamer coin.

Ninth-Level Spells

Hound of Alfheim (Conjuration/Summoning)

Range: 10 yds.

Components: V, S, M

Duration: 1 hr. + 2 hr./lvl

Casting Time: 1 turn

Area of Effect: 1 hound

Saving Throw: None

By means of this spell, the wizard conjures a canine animal which is granted all powers related to the godly hound, Champion (see Outcastian Pantheon section), to serve him as he sees fit. The animal serves willingly and well, but at the expiration of the spell duration it disappears, returning to its natural state and own place. The type of canine gained by this spell depends on the level of the caster; of course a caster can choose a lesser mount if desired. Available hounds include the following:

Caster Level Hound

9-11 War Dog

12-15 Death Dog

16-17 Worg Wolf

18+ Dire Wolf

The statistics of the animal gained are typical of all creatures of the same class with a bonus of 20hp. The hound disappears at the end of the spell duration or when slain. The material component of the spell is a bit of dog hair.

Mists of Time (Invocation/Evocation, Necromancy)

(created by Nick Savin a.k.a. Teflonbilly < teflonbilly123@hotmail.com >)

Range: Special

Components: V, M

Duration: Instantaneous

Casting Time: 1/2 hour (*see below)

Area of Effect: Special

Saving Throw: None

The ability to travel back in time is available to elves, humans, and ogres, since these were the races created by gods at the beginning of time and so travel within it’s flow. The spell may not be used by dwarves, gnomes or kender as well as draconians since the creation of these races was an accident, unforeseen by the gods. The introduction of any of these species into a previous timespan may have serious repercussions on the present, although what these might be is unknown.

There are dangers, however that the spell caster needs to be fully aware of before proceeding. If the spell caster dies while back in time, this will affect nothing in the future, for it will be as if the spell caster died this day in the present. His or her death will not affect neither the past, nor the present, nor the future, except as it would had normally affected those. Therefore we do not waste power on

any type of protection spell.

The spell caster may not change or affect what has occurred previously in any way. That is an obvious precaution. Thus this spell is only useful for study. That is the purpose for which it was designed. If the spell caster is not going himself but is sending back another (please note the racial precautions), he or she should equip the one traveling with a device that can be activated at will and so return the traveler to his own time.

*note: only the master of a tower of high sorcery has access to this spell, and only they may cast it unless the words and components needed for the spell have somehow been stolen from their master.

Casting time: This spell takes about half an hour to cast, but the preparation (memorizing and such) can take days. for this reason we use 1d4-1 to determine the amount of time it takes (note: if this score goes below 1 it becomes 1)

Spell components and preparation: To cast this spell the mage must form a circle of silver, red, or black powder. (depending on which god of magic they worship) (the powder has to be dyed and dried sulfur mixed with either diamond, ruby, or jet particles. Again this depends on which god of magic they pledge loyalty to.)

In the middle of the circle the mage must have seven candles of pure white wax, these candles must be melted and molded into shape with either ivory, blood stone, or obsidian powder according to the mage's faith in the 3 gods of magic.

In the middle of the circle the individual(s) that will be transported back in time must be placed.

As stated in the description, the person(s) must be given a device that can send them back into their own time, this device must have an activation word or phrase. (note: the instructions to making one of these devices was presumed to have been buried beneath the Blood Sea when Istar sank during the cataclysm, it is possible that each of the two remaining towers of high sorcery have one of these devices hidden away somewhere by their masters.)

One less known fact about this spell is that it ages and weakens its caster considerably when cast. (the DM should not reveal this fact to the players unless it has been researched by the mage.) For this reason, when the mage successfully casts the spell he or she ages 1d4 cycles for each person he is sending back in time, in addition, the caster loses 1 point of constitution and appears older as is normal when such a rule comes into use.

Priest Third-Level Spells

Dragon's Coat (Alteration)

Sphere: War, Peace, Protection, Combat

Range: Touch

Components: V, S, M

Duration: 3 rds. + 1 rd./lvl

Casting Time: 6

Area of Effect: 1 creature

Saving Throw: None

When a priest casts this spell upon a creature or himself, its skin becomes as tough as dragons hide and even looks as if it is covered with small scales, increasing its base Armor Class to AC 5, plus 1 AC for every five levels of the priest: AC 4 at 8th, AC 3 at 13th, and so on. This spell does not function in combination with normal armor or magical protection. In addition, saving throw rolls vs. all attack forms gain a +1 bonus.

In addition to the priest's holy symbol, the caster must have either a dragons scale or scale shavings as the material component for the spell.

Fifth-Level Spells

Alfheim's Folly (Illusion/Phantasm)

reversible

Sphere: Charm

Range: 100-ft. radius

Components: V, S

Duration: Special

Casting Time: 1 rd.

Area of Effect: Special

Saving Throw: Neg.

After casting this spell all characters hostile towards the priest within range must make a successful save vs. spell or suffer a -6 to all attack and saving rolls. If a successful save is made then there is no effect. In essence any enemy who does not save are perpetually clumsy and unlucky.

The spell lasts until either the priest is killed or the confrontation comes to an end. The reverse of this spell gives a +6 on all attack and saving rolls to all friendly creatures within range.

Sixth-Level Spells

Wings of the Draco (Alteration)

Sphere: Nature

Range: Touch

Components: V, S, M

Duration: 1 rd. + 2 rds./lvl

Casting Time: 8

Area of Effect: 1 creature

Saving Throw: None

When a priest casts this spell upon a creature, draconic wings sprout out of its back giving it the ability of flight with a flight rate of 18 and maneuverability rating of C. The wings may also be used as weapons and do 1d12+2 points of damage when successfully doing a wingclap attack. In addition to the priest's holy symbol, the caster must have a small piece of a dragon wing membrane as the material component for the spell.

Outcast (Divination)

reversible

Sphere: All

Range: sight

Components: S, M

Duration: Permanent

Casting Time: Spontaneous

Area of Effect: 1 creature

Saving Throw: None

With this spell, a priest with just a gesture can exile someone to another plane of existence. The target has only to be within line of sight for the spell to take effect. Which plane of existence the target goes to depends on the DM. The material component needed for this spell is a small closed sack with the priest's holy symbol inside of it. The reverse of this spell can bring someone back who has been exiled by use of this spell. The person must be named, you can't just say "bring back outcast", and the material components are slightly different. For the reverse the priest will need a small open sack, a hawk's feather, and his holy symbol.

Seventh-Level Spells

Wrath of Alfheim (Divination, Evocation)

Sphere: War, Chaos

Range: Special

Components: V, S

Duration: Instantaneous

Casting Time: 2

Area of Effect: Special

Saving Throw: 1/2

By use of this spell, the priest in question can lay vengeance on a group of persons or even a city. This spell starts the weather in the direct vicinity to become very hostile with gale-force winds, large rainfall, lightning, and thunder. After about twenty minutes of this mystic storm, the clouds open up to reveal a large flight of adamantine dragons of varying colors, but in the lead is always the two existing blacks. They lay waste to the campsite of the group the spell has been cast upon, or if desired the city or village. After about thirty minutes of the draconic demolition the sky clears, the clouds open and from them comes a third black adamantine dragon. This dragon however is larger than any seen before. Once it is above the target, it sprays it with his breathweapon which is three times as deadly as a normal black adamantines. It then stops and polymorphs into the gigantic form of the god Alfheim-Rigel which always states in one way or another, "You have been warned!" before he and all the other dragons vanish.

During all this carnage, the priest and any people he wants to keep safe are protected with an invisible shielding as long as everyone is within a 30' radius of the priest. Please note that all hostiles within this range are not protected.

Mists of Time (Invocation/Evocation, Necromancy)

(created by Nick Savin a.k.a. Teflonbilly < teflonbilly123@hotmail.com >)

Sphere: All, Necromantic, Time, Travelers

Range: Special

Components: V, M

Duration: Special

Casting Time: 1/2 hour (*see below)

Area of Effect: Special

Saving Throw: None

This spell is identical to the 9th-level wizard spell of the same name.

Please refer to it for the spell's description.



Chapter 14: Deities of Tæerra-Söl

The Outcastian Pantheon

Alfheim-Rigel (greater god)



Alfheim was at one time a mortal adventurer born to the human fighter and Captain of the Guard of Stein, Tiberius Rigel, and the elven princess, Zandria. During his cycles of mortality he, and his band of comrades, became living legends in the land that is now known as Outcastia and beyond. His band of adventurers was named "The Outcasts" because they were all shunned or feared by beings of their own kind for one reason or another. They were founders of the land known as Outcastia and ruled it for many cycles. Alf, as he was called by his close friends, also learned that he was not actually mortal, but a Black Adamantine Dragon born to the wrong body, as sometimes happens. He discovered this by being introduced to the Dragon Cube by Mara Zespin, which is a story of it's own (see Artifacts:Dragon Cube). During his later cycles he was confronted by his deity, Corellon Larethian, and offered the gift of godhood. This gift would only be bestowed upon him if he could best Corellon in mortal combat. Alfheim reluctantly accepted and somehow won, but never gave a killing blow. He and his fellow outcasts were then given the task of stealing a lock of hair from the head of Lolth. They never learned why, but still completed the task. Upon completion, and barely escaping death, the outcasts were granted their own pantheon by Corellon and a few other major deities (including Zeus, Moradin, Kanchelsis, Great Spirit, Arioch, and Ra) which they named New Outcastia. Although he is the ruler of the Outcastian gods, his command over the others is far from absolute and his decisions are often challenged. He is the god of rangers, half-elves, and dragons and is the personification of both war and peace. Alfheim is the grandson of the elven wizard Shalazhar.

Alfheim, Tovi, Devil Dogg, Gimlorain The Younger, and Champion, who was Alfheim's trained war dog, were the original group of outcasts. But there had been adventure before "the Outcasts" as well. A few cycles beforehand Alfheim had belonged to another group of adventurer's calling themselves "The Wanderers". Within this group were renowned heroes in their own right; Sho-Gunn Lee the yakuza, (the now dwarven king of Bogaria) Bogar the fighter/thief, Olos-Nah the archer, Paul Ivan the bounty hunter, Hsiaofen-Min the wu jen, Wayland the ranger/druid, Kawasaki the ninja, and Mistrill the Bard. Many people soon became part of the "Outcasts" over the cycles including Mara Zespin (the mysterious keeper of the Dragon Cube), Starrl (who it was later learned was not a mortal troll, but rather a god who learned to respect the ranger and decided to fight by his side for a time), Darr (who is rumored to be from another dimension, although it has never been confirmed), and the traitor Zedcor (who is now leader of the evil group of miscreants Cerberus).

Alfheim was an outcast from the lands of both his parents; this was in part because of the shame that both elves and humans sometimes feel toward the creation of such half breeds, but greater than this was the fear of the portents in Alfheim's being born with blood red eyes. Both man and elf scorned him, and whispered that he was a demon that walked in flesh.

The wandering life of an adventurer came naturally to Alfheim. During his travels, he befriended others who were misfits just as he was. They banded together as friends and became known as the Outcasts. Though they had many adventures, the most well known exploit of the Outcasts was the quest they undertook to rid the ruins of Bergenia of its undead infestation. More of this incident can

be found in the Outcastia section of this book.

During this time the Dwarven smith called Gimlorain the Younger and the wizard called Yodagren fashioned the weapon that would become known as the Blade of Alfheim (see Artifacts:Blade of Alfheim, Zanclues).

Role-playing notes: Alfheim is a very merciful god who loves his followers. He does however have a very short fuse which when lit can be extremely dangerous to the antagonist. He looks down upon those that pillage the natural resources of the planet or harm wildlife just for the sake of sport. He also has no love for slavers or orcs and many of his followers go out of their way to combat these beings. Omens from Alfheim take on many forms including visits from hawks, wolves, and even dragons.

Statistics: AL NG; WAL any; AoC rangers, half-elves, dragons, war & peace; SY a stylized letter "A" with a lightning bolt cutting through it.

Alfheim-Rigel's Avatar (ranger 24)

When Alfheim-Rigel chooses, he can send down his avatar to speak for him. Although he can take on any form he wishes his avatar usually appears either in the form of his predivine self or of a very handsome and muscular half-elf (elven more predominant) with long brown hair and red eyes with a crucifix shaped scar on his left forearm or that of a Black Adamantine Dragon.

STR: 24 DEX: 18 CON: 19
 INT: 15 WIS: 14 CHA: 19
 MV: 18 SZ: 6' 2" MR: 30%
 AC: -1 HD: 20 HP: 243
 #AT: 2 THACO: 1 Dmg: 1d12+1 (beastial cestus) +12

Special Att/Def: When the avatar of Alfheim speaks in anger the earth in a 150' radius shakes and all in that area must save vs. spell or be deafened for 1d20+4 hours. His avatar can only be hit by magical weapons of +4 or better. His cestus is unbreakable (it cannot even be destroyed by a mystic sabre) and can slice through anything. Once per round Alfheim can cast a lightning bolt spell that does 3d10 damage. Alfheim's avatar always wears +2 studded leather armor, elven boots, a mountain lion cloak, a black beastial cestus, and carries a +6 intelligent sword named "Chaos Slayer". When within 60' of a chaotic evil being, it's blade will erupt in a mystic red-flame.

Duties of the Priesthood:

Priests devoted to Alfheim must maintain a temple of modest surroundings. Within the temple animals of all types roam free and are treated as guests. They must always defend nature and uphold it's balance. At least once during his life, every priest must seek out a black adamantine dragon and convince it to allow the priest to ride it's back to the Isle of the Winds where Alfheim will then speak to him through some random way.

Requirements: AB standard plus strength 14+; AL any g; WP long sword, long bow, elven bow, razor shield, and beastial cestus; AR b; SP all spheres are available to the priests of Alfheim; PW 1) gains shield proficiency, 2)plant growth, 5) complete control over all animals within 1000 yards, 9) lightning bolt (1d4 damage per level), 12) regenerate 2 hit points/turn, 16) strength raised 2 points, 18) breathe fire (range 30', 1d6 dmg/lv); TU turn (5th level).

Tovi (greater god)



Tovi is the wife of Alfheim-Rigel and Queen of the Gods. She is also the goddess of matrimony and love. She is the protector of marital bliss and romance and takes godly vengeance on fornicators. Although a very jealous and spiteful woman, Tovi does share her husband willingly with one other goddess, Mara Zespin. The only reason for this is because she understands the importance of the union the three share. She was a member of the Llaxandhii sect of Drow. This sect essentially strives to live in harmony with all other species and to give up the evil ways of Lolth. She and Alfheim were immediately attracted to each other, but they didn't show their true feelings for one another for a few cycles. They eventually married and had one child shortly before reaching godhood. That child's name was Tøerin-Rigel. He was given to his great-grandfather Shalazhar to be cared for once they ascended above their mortal coil. The current ruler of Outcastia, Maleki-Rigel, is the descendant of that child. She was extremely beautiful even as a mortal and many a man tried their best to sway her away from Alfheim whom she stayed faithful to.

Role-playing notes: Tovi does not get intimately involved in human affairs, but will occasionally answer (12% chance) the joint plea of a man and woman in love or that of a person whose heart has been broken by their partner who has not been true to them. Omens from the goddess include temple bells ringing on their own accord, a gust of flower petals enveloping a person, or the appearance of a red dove.

Statistics: AL NE; WAL any; AoC love, beauty, matrimony, romance, and vindication; SY a drow rune symbolizing her.

Tovi's Avatar (cleric 19/fighter 13)

Tovi's avatar is a scantily clad drow woman of incredible beauty. The clothing she does wear, if any, is usually a type of armor.

STR: 17 DEX: 19 CON: 18
 INT: 16 WIS: 13 CHA: 30
 MV: 14 SZ: 4' 11" MR: 25%
 AC: 0 HD: 18 HP: 126
 #AT: 2 THACO: 1 Dmg: 1d8+1 (composite long bow) +5

Special Att/Def: Tovi's avatar carries a bow with a mystical quiver filled with arrows. These arrows can have one of three effects; when used in battle they act as +3 flight arrows with the appropriate damage and such, when used against a cheating spouse the target in question must make a saving throw vs. spell or die of a broken heart (if the saving throw is successful, the target will just mope around the rest of his/her life regretting what they have done. Only a wish can cure this), and lastly when used against a person's object of desire it can cause the target to fall madly in love with whomever Tovi wishes. The target may make a saving throw vs. spell and if successful there will be no effect. In addition, all men upon first seeing her must make a save vs. paralyzation or find themselves unable to attack her...ever.

Duties of the Priesthood:

Every new moon, her priests must bathe nude in a clean mountain spring after letting loose a dozen red doves. They must also aid anyone who has been spited by their love or who is having trouble finding it.

Requirements: AB standard plus charisma 16+; AL any; WP bow and arrow; AR b; SP all, charm, divination, guardian*, healing, protection; PW 5) charisma raises 1 point, 10) charm person

(opposite sex only), 16) arouse feelings of love in any intelligent being (as the effects of a philter of love); TU nil.

Mara Zespin (greater god)



Mara was a female warrior and bearer of the dragon cube before ascending to immortality. She was and still is a real mystery, even to Alfheim himself. She came to Dragon's Den one eve demanding to see it's ruler. Once granted an audience with Alfheim, she took out a strange looking box with a dragon's head on it and demanded that he stick his hand into it's mouth. Alfheim wasn't amused by this strange woman demanding things of him. He berated her and demanded an explanation before he decided to toss her out of his kingdom.

Even then she only used half-answers and riddles. They went about talking for hours about it until Mara finally convinced Alfheim to do so. The mouth clamped down on his hand and seconds later he felt a strange sensation coursing through his body. Once the "mouth" let go he started to transform. No longer was he Alfheim. He now had black skin with what looked like glitter all over his body. His ears points were more pronounced and his nose snout-like. He was now in a pseudo-draconic form and Zespin informed him that he was in fact not a half-elf at all, but the other Black Adamantine dragon which she had been searching for. He later found that she was the other and they soon mated (with the consent of Tovi) so that the Black Adamantine Dragon should roam the world once more. 48 hours later Mara (in dragon form) laid two eggs. She became a member of the Outcasts after this and helped them on many adventurers before they all obtained godhood. But even with her close contact with the others her past is but a mystery to all but Darr, who has agreed not to disclose it to any.

She has a very straight forward and grim personality, taking her job as a goddess very seriously. Along with being the goddess of dragons and amazons she is also the mistress of Alfheim-Rigel. She is also in her second form the female counterpart of Alfheim's Black Adamantine Dragon. In battle, Mara is a very dangerous opponent who never gives mercy. She also ignores all prayers from humanoid males and females not of the warrior-type persuasion.

Role-playing notes: Mara loves combat, especially when it deals with the slaughter of humanoids of the male persuasion. Her one male love is Alfheim-Rigel. She does, although, indulge in love affairs with other female goddesses and even, at times, female mortals. When angered, or even annoyed, she has been known to send a flight of dragons after the person or persons who got on her bad side.

Statistics: AL CN; WAL any; AoC dragons, pseudodracs, and amazons; SY a dragons head

Mara's Avatar (fighter 20)

Mara Zespin's avatar usually takes the form of a very beautiful and well-toned with jade colored eyes and fiery-red hair, second in beauty only to Tovi. She wears very little armor, and nothing else. Her hair is usually very long, reaching to the bottom of her spine.

STR: 18/00 DEX: 17 CON: 18

INT: 15 WIS: 16 CHA: 19

MV: 14 SZ: 5' 10" MR: 20%

AC: 0 HD: 19 HP: 329

#AT: 2 THACO: 4 Dmg: 2d8+6 (2H bastard sword) +6

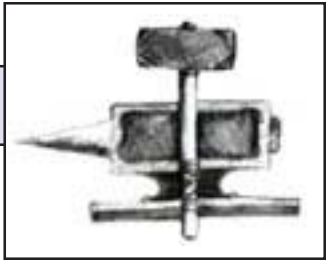
Special Att/Def: Mara's avatar carries a 2H bastard sword which she welds with one hand. If hit with it for 20+ points of damage, the victim must save vs. spell or go into a berserker's rage attacking anyone and anything in his sight except Mara.

Duties of the Priesthood:

Followers of Mara Zespin may only be female. Her priestesses must stay chaste except for once per cycle during the blood moon when they can let out all their sexual tension (if intimate with anyone at any other time they will lose all benefits bestowed by her until PC spends 1d4 months at the temple begging for penance). Her priestesses must, on their five cycle anniversary of serving Mara, must seek out the strongest male in her region and defeat him in mortal combat. If she fails, Mara turns her spirit over to Starrl to do with as he wishes. The High Priestess of this guild is also holder of the Dragon Cube.

Requirements: AB standard plus must be either dragon or female; AL any; WP sword, dagger, or axe; AR a; SP all, chaos, combat, creation*, divination, elemental, healing, war, weather; PW 1) control weather (3 mile radius), 10) charm monster (draconic beings only); TU nil.

Gimlorain The Younger (intermediate god)



Gimlorain The Younger, also known as Gimmy, was a noted inventor and warrior before attaining godhood. He was instrumental in creating the bestial cestus, along with Alfheim-Rigel. Among other weapons invented were the razor shield and indoor lighting. Gimmy was an old mountain dwarf from the Ironclad mountain chain, that is now known as the Bogarian Mountains. He had an odd love for figuring out how things worked and for trying to make them better. A very good day (or week, or cycle) for Gimmy would be able to invent something unique and useful (the bestial cestus and razor shield are among his most prized works). He and Devil Dogg had a love/hate relationship. Well, they didn't really hate each other, but by the way they talked to each other one would think so. They always had a verbal

jab for the other even in the midst of combat (ie. "What's amatter mutt? Can't handle a simple beholder?" or "Hey wideload! Could you move your big arse out of the way so I can see the sky?").

Role-playing Notes: Even while in his mortal confines Gimlorain was a person of a somewhat perverse nature. He loves women and the female body, no matter what race she may be. His is known, even in godhood, to spy on a lovely lady whom he has taken a liking to in the hopes of seeing her unrobe. He is a very jovial person and loves the pleasures that life, both before and after godhood, provide. Many a time he is berated by the goddesses Tovi and Mara Zespin for his raunchy sense of humor and the fact that he loves to spy on them while they are bathing.

He, along with Devil Dogg, is also a consummate practical joker. He loves to torment those around him, although he will not do so in a spiteful manner. His jokes are kept safe and he is always willing to admit when he has been bested at his own game.

Always on the lookout for new things and ideas he will sometimes travel to the Prime Material Plane to assist aspiring inventors with their work. When doing this, he will take a guise of a very elderly dwarf in peasant-type clothing. If he enjoys the creation enough, he may even bequeath the inventor with an intelligence bonus of 2 points upon his departure.

Statistics: AL CG; WAL any; AoC inventions, blacksmithing, and dwarves; SY a hammer and anvil

Gimlorain's Avatar (fighter 18)

Gimlorain The Younger's avatar usually appears as a middle-aged and very muscular dwarven warrior dressed in Field Plate armor. His very long beard and hair is a dark brown, with patches of grey and he

has ice-blue eyes.

STR: 20 DEX: 17 CON: 19
 INT: 16 WIS: 14 CHA: 16
 MV: 15 SZ: 4' 3" MR: 20%
 AC: -1 HD: 19 HP: 271
 #AT: 3 THACO: 0 Dmg: 1d8+8 (Battle Axe) +8

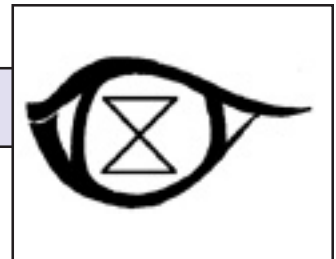
Special Att/Def: Gimmy's avatar wields a Battle Axe which is emblazoned with dwarven runes. This axe will do one of two things at the whim of Gimlorain. It will either cause physical damage as stated above or it will phase through his opponent. When this happens the target must make a save vs. paralyzation or lose 2/3 of his intelligence and wisdom (if using the Skills & Powers Option he will lose 2/3 of all stats most related to thinking within the intelligence and wisdom categories).

Duties of the Priesthood:

Priests of Gimlorain are extraordinary designers and builders. They roam the lands in search of new ideas and technologies. For a person to become a priest of Gimmy one must present an invention of his own making to the Grand Priest for review. If it is found to be of great use and ingenuity the person is welcomed into the fold. If not, they are asked to try again in a cycles time. Priests of Gimlorain are also great fighters and will help those in need whenever possible.

Requirements: AB standard but dex 12+ and int 14+; AL any; WP any axe or invention of own making; AR a; SP creation, elemental*, numbers, protection; PW 1) gains the blacksmithing, engineering, and inventing proficiencies, 3) int increases by 3 points, 8) able to repair magic weapons and armor (2 months each item, proficiency check required [blacksmithing]), 17) able to create magic weapons and armor with a bonus of up to +1 per every three levels of experience (6 months each item, max of +6); TU nil.

Darr (intermediate god)



Darr is the god of destiny and is as feared as well as he is loved amongst the Outcastian Pantheon. Darr like Alfheim-Rigel was a mortal adventurer, but unlike many mortals of Tærra-Söl he was from world within another dimension. His world held no magic or creatures of great power, but was strong of technology, science, and academics. There he was an accomplished mortal under the name Darwin Gerard.

The Outcasts traveled through a dimensional vortex and became stranded in that magic-less world, which the inhabitants referred to as Earth. There the Outcasts encountered a man named Darwin Gerard, who was playing a game along with a group of friends, a game that described the world of Outcastia and the Outcasts. Darwin Gerard helped the Outcastian adventurers to return home. He then joined them on their journey back to Tærra-Söl.

Once at Tærra-Söl Darwin changed his name to Darr, and learned the martial arts of weaponry and eventually the ways to tap into the unknown magics that surround him, by becoming an accomplished necromancer.

As Darr's adventures took him across the known world, Darr grew in popularity and power as did all the Outcasts. Then when the council of Gods chose the Outcasts for divine ascension, Manunzul approached Darr and offered him his powers of destiny and time, for Manunzul's own mortality. After his ascension into godhood, Darr became one of Alfheim-Rigel's most trusted advisors.

Darr looks over what is, what could be, and what shall be. He has acquired the power to bend reality so that he may show mortals what life will be like if certain things are done or what they would

have been like if a different road had been taken.

Role-playing notes: Darr is true neutral. He takes no sides when it comes to the way things are or should be. He is very reserved with almost a nonexistent sense of humor. He does, however, take great pride in those that make their own destiny against all odds and usually bestows a gift of some sort upon these beings.

Statistics: AL N; WAL any; AoC destiny, farsight, time, and mystery; SY an hourglass within an eye.

Darr's Avatar (necromancer 22)

This gods avatar usually appears as a very tall and well-built human male whose features are obscured by a long dark grey cloak. He also wears hard studded leather and high boots.

STR: 20 DEX: 18 CON: 18
 INT: 26 WIS: 16 CHA: 19
 MV: 18 SZ: 6' 7" MR: 35%
 AC: -2 HD: 21 HP: 120
 #AT: 2 THACO: 5 Dmg: 1d12+9 (staff of destiny)

Special Att/Def: Darr may only be hit by magical items and because of a supernatural aura which acts like a luck spell, even then with only a 15% chance. To start out combat, Darr usually uses his divine powers to take the size of a Storm giant. When in this form, his AC is at -8 and his strength is at 32. At will his staff of destiny can summon a portal that can suck into its maw any opponent within range (50'). This portal is to an alternate reality where subtle, or sometimes, not so subtle, changes in history have been made. The only way for the victims to return is to find the god in this reality and sincerely apologize and pledge allegiance to his greatness or find another staff of destiny in this reality and try to use it oneself. There is only a 1% chance of success for mere mortals to succeed. This percentage goes up two points for every generation nearest to relations with any of the Outcastian pantheon. Demigods have a 60% chance of success. If the PC fails to wield it correctly, they will then be sucked into a different alternate reality along with anyone within the 50' radius.

Duties of the Priesthood:

Priests of the god Darr are free to behave as they please. However, 25% of any treasure they accumulate, and every third magic item, must be donated to a temple of Darr or the god will withdraw his support.

Requirements: AB standard; AL any neutral; WP any; AR b, f; SP all, astral, creation, divination, guardian, necromantic, numbers, time, weather; PW 1) control winds (1 mile radius per level, max of 5 miles), 3) can cast age creature/restore youth once per day, 6) plane shift, 10) know destiny of any being within 20' (5% accuracy per level, 99% max), 15) dimensional folding; TU +3.

Starrl (greater god)



Starrl, was born to Hakam Nore, god of death, and Fausimote, goddess of deceit, lies and illusion.

Starrl was the god of destructive war, but sought greater power. Many mortals feared Starrl including his worshipers. Mortals pay homage to him in hopes that he would not pay attention.

Starrl was never impressed with his divine strength and sought greater powers, and with a great double-headed axe, he defeated Hakam Nore in a fierce battle over the Black Forest. When Starrl claimed his new throne in the kingdom of the dead he found his mother Fausimote weeping in the northern regions of the Black Forest. He went to her and explained his actions to his grieving mother, and when she attacked him, he beheaded

her, claiming yet another portfolio of godly might.

Starrl returned to his new home and relished the power and prayers he received. Centuries past and he had become the most feared deity in the realm. He worked alongside his sister, Demia, goddess of fear, panic and terror, and sought control over yet another god, Sangmen, the god of life after death, and rebirth. Together with his sister they destroyed Sangmen in a battle that shook the heavens. Before his own death Sangmen, took Starrl's arm, and told him, "You will be forever changed."

Starrl became a better god after taking on the duties from Sangmen, he saw existence in a new light. He knew he had to give up one godly duty. Upon a hobgoblin warlord of great might, he bestowed the title of god of destructive war hence a new god entered the realm, Ghulock Elfslayer.

Starrl spoke to those few remaining deities and stated his grief for his actions. After that he wanted to experience life as a mortal. He joined a band of adventurers whom, Manunzul, said would change the heavens forever. He partook in many adventures with them, learning who they were, their intricacies, fears, joys, sorrow, and aspirations. Starrl learned to like and dislike them.

Starrl was one of the divine powers accepting the mortals into the realm of gods. So it be that the Outcastian Pantheon was complete. For reasons unknown, Starrl later slew Ghulock Elfslayer, and took on the powers of the god of destructive warfare. Ghulock returned, as he was truly not slain and had become the god of goblin-kin, giant-kin, savagery, and bloodlust. He vowed revenge on Starrl and the new mortal deities.

Role Playing notes: This god is a two-sided deity, the god of death on one hand and, at times, the god of rebirth on the other. He rarely leaves his kingdom in the underworld, where the dead spend the rest of eternity as he sees fit. Starrl has the power to bring death to any mortal at any time he wishes. The right to restore life to the dead also belongs solely to him. He guards this right very selfishly.

Starrl is no longer seen as a vengeful and cruel god, but a very deceitful one. The dead come to him by passing through the valley of Ostracizian. They then come upon the gates of Inferno which is guarded by a giant two-headed mongoose named Chismot. Chismot will let the dead enter but never leave. Here Starrl passes judgment on the soul.

The dead are lead by a blind gatekeeper and guide, Maxis, to either Paradisia (for those that lived a valiant and good life) or to Brimston (for those that did not live as Starrl thinks they should have; these beings will live eternity in pain and misery). The rest of the dead whom have made no contribution to a divine faith are sent to the Black Forest for punishment in leaning towards evil. There their souls are contorted into mindless undead creatures. For those goodly people of no faith, Starrl sends them to a gray existence on the planes of Ennui.

Omens from Starrl involve spotting a death hawk at dusk, and then the mortal is shown a vision, a vision of death and rebirth. Starrl's visions often confuse mortals, as he will layer any such vision with small amounts of truth, hidden by illusions and lies.

Statistics: AL CN; WAL any; AoC death, life-after-death, rebirth, lies, deceit, illusion, destructive war; SY death hawk.

Starrl's Avatar (fighter 17)

Starrl's avatar usually takes on the form of a huge cave troll with death-white eyes. If one looks into them closely enough they can see the fiery pits of Brimston.

STR: 22 DEX: 16 CON: 20
 INT: 18 WIS: 15 CHA: 16
 MV: 13 SZ: 10' 6" MR: 35%
 AC: 2 HD: 13 HP: 143
 #AT: 2 THACO: 5 Dmg: 1d12 (bastard sword) +10

Special Att/Def: Players fighting Starrl's avatar must save vs. death or die instantly when any of the following occurs: they are struck by his sword, when the avatar intentionally casts a death gaze on them (once per round, range 150' yards, cannot be used during melee combat), gives them a death touch, or if the avatar is somehow reduced to zero HP where upon it explodes sending death rays in all directions.

Duties of the Priesthood:

Starrl's priests must live in dark, damp, and dreary places. They are surrounded by a horde of wealth which they have collected by charging clients to raise the dead.

Requirements: AB standard and must be male; AL any evil; WP any; AR a, f; SP chaos, combat, creation*, elemental, necromantic*, protection, wards, travellers; PW 1) see in total darkness (nightvision 100'), 5) darkness in 15' radius, 8) raise dead (must charge substantial fee for this), 12) death touch (save vs. death or die); TU turn (1st level), command (8th level).

Devil Dogg (intermediate god)



Devil Dogg is the god of centaurs and entertainment. Before ascending to godhood he was one of Alheim-Rigel's closest friends within the group known as "The Outcasts". He was a member of the Swiftrunners tribe from the Isles of the Winds. He left those islands to find out firsthand why outsiders were thought of as they were and to find adventure. He is the most boisterous, naive, and irritating of all the Outcastian gods. Most of the time he stays within the Paradisian Fields of New Outcastia chasing butterflies and looking for fairies. Seldom does he visit the Prime Material Plane.

Role-playing notes: Devil Dogg loves music and women, therefore he will usually bestow small gifts to individuals whom have lovely young women serenade him in song. Omens from Devil Dogg usually include water turning into wine or horseshoes falling on ones head.

Statistics: AL CG; WAL any; AoC lust, fun, and centaurs; SY a centaurian female holding a harp.

Devil Dogg’s Avatar (fighter 18/bard 10)

Devil Dogg’s avatar usually takes on the form of a very burly centaur with golden hair and bright amber eyes. He usually carries with him an enchanted horseman’s flail and harp.

STR: 23 DEX: 20 CON: 18
 INT: 14 WIS: 12 CHA: 17
 MV: 19 SZ: 6’ 9” MR: 15%
 AC: -1 HD: 21 HP: 126
 #AT: 2 THACO: 5 Dmg: 1d8+1 (grand flail) +11

Special Att/Def: Devil Dogg’s avatar may only be hit with +3 weapons or higher.

Duties of the Priesthood:

People usually become priests of Devil Dogg because they love to engage in wild parties and cause a little happiness in the mundane lives of others. And Devil Dogg expects them to do just that as he views life as one long celebration. All priests of Devil Dogg are required to take the non-weapon proficiencies of gaming (any) and singing (if those rules are used in your campaign).

Requirements: AB standard; AL any; WP any; AR a; SP all, animal, charm, healing, nature, plant, wards, weather; PW 1) gain the nonweapon proficiencies dancing and drinking, 5) constitution raised 2 points; TU nil.

Sho-Gunn Lee (intermediate god)



Sho-Gunn is the god of honor, hengeyokai (see the Oriental Adventures Handbook for information), and martial arts. He is most worshipped by those of Little Xien-Fu Ruan, but has a small non-eastern following abroad. He looks out for those that practice the martial arts and has a soft spot for hengeyokai who are trying to fit into “normal” society. Sho-Gunn was a member of the adventuring group known as “The Wanderers” which Alfheim-Rigel belonged to before forming “The Outcasts”. Because of his loyalty to the ranger and his heroic deeds in defense of Outcastia and it’s citizens Sho-Gunn was granted godhood by Alfheim when his pantheon was formed.

Role-playing notes: Anyone who dishonors themselves or others in the name of this god with the art of physical combat will anger Sho-Gunn greatly. These people usually fall into a rut of bad luck for weeks on end, sometimes ending it only with their death.

Statistics: AL CG; WAL any; AoC honor, hengeyokai, and martial arts; SY crisscrossed katana and sheath upon a fist.

Sho-Gunn Lee’s Avatar (yakuza 20)

This gods avatar usually appears as an average sized resident of Xien-Fu Ruan wearing a metallic mask which shows only his eyes, mouth, and chin. His body is well defined and proportioned as one would expect from a martial artist. He usually wears a kimono or robe of some sort with high soft boots. His avatar may also take on the form of a fox.

STR: 18/46 DEX: 21 CON: 19
 INT: 17 WIS: 18 CHA: 10
 MV: 21 SZ: 5’ 6” MR: 55%
 AC: -5 HD: 25 HP: 376
 #AT: 3 THACO: 3 Dmg: 2d12+2 (katana of honor)

Special Att/Def: Sho-Gunn may make three attacks per round (1 with a weapon and 2 with hands or feet. If anyone is hit with his katana of honor they must make a save vs. spells or live through the pain they have caused others during their entire lifetime which causes their charisma to permanently drop 1d4 (+1 per level of the person hit) points.

Duties of the Priesthood:

Priests of the god Sho-Gunn must follow the rules of honor at all time and be fluent in at least two forms of martial arts.

Requirements: AB standard with a dex of 16+; AL any (except chaotic evil); WP any eastern-type weapons; AR e; SP any; PW 5) levitation (maximum of 50'), 10) rock-hard hands (60% chance to smash any inanimate object with hands, +3 added to damage in physical combat), 15) may take the form of a fox (1 time per day for up to two hours); TU +2.

Rane (intermediate god)



Rane was born from the tears of Fausimote, whom was Starrl's mother. The tears mixed with the blood of slain thieves that had hidden in the Black Forest. They had perished in the clash between Starrl and Hakam Nore. Thus, she was born a demigod, a young child. Wandering from city to city Rane began life as a lowly thief, for unknown reasons to her, thieving was all to natural. Thieving provided her a means to survive in a cruel world. However, she was to learn the cruelty of law. She was caught thieving from a wealthy merchant's purse, who turned her over to authorities. The government, seeing she held no known lineage, and was nothing more than a street rat, put her up for public torture. It was the first time she was ever tortured.

First there was fear, then pain. She sought refuge within herself, hiding her soul and mind within her own being. She ultimately ignored the pain, the pain became nothing more than a means of escape for the young woman. She grew to embrace the beatings and hourly whippings, as a means of power for her soul. After six days and nights of unbearable abuse and pain she was freed for her crimes, however now her young mind was twisted. She no longer held morals. She returned to the thief's guild that had first trained her.

There she apprenticed further learning the art of torture and extortion. In a span of two cycles Rane became guildmaster. Under the demi-gods rule the guild holdings and networked agents grew tenfold. Over the course of a few cycles, she created an underground empire. She then sent forth her minions and went and captured the king. Rane tortured the king for sixty days. Gaining the reputation that those who hurt her pay for their insolence ten-fold.

Guild members increased in numbers and began idolizing her. Her power came from her minions and her new found control of the king. Her followers came for many reasons, fear, curiosity, revenge, power, or greed. For, in her ranks those that tortured were rewarded. With her increased wealth and power she created vast and elaborate torture chambers. Her crazed followers began to believe she was a god, for no mortal could be so beautiful or powerful. The crazed beliefs were infectious, and Rane called herself a god.

The gods observing the ongoings of Rane the torturous, Rane the beautiful, Rane the never aging, Rane the ruler of thieves, made a decision that no mortal should hold power over a mortal court in such a manner, should not hold power over so many mortals, have so many minions believing her as divine power. So the gods held council, knowing her heritage and place of birth and her mother, the gods made a choice, Rane became immortal, goddess of torture, pain, and thievery.

Now that she has reached divinity, she still tries to increase her power in hopes that one day she will rule all gods. In the meantime she enjoys torture.

Role-playing notes: Rane's Avatar comes to the prime more than other gods, as she sends it every time a priest does not fulfill his duties to honor her. Because of the common belief that torture is evil, her temples are often considered places of malice, and would-be good doers often try to destroy them. Because of this, they often become secretive or castle-like and become universal meeting places for those of evil intent. Often times however, those that do not submit to her and still act with an evil intent near or around her temples often anger her, and she may send her priests to punish such people.

Also, if her temples inhabitants are destroyed, but the temple still stands other forms of evil may use it as their domain. Those that do such a thing must make a sacrifice of torture to her each month. Also, because of the requirements of torture, many times people within the area will be abducted and brought to her temples for that purpose, however they are always kept alive as the art of torturing a corpse is not productive for a priest of Rane. These people are usually the goal for most adventurers in hopes of freeing them from her following. In that respect, some of her followers give her the role of hero-maker.

Statistics: AL NE; WAL any non-good; AoC thievery, torture, and pain; SY a huge needle over a looped chain.

Rane's avatar (thief 23)

Rane decided to have fun. Instead of using her own body, she instead uses then form of a male or female succubus. He or she is always a master thief. It often comes to inflict torture, of any kind.

STR: 17 DEX: 22 CON: 17
 INT: 18 WIS: 14 CHA: 14
 MV: 17 SZ: (varies) MR: 30%
 AC: -3 HD: 20 HP: 211
 #AT: 2 THACO: 1 Dmg: 2d6+4 poison+stunning blow

Special Att/Def: Her avatar can only be hit by magical weapons. She uses two daggers. One does 1d6 damage +4 poison dmg/round for 1d6 rounds. Then other does 1d6 + has a 60% chance of stunning then target. Once an opponent is stunned she then can enact a quick torture attack that does 1d10 dmg + has a 20% chance of stunning then opponent again. Rane's avatar always wears +2 studded leather armor, boots of speed, and her two daggers, "Pain," and "Torture."

Duties of the Priesthood:

Members of her clergy are often associates of thief or evil fighting guilds, and are often the tortures in that of a castle dungeon. Sometimes they join in order to inflict pain on others or seek revenge. Sometimes then have a strange fixation with pain. Whatever then reason, once a month, then clergy must inflict 4d6 hours of torture upon someone in payment to then god. If no one is available, he/she must then inflict torture upon themselves. Failure to meet these requirements does not expel then person from the religion, but instead must either defeat her Avatar or pay 8d6 hours of torture by the Avatar itself. If then fail to defeat then he/she then must face 16d6 hours of torture from the avatar. Because of these harsh punishments, those who join her religion are often more fanatical.

This god rarely uses signs, but if for some reason she did, it would usually be in then form of 6 needles being suddenly hit upon the person's nose, then disappearing.

Requirements: AB standard plus dexterity 14+; AL any E; WP dagger, crossbow, short sword, shield,; AR b; SP all evil or pain inflicting spheres are available to the priests of Rane; PW 1) gains dagger proficiency, 2) able to extract information from a person with 25% (+5% per level) accuracy by way of torture, 5) able to inflict pain on any creature within 1000 yards, 9) can cast acid arrow (1d4 points of damage and paralyzes target for 3 turns per level), 12) can regenerate 2 hit points/turn, 16) dexterity raised 2 points, 18) breathe acid (range 30', 1d6 points of dmg/lvl); TU turn (5th level).

Paul Ivan (minor god)



Before ascending to godhood Paul Ivan was a renowned bounty hunter that was part of the group known as “The Wanderers”. This group of adventurers were the first people to befriend the ranger known as Alfheim-Rigel. Even with their difference in moral standards, Paul Ivan and Alfheim became fast friends and shared many a battle and bar brawl.

Cycles after Alfheim’s departure from the group and during the days of freedom fighting for the land of Outcastia, the half-elf came to Ivan and the few remaining members of this party of adventurers and asked for assistance in his cause. Paul Ivan was the first to offer his service without any hesitation or his customary fee of service. When the group known as “The Outcasts” which was led by Alfheim ascended to godhood Ivan was offered the mantle of godhood which he accepted.

Role-playing notes: Paul Ivan is a strategic genius who believes that nothing should be done for free as everything has a price. He is very cunning, intelligent, and humorous. When you earn his respect you also earn his services without the need for payment as he also believes that although money is important...friends are even more so.

Statistics: AL NE; WAL any; AoC justice, profit, redemption, and bounty hunters; SY a bag of gold shackled to a wrist.

Paul Ivan’s Avatar (bounty hunter 19)

Paul Ivan’s avatar takes the form of a human male with jet-black hair and a small mustache. He usually is clad in leather armor and carries a longsword and whip. His eyes as blue as the morning sky and his skin is fairly tanned.

STR: 19 DEX: 22 CON: 25
 INT: 29 WIS: 21 CHA: 23
 MV: 22 SZ: 5’ 10” MR: 45%
 AC: -3 HD: 18 HP: 197
 #AT: 3/2 THAC0: 4 Dmg: 2d10+2 (longsword)/1d12+3 (whip)

Special Att/Def: Paul Ivan’s avatar fights with his longsword which does 2d10+2 or whip which does 1d12+3. He can move through any terrain without leaving a trail or making a sound and can also hide in shadows 100%. The avatar knows without a doubt if anyone within 50’ of him has a bounty on his head.

Duties of the Priesthood:

Priests of Paul Ivan are required to offer their services only for money. Nothing is without a price and if they do something for free and the clergy hears word of it he must be prepared to explain his actions. If the actions are deemed inappropriate he loses all godly gifts and status within the priesthood for 3 levels or until he redeems himself (whichever comes first). All priests of Paul Ivan must by third level hunt down and capture a known bounty that is at least two levels higher than his own. If they fail to do this they are ostracized from the priesthood until it is accomplished and they gain no additional godly benefits until they do. Once accomplished they are taken back into the priesthood and all godly powers that are available to them are then granted.

Requirements: AB standard, plus dex 15+ and must be meet thief requirements; AL any except lawful good; WP any; AR b; SP all, charm*, combat, divination, and protection; PW 1) uses warrior THAC0, 2) gains thieving skills of a thief one level lower, 3) can sense a bounty within 20’ and has a 20% chance of pinpointing their exact location (increases 5% per level to a max of 75%), 5) can hide in shadows, track, and move silently as a ranger of the same level, 8) intelligence raised +2, 11)

gains the escape bonds and reading lips proficiencies, 14) can specialize as a fighter in either the longsword or whip, 17) can cast detect lie three times per day with 95% accuracy; TU nil.

Champion (minor god)



Champion is the companion of Alfheim-Rigel and protector of the realm. Although a canine, he was given extraordinary intelligence upon reaching godhood and is very cunning. He is also the god of vengeance and justice. Champion was Alfheim's lifelong companion and trained war dog. Even in his mortal animal state he was very intelligent for a beast and extremely loyal to Alfheim. When the "Outcasts" attained divinity Alfheim took his animal friend with him and granted him god status. Some other gods looked at the granting of divinity upon an animal an appalling act, but he has become a true asset to the pantheon. Champion's eternal duty is to stand guard over the Great Tree of Access to ward off intruders and any other undesirables. He also is the first to welcome the honored dead into the Paradisian Fields. He seldom visits the Prime Material Plane except in extreme circumstance or under orders of his master Alfheim.

Role-playing notes: Champion guards those that have been wronged or misled. He will usually send a white hound to those that have been wronged in such a way that it cannot be overlooked. Omens from Champion usually include packs of wild dogs and eclipses.

Statistics: AL LN; WAL any; AoC protection, vengeance, and loyalty; SY a hounds head within a razor shield.

Champion's Avatar (20HD hound)

Champion's avatar usually takes on the form of a huge german sheppard type hound with snow-white fur and blood-red eyes.

- STR: 19 INT: 7 CON: 23
- DEX: 21 WIS: 10 CHA: 8
- MV: 34 SZ: M (3' 5" at shoulder) MR: 25%
- AC: -5 HD: 20 HP: 324
- #AT: 4 THACO: 3 Dmg: 1d10 (fire eyes); 1d6+1 (claws); 1d8 (bite)

Special Att/Def: Champion's avatar may only be hit with +4 weapons or higher. Champion gets four attacks per round and can attack with either bite, claws, shoot fire from his eyes, or a combination of all three.

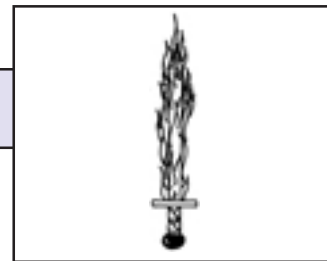
Duties of the Priesthood:

People usually become priests of Champion because they have been wronged and want justice of some sort. These types usually include maidens that have been raped, children whose parents have been murdered, or town residents that are being taken advantage of by a tyrant of some sort. All priests of Champion are required to take one type of fighting proficiency and tracking.

Requirements: AB standard with a dex of 12+ and int 15+; AL any except evil; WP any; AR a; SP all, animal, charm*, combat, guardian, healing, peace, plant, protection, weather; PW 1) turn undead as priest five levels higher, 5) cast fire from eyes for 1d4 points of damage per level with a range of 20', 15) able to call upon the help of Champion's avatar once per cycle; TU Special.

The Alagaran Pantheon

Gazor (greater god)



Gazor was a human fighter with great abilities. He lived while the humans had only lived in the underground for a few hundred cycles. His abilities with the sword and bow became legendary, even among his enemies.

In a fierce battle against Illithids he disappeared, near the end. He had forced his way deep into their home ground and sustained many wounds. There he found a large number of human slaves and went into a rage. In this rage he didn't acknowledge any pain and he lived only to destroy the hive-mind in the center of the community. With a powerful stroke he clove the mind in two and freed the slaves, and at the same time incapacitated the illithids so they were easily slaughtered and then Gazor died. The freed slaves brought his body back to his city and there he was mourned like the hero he was.

Thankful for their freedom the former slaves built a small shrine around his grave and often came here to pray. Their prayers lent Gazor the following he needed to be bestowed the powers of a demigod and he started to look after his fellow humans. Some cycles later the human settlement was under attack from a large group of goblins and the city was in peril. Frustrated Gazor grabbed for his sword and his longing to help transported him to the battle. With a loud cry he tore into the hoard of goblins and his cry gave new life to the humans and they managed to drive the goblins back. After the battle he disappeared again but many had seen him and his shrine was rebuilt into a church and many came and offered their thanks and sent their prayers to him. When this happened his powers grew and he became a Greater God. Other Gods acknowledged him and he started building his own pantheon. He is choosy and you must have some extraordinary ability to have any chance of being invited to join this pantheon. There is only one person living now that is interesting enough in Gazor's eyes and that is Sharmeri, the current ruler of the mage school. He is a promising candidate to become the new God of Magic on the request of Adri Myst.

Role-playing notes: Gazor is a very impulsive God and he has a quick temper. He always looks after his human followers but seldom takes an active part in their life. As long as the heart of their kingdom isn't threatened he lets them fend for themselves, mainly because he still wants to add a few individuals to his pantheon.

Statistics: AL CG; WAL any; AoC battle, defense, fighters, competition; SY: burning sword

Gazor's Avatar (fighter 25)

Gazor's avatar takes the form of a muscular human with black hair, a helm with a blood-red plume and dressed in a chain mail. He wields a large burning 2-H sword and has a great longbow strapped over his back.

STR: 23	DEX: 22	CON: 20
INT: 16	WIS: 14	CHA: 18
MV: 24	SZ: 6' 4"	MR: 15%
AC: -6	HD: 20	HP: 195
#AT: 3	THACO: 1	Dmg: 1d10+13 or 1d8+11

Special Att/Def: When the avatar enters battle his 2-H sword will inflict double damage against any humanoids or demihumans that he encounters, that includes avatars of those races. The avatar can only be injured by non-magical weapons, and magical spells only slows him down (MV 18). When he wears his plumed helmet he can see auras of all humanoids and demihumans within 50', even if they are hidden behind stone, iron or other objects and materials. The avatar always wears his magical chain mail +3 and his magical helmet.

Duties of the Priesthood:

Priests of Gazor must be accomplished swordsmen and archers. Every three cycles during the day of Gifts, all priests of this sect must congregate at The Great Temple of Gazor to hold a weapons competition. This competition is not to the death, but to first blood. The last priest standing who has not received a wound is then given the title of High Priest. Along with this position comes not only prestige and the right to make directives, but also a few extra granted powers by their patron.

Priests of Gazor are always clad in chain mail armor with the symbol of the flaming sword upon a breastplate. They are renowned throughout the land not only as great healers, but warriors as well. Many societies feel blessed to have a priest of this kind among them as safety from invaders is most likely assured.

Requirements: AB standard plus strength 15+; AL any; WP long sword, bow (any), shield (any); AR a; SP all, combat, divination, healing, protection and war; PW 1) can specialize in a melee weapon, 3) gains a 5% chance to stun an opponent on a natural 20 with a melee attack, 4) damage inflicted to humanoids and demihumans are raised 50%, 5) can specialize in a ranged weapon, 7) the chance to stun an opponent with a melee attack rises to 10% with a natural roll of 19 or 20, 9) can with a natural 19 or 20 paralyze an opponent with a bow-shot for 1d3 round/3 levels (max 6d3 at 18th), 12) THACO with a bow is lowered with 2, 16) wisdom raised +1, 18) a natural 19 or 20 with a melee attack enables him to strike again with a -2 penalty to the THACO at the same target (note that the chance to stun an opponent still applies) [HIGH PRIEST PW 3) uses warrior THACO, 7) gains a +3 long sword, 12) strength raised +1]; TU turn.

Xandra (greater god)



In her youth Xandra was an extremely shy girl, and she spent most of her time alone humming tunes. When she came into her teens she was spotted and encouraged to perform in smaller groups. Her voice was amazing and she suddenly found herself wanted in the larger inns in the human cities. She started in her new profession and quickly became the most popular bard among the humans. In her early twenties she fell in love with a good-looking soldier in a neighboring city and they started a relationship. All was great in her life until she found out that he was married to an influential merchant's daughter. She confronted him and he just laughed at her and left her. Her heart died and as revenge she composed songs about him, without naming names, that were ridiculous and they became very popular among the public. One night her ex-husband and a few trusted friends caught her, beat her, and left her to die in an alleyway. That's when Gazor appeared before her and asked if she wanted to come be with him. She agreed and now she has found a new love in her life through him.

Role-playing notes: Xandra is a calm and loving Goddess. She is the only one that can control Gazor when he loses his temper. She still much loves music and poetry. Bards or youngsters in love are her favorite followers.

Statistics: AL LG; WAL any good; AoC love, beauty, romance, music, poetry, bards; SY: silver harp next to a golden flute.

Xandra's avatar (bard 24)

Xandra's avatar takes the form of a beautiful, slender, golden haired female, dressed in a deep-blue gown. She has deep blue eyes and she always carries a silver harp and a golden flute.

STR: 20 DEX: 17 CON: 17
 INT: 19 WIS: 19 CHA: 23
 MV: 18 SZ: 5' 6" MR: 90%
 AC: 0 HD: 20 HP: 136

#AT: 2 THACO: 8 Dmg: 1d4+8

Special Att/Def: Xandra's avatar has a heavy impact on all males that sees her. All males must make a save vs magic with a -12 penalty or immediately become infatuated with her. Anyone who hears her music (reaches over a mile) will increase any positive feelings towards others and her music can also mend broken hearts and show the listener other persons he/she that are worthy of their love. Her voice functions as a charm spell (no save) and all that hear her will stop and listen to her words. On her fingers are two small golden rings that give her the only defense she has, an AC of 0 and a 90% magic resistance.

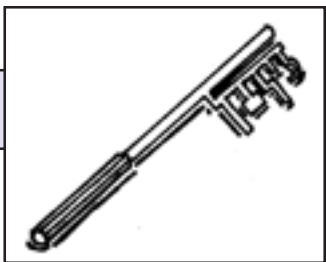
Special objects: In addition to her two magical rings and her two instruments she also carries Gazor's heart next to her own. When he declared his love to her he gave her his heart to prove to her that he was sincere and never would hurt her. Through his heart Xandra can always know his feelings and that has enabled her to love again.

Duties of the Priesthood:

Priestesses of Xandra always wear glistening white robes and a silver medallion in the shape of a human heart around their necks. They must comprise at least one song about love before they reach third level or lose all granted powers until they do so and give assistance to all bards and young couples in need that they come across.

Requirements: AB standard plus charisma 13+, must be female, and must be proficient in any two instruments; AL any good; WP Any; AR b; SP all, charm, creation, guardian, healing, law and protection; PW 1) gains reading/writing proficiency in native language and the ability to craft musical instruments, 2) can read the mood of humans with 75% accuracy, 3) turn undead as level-2, 5) able to sway emotions like a bard with a song, 7) can use magical music instrument only allowed to bards, 10) can paralyze persons of the opposite sex with their music (save vs spell with a -2 penalty to negate) 12) spells from the Charm sphere gains a +2 bonus to eventual saving throws, 13) can paralyze a number of persons of the opposite sex equal to her level that sees her with a successful charisma check 14) can make any musical instrument of improved quality into a magical instrument of her choice, 15) charisma raised 2 points; TU special.

Tortoro (greater god)



Tortoro is the only child of Xandra and Gazor. He is a very curious young boy and is always looking for new ways to get into mischief. He constantly thinks of new ways to get into trouble or pranks to play on gods and mortals alike. He is also a very dexterous thief and nothing is safe from his nimble fingers.

Role-playing notes: Tortoro is almost always in trouble or planning something that eventually will put him there. He spends most of his time watching mortals or playing tricks on his fellow gods. He loves a challenge and the ability to pass obstacles is more important than obtaining the guarded item. He is also a very fickle god and sometimes he create trouble for a follower just for fun.

Statistics: AL N; WAL any; AoC pranks, mischief, tricks, thieves, luck; SY Lockpick.

Tortoro's Avatar (thief 25)

The avatar always appears as a little nondescript blonde-haired boy with freckles, large dimples, and a totally innocent looking face. He is always dressed in neutral brown clothing and has a small pouch that can carry anything, no matter the size or weight, without making a sound. He fights with a small dagger.

STR: 11 DEX: 22 CON: 17
 INT: 21 WIS: 16 CHA: 19
 MV: 15 SZ: 4' 7" MR: 20%
 AC: 1 HD: 20 HP: 119
 #AT: 2 THACO: 5 Dmg: 1d6+3

Special Att/Def: Tortoro's avatar is immediately aware of any magical objects or heirlooms within 60'. He can pinpoint the distance and direction. He can also place harmless traps anywhere that are impossible to locate and he can pass through any lock and any trap without setting them off. He also has a very quick mind and tongue that enables him to talk himself and his colleagues out of any predicament with ease, he can also use this to frame someone else for something with a 95% chance of success.

Special objects: His most valuable object is his magical pouch. It can carry anything he puts in it without any outward signs and sound. Only Tortoro may remove items from the pouch, but (and this would be extremely difficult to accomplish) if it is stolen and the lucky thief holds on to it for more than 48 hours the pouch consider the new carrier the owner and he may use it just as if he were Tortoro. The pouch is immune to fire, acid, and other earthly dangers. Possession of this pouch becomes extremely difficult however as each month it is away from Tortoro there is a 25% (+5% per month) chance that Tortoro will discover its whereabouts and come to retrieve it.

Duties of the Priesthood:

Priests of this deity are consummate pranksters. They live to cause harmless misery in the lives of others, even their clerical brethren. For that reason, there is no actual hierarchy in this priesthood as there is no sense of order. Priests of this order must always pull some sort of prank that will effect a group of 20 or more people once per cycle or else they lose all powers granted by their god. This is much tougher as time progresses since each cycle the amount of people effected raises by increments of 5. For instance if the first cycle their prank effected 21 people the next cycle it must effect 26; if in the first cycle if effected 30, the following cycle it must effect 35, etc. For any priest of Tortoro that successfully steals the god's magical pouch the god will bestow upon him (when discovered) an item called Tortoro's Cloak. This cloak will have on the inside lining four pockets which will have all the attributes as the godly pouch and will be impervious to all attacks except for anti-magic spells (which it saves vs. magic at a +3 bonus). If the save fails the cloak becomes a normal item and all items held within are immediately expelled (which can be very dangerous for the wearer at the time).

Requirements: AB standard plus dexterity 14+ and must meet thief requirements; AL any chaotic; WP dagger, short sword; AR b; SP all, chaos, creation, numbers, thought, time, travelers and wards; PW 1) gains dagger proficiency, 2) 5% (+5% per level) chance to spot traps, 5) able to talk a person of a level equal or lower into believing the priest with a 10% chance per level (max of 60%), unless the recipient is hostile and/or certain of the guilt of the priest which reduces the chance by 20%, 7) gains the ability to set almost invisible traps anywhere (5% chance to detect the trap for each level of the searcher -5% for each level of the priest, minimum 5% and maximum 25% to discover the trap), 12) ability to move silently with a 15% chance of success (+3% per level, max of 80%) and hide in shadows with a 25% chance of success (+5% per level, max of 99%), 13) sense magical auras within 40' with a wisdom check twice/day, 16) dexterity raised 2 points; TU nil.

Adri Myst (greater god)

Adri Myst was one of the humans that studied the magical lorebooks captured in the raids against the elves of The Great Forest and he was the first one that learned how to use the knowledge within them. He became an



important advisor to the king and kept that position for over a century. He also functioned as a tutor and mentor for the next generation of mages in Alagar and he built a house on a small hill in Stein where he lived and studied. In his last few cycles he grew ill and all his knowledge could not help him and one day he vanished without a trace. Many thought he had transported himself to another place to finish his days, but the truth is that Gazor came and offered him to join him as the God of magic which he accepted. In the aftermath of his disappearance his home was left alone and it stood empty until a group of mages came and began building a stone tower that eventually became The Tower of Adri Myst.

Role-playing notes: Adri is a master of magic and mystery and he spends most of his time watching the mages in Alagar or talking with Gods from other pantheons to share knowledge. He has over the cycles been more and more inclined towards knowledge over magic and therefore asked Gazor to study the current leader of the mages in Alagar as a possible replacement. If asked Adri can answer any question 95% of the time, but he always answers in a tough riddle or in an extremely vague way that often are completely incomprehensible until afterwards. He also likes to answer a question with a question of his own that if solved will lead to the answer in some way.

Statistics: AL CG; WAL any; AoC magic, mystery, knowledge, history, sages and mages; SY an open book full of question marks.

Adri Myst's Avatar (mage 21)

The avatar usually appears as an old man with a long grey beard leaning on a crutch or as a young apprentice with an innocent face that are a little naive and always asks questions. He is always looking to learn more about anything.

STR: 15 DEX: 18 CON: 16
 INT: 25 WIS: 20 CHA: 17
 MV: 12 SZ: 5' 11" MR: 95%
 AC: 0 HD: 20 HP: 183
 #AT: 2 THAC0: 6 Dmg: 1d6+2

Special Att/Def: The avatar can cast any spell, both priest and wizard, known in the world and he can cast 100 spells in a 24-hour period and does not need to rest to regain them. Each spell he casts removes a spell slot in his mind that is automatically renewed after 24 hours. The avatar can also spot a magical trap with 100% accuracy within 50'.

Special Objects: Adri Myst's spellbook is a unique device. It is only one inch thick but every spell in the world is in it. If someone skims through the book it appears empty, but if you hold the book in your hands and think of a spell the book will instantly open to a page containing the desired spell. If someone tries to learn a spell from this book the chance of learning the spell is always 100%.

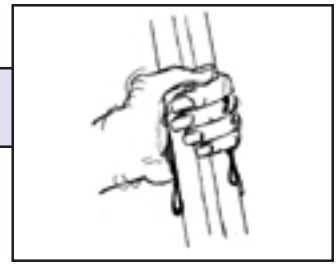
Duties of the Priesthood:

The priesthood of Adri Myst is the bearers and protectors of his mystical spellbook. They roam the world in search of new knowledge and magics to give their patron. Any newly created spells that a priest of Adri Myst learns are instantly added to the spellbook no matter how far away from the item they are. They are respected in many lands as valuable scholars and advisors who never make snap decisions with bias.

Requirements: AB standard plus intelligence 15+; AL any non-evil; WP same as mage; AR e; SP all, astral, divination, elemental, law, summoning, thought, travels and wards; PW 1) gains read/write proficiency in any one language, 2) can cast two additional detect magic spells each day, 4) gains a +2 to reaction rolls in settlements already visited, 9) able to read and cast level 1-3 spells from wizard scrolls with a 50% chance of success (There is a 5% chance that the effect is the opposite of the intended), 12) gains a +2 bonus to their saving throw vs. spells, 13) able to memorize any two spells of 1-3 level that the priest have cast successfully from a magical scroll (gained as priest spells from Adri Myst) 16) intelligence raised 1 point, 18) ability to utilize magical items only usable by

wizards; TU nil.

Pobbe Kures (intermediate god)



Pobbe was an orphan living in the streets of the newly built city of Crimion when he was young. He tried his luck in thievery but was caught more often than not and was punished and then released into the streets again. His frequent encounter with the whip and cane of the law in Alagar taught him to ignore pain, and when he came into his late teens he started practicing this ability to its fullest.

In his late twenties he started traveling around Alagar and performed street shows where he challenged his audience to knock him down, not one succeeded since he had learned how to channel his inner energy to block pain and more often than not he could leave the performance without even a bruise. As the cycles passed he continued to improve his abilities and he learned how to destroy items with just his hands and feet.

As his fame grew, he attracted young men and women that wanted to learn his secrets and in his fifties he founded a small school in Crimion and settled down to teach others what he had learned. Over many cycles the fame of his pupils grew and many more came to learn this ability and shortly before Pobbe died he saw a large monastery open in Crimion to spread his teachings.

Due to the monastery's teachings of his works and the fact that all his students, new and old alike, worshiped him as if he were a god he was granted godhood by Gazor upon his death.

Role-playing notes: Pobbe hates stagnation and is constantly encouraging his followers to find new things to do with their abilities. Pobbe loves to spend his time watching the new recruits in the monastery and he is still amazed that his life has affected so many.

Statistics: AL CG; WAL Any; AoC pain, tolerance, determination, and monks; SY a hand holding the blade of a sword.

Pobbe Kures' Avatar (fighter 22/barbarian 17)

The avatar either takes the form of an acolyte dressed in white robes or a monk with a brown robe. The symbol of Pobbe Kures is present on the robe in silvery white as an acolyte or bronze as a monk.

STR: 23 DEX: 19 CON: 21
 INT: 18 WIS: 17 CHA: 17
 MV: 18 SZ: 5' 10" MR: 25%
 AC: 4 HD: 20 HP: 217
 #AT: 3 THACO: 1 Dmg: 1d8+10

Special Att/Def: The avatar can only be hit by magical weapon of a +3 enchantment or better and he has a damage reduction of -6. He can, with a successful melee attack, destroy weapons with a +2 enchantment or less. On a roll of natural 20 he can destroy metallic armor or shields in addition to inflicting damage. His melee attack counts as a +3 magical attack for determining his chance to hit.

Duties of the Priesthood:

All followers of Pobbe must undergo training for one full cycle to learn to suppress and control pain. At the end of each cycle they must impale a non lethal portion of their body with a sharp object in order to both appease their god and to assure themselves and their order that they are not losing their talents. Priests of Pobbe wear either white or brown robes with the symbol of their deity displayed prominently upon it. No priest of Pobbe can use any ranged weapon except spears and javelins.

Requirements: AB standard plus constitution 14+; AL any; WP any; AR g; SP all, astral, combat, elemental (earth), guardian, protection, sun, thought and war; PW 1) has a 5% chance to reduce received damage with 1, 2) inflicts double damage with an unarmed strike, 5) can snatch a missile

from the air with a successful grapple check, 7) immune to attacks from non-magical weapons (can still be hurt by natural attacks like claws, punches, kicks, bites etc), 9) can stun an opponent with an unarmed natural 20, 10) unarmed attacks can injure creatures normally only damaged by +2 magical weapons or better, 12) has a 20% chance to reduce received damage by half, 15) immune to fear attacks and spells that holds, paralyzes or in some way tries to hinder any movement mentally, 18) constitution raised with 2; TU turn.

Pilot Wavebreaker (intermediate god)



Wavebreaker never lived as a citizen in Alagar, but he lived in a cavern on the east coast of Alagar for his whole life. He frequently swam around in the ocean together with the marine life and enjoyed the freedom of the sea. One day he came upon a small fleet of fishing vessels from Alagar that had been caught by a storm too far out in the ocean and he managed, together with a school of dolphins, to get them to a large cavern in time where they could shelter for the duration of a storm.

In the eyes of the fishermen and sailors he was sent from the gods and they ordered a small statue and put it in the center of their village. The statue and the village are long gone but the memory and tales of Wavebreaker live on and now he has a place with the other Alagaran gods.

Role-playing notes: Wavebreaker is the only non-human god in the Alagaran Pantheon, he is an aquatic elf and he still spends most of his time swimming around in oceans and seas together with his marine friends. Wavebreaker can control wind and water in any body of liquid and he heals 5 HP each round he touches water. If he doesn't receive any damage for a full round he completely heals himself if he is in contact with a body of water large enough to envelop him. He can also completely stop or double the movement of any vessel if he grabs its keel.

Statistics: AL NG; WAL any; AoC: water, wind, sailors, fishermen; SY a dolphin in front of a trident.

Pilot Wavebreaker's Avatar (priest 15/ranger 22)

The avatar can take the form of any aquatic creature but he always has a tattoo or scar in the shape of a trident somewhere on his body. His favorite forms are a dolphin, merman, or an aquatic elf.

STR: 25 DEX: 18 CON: 17
 INT: 19 WIS: 19 CHA: 18
 MV: 12, swim 24 SZ: 6' 2" MR: 5%
 AC: 0 HD: 20 HP: 173
 #AT: Varies THACO: 1 Dmg: Varies

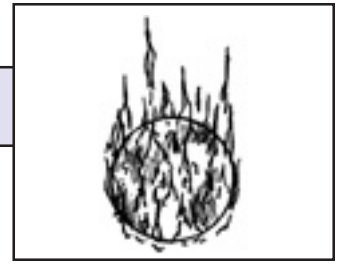
Special Att/Def: The avatar uses the #AT and damage as the species whose form he currently has taken, with a +6 bonus to damage. If he is in a form that can grasp objects he can half the speed of any vessel or improve its speed by 50%.

Duties of the Priesthood:

Priests of Wavebreaker wear long robes of sea green with a fishing net type material draped over their shoulders. Upon the right breast of this robe is a trident embroidered in golden thread. Their holy symbol is a silver dolphin medallion, which hangs from their necks. These priests will do anything to protect animals of the sea and people who make their living in that climate. They will also go out of their way to destroy those that try to harm the ocean and it's family, such as poachers and pirates. Priests of this sect love the freedom of oceans and lakes and will always take time to swim within their depths when time allows. Upon a double full moon priests of this type will pay homage to their patron

by immersing themselves in a natural pool of water while grasping a trident.

Requirements: AB standard plus dexterity 14+; AL any non-evil; WP trident; AR b; SP all, animal, elemental (air and water), guardian, plant, protection, sun, travelers and weather; PW 1) gains swim and dive proficiencies, 2) can talk to sea living animals twice a day and swim with a MV equal to their MV rate on land, 5) able to breathe fresh, salt, and brackish water for 2 hours without the need of any oxygen, 9) can communicate with any non-aquatic animal twice per day, 10) can fight in water without any penalties and receives a +2 bonus to their AC in an aquatic combat, 12) dexterity raised 2 points, 15) won't be attacked by any animal unless the priest attacks first, 18) gains the ability to shape change twice a day into any aquatic animal (normal creatures only, but giant varieties are allowed); TU nil.



Demia (intermediate god)

Demia is the sister of Starrl, born after Starrl by Fausimote. Her father was Hakam Nore. She became the goddess of fear, panic, and terror.

Bard's songs and children's tales say that Demia is the mother of all hags and harpies. Many human males have suffered or felt utter terror at the hands of her worshipers.

Demia is also known for playing a key role in the defeat of Sangmen. She befriended him, to determine his weakness, and then revealed it to Starrl. Starrl in turn slew Sangmen, and took over his portfolio. Since then Demia has befriended the goddess Rane, who is also the daughter of Fausimote, as she made accession to godhood. Together Rane and Demia seek to cause much chaos in all the divine pantheons of Tærra-Söl.

Role-playing notes: Demia is the goddess of fear, panic and terror and cherishes that title. She is often portrayed as a winged one-eyed hag. She is a hateful goddess living in a mansion of flesh and bones crawling with maggots. She is often seen in the form that causes a person to feel the most uneasy. It is believed that if you wake up from a nightmare, Demia has paid you a visit. Tributes of food and coins are left on the window seal in order to keep Demia happy. These are believed to help the residents have a peaceful slumber.

Statistics: AL CE; WAL any evil; AoC fear, panic, terror, nightmares, hags, and harpies; SY a burning moon.

Demia's Avatar (fighter 12/cleric 9)

Demia's avatar appears as a combination of nightmarish creatures. She is bipedal, with four arms all ending in long claws. She has wings similar to a harpy or bat. Her head is scaled like a snake with a forked tongue.

STR: 14	DEX: 21	CON: 14
INT: 19	WIS: 15	CHA: 7
MV: 18 (flying 240 [A])	SZ: 10' 6"	MR: 30%
AC: 2	HD: 13	HP: 104
#AT: 5	THAC0: 7	Dmg: Claws 2d4+4, bite 2d6 + poison

Special Att/Def: Anyone seeing the Avatar of Demia must save vs. paralysis or be paralyzed in fear for 2d4+2 rounds, the saving throw suffers a -2 penalty. Anyone who is successful with the save, will flee in fear for 1d4 + 1 round. Anyone who returns to confront the avatar will suffer -1 penalty to all attack rolls due to uneasiness and fear.

Anyone bitten by the Avatar, must save vs. poison or suffer 2d8+8 points of damage, a successful save results in 1d4+4 points of damage.

Duties of the Priesthood:

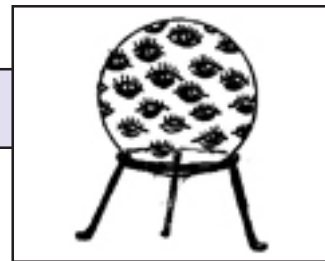
The clergy of this priesthood reside in dark and abysmal buildings. They always keep pets such as large spiders, snakes, rats, etc. Many hags and harpies may in fact be members of a Demian church, often being the devourer of any sacrifices brought forward by the clergy. The high priest in many Demian church organizations is typically a female.

They have a duty to spread terror and fear amongst the populace. The Demian church is a hated church amongst organized governments and goodly religions. Priests of this faith typically wear black leather armor.

Requirements: AB standard; AL any evil; WP any; AR b, f; SP chaos, combat, creation*, elemental, necromantic*, protection; PW 1) see in total darkness as if with nightvision (120'), 5) dark-

ness in 15' radius, 12) aura of fear (50' radius); TU command (5th level) LL 13

Manunzul (intermediate god)



Manunzul was the god of foresight, destiny, predictions, and things to come. He was not an evil god, nor was he good. Destiny was a thing that had to arrive, not out of malice or out of luck.

He never interfered in the dealings of man except for once when he informed a mage to watch over Black Forest for a group of mortals who would arrive change the pantheons forever more. He loved riddles, and often spoke in them. He also loved mortals and the lives they lived. He cherished mortals so much he fell in love with a human female. He approached her as an avatar and asked her to join him. When she refused to become a god, he set out to give his divine powers to Darr and become mortal for whatever amount of cycles destiny had in store for him.

So Manunzul is known as the deity who gave up godhood for the love of a woman. The human female fell in love with the man Manunzul had become, he was kind and caring. Knowing what he had given up for her, he later died of natural causes, happy and in peace.

Role-playing notes: Manunzul is a kind and caring man, or a laissez-fair god. He relished mortality and the love of one woman.

Statistics: AL CG; WAL any; AoC destiny, far-sight, time, predictions; SY a crystal ball inset with hundreds of eyes.

Manunzul's Avatar (cleric 15)

Appears as a tall, three-faced, and white-bearded man The faces are on the left, right, and front of the head.

STR: 11	DEX: 15	CON: 12
INT: 19	WIS: 20	CHA: 12
MV: 18	SZ: 7' 6"	MR: 35%
AC: 0	HD: 13	HP: 104
#AT: 2	THACO: 7	Dmg: Mace 2d6 +5

Special Att/Def: Manunzul carries a great mace +5 of disruption. Anyone who meets Manunzul's gaze must save vs gaze attacks with a -5 penalty or be confused for 4d4 rounds. Manunzul wore special plate mail armor, that allowed the wearer to continually detect lie, detect magic, detect invisible, detect evil/good, detect charm, and detect poison. It also provided the wearer with a permanent aura of protection from evil within a 10' radius.

Duties of the Priesthood:

The clergy of Manunzul still believe that some of the gods essence still exists. What god of destiny would not be around if he did not have the foresight to see his own death. However, all prayers for Manunzul go to and are answered by Darr, who still plays the role of Manunzul to the few Manunzul priests out there. They are the guardians of destiny and predictions and see much of what has happened as part of the grand scheme of the universe, they rarely help others, believing that it will tamper the fabric of destiny.

Requirements: AB standard; AL any good; WP any; AR a; SP all, divination, guardian*, healing, protection*, travel, thought, time; PW 1) cast know alignment 1/day, 5) cast divination 1/day, 12) cast find the path 1/week; TU turn (3rd level), command (7th level); LL 15

Fausimote (intermediate god)



Fausimote arose from the worshiping of many thieves and liars across the realms. She is the patron for lies, deceit, and illusion. She fell in love with Hakam Nore and together they had two children, Demia and Starrl. Fausimote wept in the north lands of the Black Forest, and from her tears Rane was born and so was the Deadmarsh swamp of the Black Forest. While she wandered the northern edge of the forest in search of her husband, she met Starrl who slew her.

Role-playing notes: Fausimote is the goddess of lies, deceit, and illusion and thus can never be trusted. Her own followers at times do not believe that which they see. Many of her stories or speeches are considered little more than false truths, but her web of deceit can easily be layered in a great complex tapestry of intrigue.

Statistics: AL CN; WAL any; AoC lies, deceit, illusion; SY an oval mirror.

Fausimote's Avatar (thief 7/illusionist 6)

The avatar of Fausimote usually appears as a very voluptuous and beautiful woman with long-flowing red hair garbed in black. Her black cloak is always moving as if there is a great wind blowing even in calm weather.

STR: 12 DEX: 18 CON: 14
 INT: 19 WIS: 14 CHA: 17
 MV: 12 SZ: 6' 2" MR: 20%
 AC: 3 HD: 9 HP: 72
 #AT: 1 THACO: 9 Dmg: Dagger 1d4+3

Special Att/Def: Her avatar often carries a dagger of life-stealing. If the dagger ever leaves her hand, it magically returned to it's sheath at her hip. Anyone who listens to Fausimote speak, must save vs. spells at a -5 penalty or be charmed into doing whatever she so desires. The avatar at will can cast mirror image.

Duties of the Priesthood:

Many of her worshipers believe Fausimote still lives today. Unknown to them, Starrl grants them power. They however believe that Fausimote has created the greatest lie of all, the illusion of her death. However, Starrl believes he has created a grand illusion as well, faking her continued existence with her followers.

Their duty is to gain positions of power in hopes to increase Fausimote's influence in the realms. They are masters of political intrigue and deceit, often weaving a web of lies. High priests of Fausimote have been known to cause great wars. Many of her worshipers take the other path of goodness in order to seek and gain the powers of illusion.

Requirements: AB standard; AL any; WP Any; AR b; SP all, charm, divination*, thought, travelers*, weather; PW 1) change self 1/day, 5) spectral force 1/day, 9) mirror image 2/day, 12) shadow monsters 1/day; TU turn; LL n/a

Ghulock Elfslayer (intermediate god)



Ghulock lived in the northern plains as a vicious hobgoblin warlord. He waged campaign after campaign against humans and dwarves, however his most hated foe, the elves, he cherished to slaughter the most. His hordes at one

time, had conquered the northern lands as far as the elven forests, but he was pushed back by the combined might of the peace loving races; dwarves, humans, and elves. For their interference, Ghulock sought to slay all elves everywhere.

His holdings quickly shrank from his evil grasp, and Ghulock found himself once again hiding in the caves of the northern mountains. Now, together with several small bands of orcs, ogres, goblins, and hobgoblins he sought to slay elves everywhere. This new campaign earned him the name Elfslayer, as he wore a necklace of elven ears.

He had many followers who idealized him. With his impressive history, Starrl the god of the dead, took notice. Starrl sought to give Ghulock his powers over destructive war, and so Ghulock Elfslayer became the god of destructive war.

Centuries had passed and Ghulock grew in power becoming the favored deity for all goblinkin and giantkin, bloodlust, and savagery. Starrl took notice of Ghulock once again and seized the pantheon of destructive war from Ghulock. Ghulock vowed vengeance. Ghulock continues his existence as an evil deity, seeking the destruction of all elves and everything elfin.

Role-playing notes: Ghulock lives in the abyss surrounded by all kinds of demons. Although he has lost his portfolio of destructive war, Ghulock continues to grant his priests the powers to wage war on all elves. He has such a great bloodlust that his powers come into play whenever there's a war or battle performed in his honor.

Statistics: AL CE; WAL any evil; AoC goblinkin, giantkin, bloodlust, savagery; SY a necklace of elven ears.

Ghulock Elfslayer's Avatar (fighter 19)

Ghulock's avatar appears as a 16' tall hobgoblin. Often accompanied by a pack of dire wolves.

STR: 19 DEX: 16 CON: 17
 INT: 10 WIS: 11 CHA: 8
 MV: 12 SZ: 16' MR: 15%
 AC: 0 HD: 14 HP: 157
 #AT: 2/1 THACO: 2 Dmg: Battle axe 2d8+12

Special Att/Def: Any goblinkin or giantkin following the avatar of Ghulock into battle will receive a +2 bonus to its moral check, and a +1 to all attack and damage rolls. Ghulock yields a huge +5 vorpal battle axe. His armor is magical and provides the wearer with protection from good in a 10' radius.

Duties of the Priesthood:

The priests of Ghulock worship him only to wage war. Their ultimate goal is the total destruction of everything elven.

Requirements: AB standard, plus strength 14+; AL any evil; WP any; AR a; SP all, chaos, combat, guardian*, healing, necromantic*, protection*, summoning, war, weather*; PW 1) +1 to all attack roles on the battlefield, 5) +2 to all saving throws when on the battlefield, 7) can command undead, 9) berserker rage when on the battlefield (+1 to hit, +3 to damage, and +5 to hit points - will attack friend or foe), 12) +2d4 HD when on the battlefield; TU turn; LL n/a

Hakam Nore (greater god)

Hakam Nore is believed to have always existed, with life comes death the two are inseparable. So Hakam Nore has always watched over the living in order to claim the dead. Hakam Nore ruled over the dead and grew in power as many mortals prayed to him for a peaceful death of life in the realm



thereafter. Hakam Nore, passed judgment on all dead to determine if they would join their god or suffer eternity in the Hall of the Damned, or become a fiend in the realm of the living. Hakam Nore married Fausimote, goddess of deceit, lies and illusion. Together they had two children, Starrl and Demia.

Starrl sought greater power and therefore challenged his father to battle. Starrl defeated Hakam Nore with the use of illusion and lies. The great battle between the two gods, destroyed much of what is now known as the Black Forest. There Hakam Nore fell to the earth and was absorbed by it. From him, new creatures were born, neutral evil undead horrors were created and new plant life emerged to replace the old.

Role-playing notes: Hakam Nore was a powerful god, believing himself invincible, he often boasted of his stature, believing that even he was above the Council of Gods. He was hated by many; even by his own children, Demia and Starrl. Only Fausimote, his wife held true love for him.

Statistics: AL LE; WAL any; AoC death; SY three floating skulls within a blue sphere.

Hakam Nore’s Avatar (fighter 15/mage 12)

Hakam Nore’s avatar appears as robed grey-skinned human. Under his robes he wears magical chain armor. His eyes glow a fiery red-yellow and there is the stench of brimstone about him.

STR: 18/00 DEX: 16 CON: 17
 INT: 18 WIS: 14 CHA: 11
 MV: 12 SZ: 20’ MR: 45%
 AC: -1 HD: 18 HP: 162
 #AT: 2/1 THACO: 3 Dmg: Staff 2d6+10

Special Att/Def: Hakam Nore carries a large staff +4, +8 vs. living creatures. Anyone falling upon his gaze must save vs death ray or die. At will Hakam Nore can utter Power Word Kill. Hakam Nore is immune to paralysis, poison, energy drain, and any types of death attack. His armor grants him the ability to plane shift at will.

Duties of the Priesthood:

The priests of Hakam Nore often prepared bodies for their passage into the afterlife. They collected a great deal of wealth in performing these tasks, and cherished much of the material items they collected. They would often tell the dying that they needed to pay homage to Hakam Nore in order to be accepted kindly in the world after.

Requirements: AB standard, plus strength 14+; AL any; WP any; AR a; SP all, charm*, combat*, divination, healing, necromantic, summoning; PW 5) invisibility to undead 1/day 8) animate dead as two levels greater 12) feign death at will 15) command undead as 2 levels greater; TU turn (1st level), command (5th level); LL n/a

Sangmen (intermediate god)



Sangmen was a very secretive god, holding closely the power of rebirth and resurrection. Many offered final prayers to him in their final moments hoping to see a vision, a vision granted by the god of life after death himself. Sangmen worked closely with Hakam Nore to determine who was worthy of resurrection to continue their mortal existence. It was exceptionally rare for a mortal to return from the dead, with these two passing judgment over the mortal spirit.

After the death of Hakam Nore, Sangmen worked closely with Starrl, and befriended Demia. Unfortunately Demia’s friendship was a false one. Starrl, with Demia’s deceitfulness, slew Sangmen

and took his powers.

Role-playing notes: Little is known about the god of rebirth. He is considered mysterious and is often clouded in obscurity.

Statistics: AL LN; WAL any good or neutral; AoC rebirth, life after death, resurrection; SY new tree growing from a rotting tree.

Sangmen's Avatar (priest 11)

Sangmen's Avatar appears as a tall bearded man in yellow robes. There is a light pale mist about the avatar that cannot be blown away or dispelled.

STR: 12 DEX: 16 CON: 19
 INT: 17 WIS: 15 CHA: 14
 MV: 12 SZ: 6' 6" MR: 15%
 AC: 1 HD: 10 HP: 120
 #AT: 1 THACO: 7 Dmg: Staff 1d6+3

Special Att/Def: The mist that surrounds Sangmen provides him with continual regenerative power. Sangmen regenerates 5 hp per round. He also carries a magical staff that can illuminate a 60' area. It also cures disease and poison within 60' upon command of the wielder.

Duties of the Priesthood:

The priests of Sangmen go about the land curing and healing, and on rare occasions raising the dead. These priests believe in life after death and therefore are not afraid of death itself. They often cherish, and have been known to commit, mass suicides; although this is an extreme side of the church which is frowned upon, as the Sangmen clergy believe in helping others.

Requirements: AB standard, plus constitution 13+; AL any good; WP mace (any), club (any), staff (any); AR a; SP all, charm*, creation, elemental*, healing, necromantic, protection*; PW 1) +1 bonus to all healing spells; 5) cure disease as 2 levels greater 12) raise the dead as 2 levels greater; TU turn; LL n/a

Zkor (greater god)



Zkor was active and widely worshipped many cycles ago. He dedicated his life and afterlife to battle the forces of evil and so did his followers. In single combat not many could withstand his followers, especially those of evil alignment had a hard time.

In his battles he earned the enmity of many gods and many of those sent their followers to destroy the Paladin God without any success. The combined might of the Zkor paladins and priests routed large numbers of humans, half-orcs, orcs, goblins and other goblinoids.

But in the end a few of the other gods combined their forces and the followers of Zkor suffered one defeat after another and they steadily lost ground and bases of operations to the evil horde. In a few decades the whole fellowship of Zkor was annihilated and now he only lives on in the sky as a distant memory.

Role-playing notes: Zkor was a very intelligent and foreseeing God that never does anything rashly.

Statistics: AL LG; WAL any non-evil; AoC paladins, goodness, friendship, trust, and oaths; SY two crossed red roses.

Zkor's Avatar (paladin 24)

Zkor's avatar takes the form of a large, muscular human male. He always wears a shining plate mail+4,

with a medium shield+3 on his left arm and a long sword+4 in his right.

STR: 21 DEX: 17 CON: 18
 INT: 18 WIS: 16 CHA: 23
 MV: 24 SZ: 6' 3" MR: 20%
 AC: -8 HD: 20 HP: 317
 #AT: 3 THACO: 1 Dmg: 1d8+15

Special Att/Def: In battle the avatar always talks and rallies his allies and no one that hears him will fail a morale check and they will always fight with high spirits. With a natural 20 the avatar's longsword functions as a vorpal sword and if any hit inflicts more than 20 HP in damage to an evil-aligned creature he/she/it must make a system check or die instantly.

Special Objects: The last thing Zkor did was to send out a part of his consciousness into a white pearl, that got a golden hue and sent it out into the world. If the golden pearl finds its way into the hands of a lawful good youngling he/she will receive a mental contact from the pearl with a request and promise. The request is for the youngster to become a priest of Zkor and then travel to a secret location hidden deep in one of the canyons in Zelbar. The promise received is the chance to fight for the power of good and a chance to help others in need.

Duties of the Priesthood:

Priests of Zkor wear shining plate mail with two crossed red roses on the chest and carry a mace with a deep red head. The priests must always help a character in need and follow any rumors of evil that he comes across.

Requirements: AB standard plus charisma 14+ and strength 13+; AL lg or ng; WP mace (any); AR a; SP all, animal, astral, charm, combat, divination, elemental, guardian, healing, law, protection, sun, time, travelers, war, wards and weather; PW 1) uses d10 when rolling for hit points instead of d8, 2) 50% MR against charm spells, 4) can with a Int check determine the alignment of a person twice a day, 5) inflicts double damage against undead and evil humanoids, 8) can with a charisma check recruit another LG or NG character into becoming a follower of Zkor (the check will be modified with a penalty of -2 if the person already is a follower of another god and a priest of another deity cannot be swayed this way), 10) wisdom raised +2, 13) emits a circular aura with a radius of 25' that makes all allies pass all morale checks, 15) the priests' turn undead power is improved, if the chart states that a creature is turned there is a 50% chance that the creature is destroyed instead, 16) charisma raised +2, 18) no undead or evil-aligned creature can stay within 10' of the priest for more than 2 rounds if there is any way to escape; TU turn.

Luminor (minor god)



Luminor was a faun that came in the way of a magical experiment that gave him the ability to speak a large number of languages and shapeshift into any woodland being. In his mortal life he lived in the Dryad Forest in Gandoria, now he is wherever he wants to be.

Role-playing notes: Luminor is a humorous God that is serious for longer than 30 seconds at most times. He loves the outdoors and abhors the confinement of structures. The only time he gets enraged is when someone is threatening a part of a forest where his followers lives.

Statistics: AL CG; WAL any non-evil; AoC shape changers, woodland beings, wood elves, druids; SY a dancing dryad.

Luminor's Avatar (druid 23)

Luminor's avatar can take the form of any humanoid, demihuman, human, animal or woodland being.

He has no favorite form and chooses the one he deems most appropriate for the occasion. Each of these forms will share one familiar trait, it's hair or fur will be brown mottled with white.

STR: 19 DEX: 19 CON: 18
 INT: 20 WIS: 20 CHA: 19
 MV: 18 SZ: Varies MR: 50%
 AC: -2 HD: 20 HP: 194
 #AT: Varies THACO: 3 Dmg: Varies

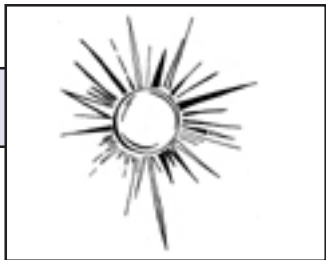
Special Att/Def: The avatar can communicate and control all animals within a 2 mile radius and he can shapeshift instantly an infinite number of times each day. If he is in a forest or near a grove consisting of at least 7 trees with a combined age of at least 350 cycles he can heal any creature he wants.

Duties of the Priesthood:

Priests devoted to Luminor are protectors of the natural environment and fight any ruthless use of natural resources. They have to help druids, rangers or other individuals that needs help to protect the nature from abusers.

Requirements: AB standard; AL any good; WP: bow (any); AR b; SP all, animal, charm, combat, creation, elemental (air, earth & water), guardian, healing, plant, protection, summoning, sun, wards and weather; PW 1) can communicate with any animal within sight, 2) can stimulate plants to grow quicker, 4) can control any animals within 100', 5) can take the form of a specific land animal chosen, once a week, 8) can take the form of any specific bird chosen, once a week, 10) can move silently and without trace in a natural environment, 12) can use magical items only usable by druids, 15) wisdom +2, 18) can take the form of any land animal or bird 5 times a day (natural animals only and their giant variations); TU nil.

Rien (intermediate god)



In the beginning there was but darkness. The realm was a cold and lonely place and darkness longed for more. After many eons of loneliness darkness' heart finally broke in despair and from that break a bright light appeared. Out of the light walked Rien who brought light and companionship to the darkness. Darkness first feared this being that came from it's breast, but the light healed the realm and life flourished, darkness was alone no more.

Role-playing notes: Rien is a fun-loving and compassionate being who brings joy to all those around him. He walks the road of night in the heavens bringing hours of light to the land so that it may replenish itself. He can also be a unquestioning god when it comes to something he deems wrong and will strike bringing fire to the land and fear to the hearts of men and monsters alike.

Statistics: AL LN; WAL any; AoC light, healing, and fear; SY a stylized sun.

Rien's Avatar (fighter 19/cleric 26)

Rien's avatar takes the form of a very large humanoid male with long, flowing hair of fire. His eyes gleam with a bright yellowish light and his very muscular body is the color of bronze. He is usually attired in a white toga and golden sandals which is usually accompanied by a red satin cape.

STR: 22 DEX: 19 CON: 30
 INT: 24 WIS: 20 CHA: 21
 MV: 20 SZ: 8' 9" MR: 65%
 AC: -6 HD: 18 HP: 225
 #AT: 3/2 THACO: 2 Dmg: Varies

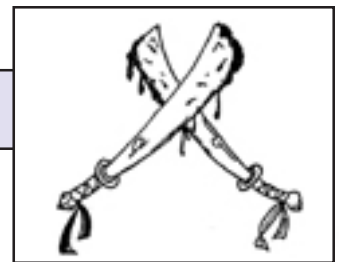
Special Att/Def: The avatar can control all forms of fire and light no matter how they are created (this includes magical). His skin and hair is extremely hot to the touch and can inflict 8d10 points of damage to any mortal touching it. The mortal gets a saving throw vs. death and if successful receives only half damage. The avatar also regenerates 5 hp per round and can fully heal any living being with but a touch. This also extends to dead beings who have perished no more than 2 days prior, with but a touch he may resurrect them. He fights with a huge bastard sword whose blade is a magical blue flame which can do 3d12+2 points of damage.

Duties of the Priesthood:

Priests who devote themselves to Rien are deliverers of light to darkness. They tend to roam the land in search of places needing a guiding hand both emotionally and spiritually and set down roots. All priests of Rien must bear a tattoo of his godly symbol somewhere upon their body. The most common places for this tattoo is the forehead, chest, and back although they may place it anywhere. Every 1,000 cycles during the “Eyes of Rien” all the priests of this deity meet in a forested area to perform the “ritual of fire”. Once completed they may summon Rien and have three questions answered for them. Once the ceremony is over the group goes into a state of hivemind for 1d4 weeks and are able to communicate telepathically with any member of their faith during this period no matter the distance. They are also aware of each priest’s location and well-being during this time.

Requirements: AB standard, plus must be male; AL any non-evil; WP any; AR a; SP all, charm, combat, divination, elemental (fire), guardian, healing, summoning, sun, and travelers; PW: 1) uses warrior THAC0, 3) can create small fires (1’ x 1’ per level of priest to a maximum of 12’ x 12’) twice per day, 8) immune to Fire and Heat and all magic-based attacks associated with such, 10) wisdom raised +1, 12) can communicate with any creature related to the realm of fire (ie. phoenix, etc.) within 100’ of the caster 3 times per day, 15) strength raised +1, 18) can summon the help of a fire elemental once per month; TU turn.

Talik Zayeir (greater god)



Talik Zayeir is the result of a god becoming trapped in the body of a man. Talik Zayeir is the living embodiment of an ancient god and mortal being. Talik was a greedy blood-hungry god who plotted to destroy all others and take control of the pantheon.

Several millennia ago, Talik battled several of the gods, Hakam Nore, Starrl, Rien, Luminor, Sangmen, Zkor and the god Manunzul. Together they had trapped him inside the Ironclad Mountains, now known as the Bogarian Mountains.

Only a few hundred cycles ago, a band of adventurers entered the ancient mountains, and unknowingly released the now insane god. For Talik to be free he had to enter the body of a mortal. He entered the body of Darkwind Deu’Lune, a half-elven wereranger., due mainly to the mortals overwhelming greed and gullibility. Due to the ranger’s unique ability to shapechange, Talik’s grasp on reality worsened, and it drove Talik Zayeir to a greater brink of insanity. Darkwind Deu’Lune and Talik Zayeir remained in the one body for decades until finally Talik pressed the mortal spirit into a dark corner of his mind and chained him there for eternity. Darkwind was effectively lost to all, not even Starrl can locate his spirit. The god now uses Darkwind’s mortal body as his divine vessel to travel the planes with and dream up new plans of godly domination an evil fruition. In his dealings with non-followers he uses the name “Darkwind Zayeir” in order to infiltrate mortal bands of adventures and travel without drawing attention to himself.

Talik Zayeir is fluent in the evil, ancient, and forgotten language of J’mûn. With this language he is able, at times, to call upon the help of certain undesirable deities, demons, and devils. All living

things to this god are expendable as long as their loss benefits his aims. Even his own people do not trust him, although they would never say so aloud as his wrath is greatly feared.

Role-playing notes: Talik Zayeir is continually plotting to overthrow those gods that imprisoned him for so long. He believes that one day he will become ruler of the heavens and lay waste to the realms below. Talik, due to his earthly vessel, spends most of his time in various churches devoted to his evil.

Statistics: AL CE; WAL any evil; AoC vengeance, hatred, destruction, lust, senseless war, lycanthropes, greed, domination, undead; SY two crossed bloody jagged scimitars.

Talik Zayeir's Avatar (thief 17/ necromancer 13)

Talik Zayeir's avatar often appears as a hybrid werebear. Even in hybrid form he is known to carry two jagged scimitars. At times he is seen simply as a dark-haired, bearded, half-elf wandering the fields of Outcastia and beyond. Many murders and several battles have been blamed on his avatar.

STR: 17	DEX: 18	CON: 17
INT: 17	WIS: 12	CHA: 12
MV: 12	SZ: 12'	MR: 40%
AC: 1	HD: 12	HP: 142
#AT: 3/1 or 2/1	THACO: 7 or 4	Dmg: 1 bite 2d6+3, 2 claws 1d6+3 or 2 scimitars 1d6+5

Special Att/Def: Anyone who is clawed or bitten by the avatar is immediately infected with lycanthropy (no saving throw). He can only be harmed by magical weapons of +3 or greater enchantment. Due to his insanity he is immune to all mind-influencing spells. He can cast gate 3 x day. He also carries two +3 scimitars of wounding named "Vengeance" and "Domination".

Duties of the Priesthood:

Those priests that fail Talik are often visited by the deities avatar and slain immediately. The clergy are given great powers in order to increase the numbers of his followers. Only the highest ranking priests of his clergy have spoken with the god and lived. They all believe that once Talik has been established as divine ruler, they will be granted status over mortals. They are required to give sanctuary to the god's mortal vessel at all times and to adhere to his every whim. Priests of Zayeir usually wear spiked plate mail armor.

Requirements: AB standard; AL any evil; WP any; AR a; SP all, chaos, combat, elemental*, necromantic, protection*, summoning, war; PW 1) curse 1/day; 3) vampiric touch 2/day, as cast by a mage of the same level (max 4d6); 5) immune to all poisons; 7) immune to maze, feeblemind; 12) plane shift 2/day 15) summon 1 greater tanar'ri 1/cycle at 100% control; TU command (3rd level)

Chapter 15: Secret Societies

Cerberus

Cerberus was founded by a drow named Zedcor some 3,000 cycles ago. Zedcor was a traveling companion to a group known as the outcasts some thousands of cycles ago. After traveling with them for many adventures he was contacted by a person whose interest lay in the destruction of the group. He was offered a large amount of gold to help destroy the group and became a spy and traitor. During one particularly dangerous adventure he took side against his former companions and did his utmost to destroy them, but he and his allies failed. Zedcor was banished from Outcastia and he disappeared shortly afterwards. After a while news reached him that stated that most of the outcasts had obtained godhood and Zedcor became furious. He vowed to bring ruin and destruction to all of Alfheim's descendants and banish the Rigel monarchy in Outcastia.



Over the cycles Zedcor has surrounded himself with others feeling the same way as he and Cerberus has grown. Now Cerberus has its hands in almost every immoral, questionable and law-breaking activity in Outcastia and in many of those beyond its borders as well. Some of the groups areas of expertise include slavery, smuggling, extortion, burglary and torture. Many believe that the group also practices murder, but that has never been proven to be either fact or rumor.

In the organization, Zedcor is the uncontested leader and he knows everything that's going on within the society. He is called the Grand Head Inquisitor and he doesn't forgive failure. All intelligent beings in the society know better than to cross him (no matter how slight the incident), since those that do suffer horrible fates in the hands of him or his torturers. Zedcor's closest man is a dragon slayer called Amon Sul. Amon Sul is a strong, muscular half-elven fighter that has left the ways of the dragon lords and cast his lot with Zedcor. He is known among the members as the First Expediter. His favorite occupations include extortion and smuggling and he controls those areas with Zedcor's authority behind him. Cerberus' third in command is an albino fighter named Imladria Rohan, but more commonly known as "The Reaper" inside Cerberus. Imladria is a former slave that caught the eye of Zedcor when she killed her jailer. She takes a special liking for torture and slavery and has taken upon herself to oversee those inside the Cerberus organization that work in those areas. Amon and Imladria take care of all the work inside Cerberus, leaving Zedcor free to expand the organization and dedicate his interest and time to those areas that requires his attention and captures his interest. The workers and employees in Cerberus come from all social standings and everyone is very good in their chosen field of expertise.

All members of Cerberus wear black clothing. Everything is black; boots, trousers, armor, gauntlets etc. Over this they always wear a black cloak with the hood up over their heads. The only thing not black is the symbol of Cerberus that holds the cloak together which is a bright silver. Zedcor, Amon Sul, and Imladria Rohan also wear the symbol somewhere on their person but are not restricted to wearing the traditional black clothing and cloak.

Prominent Members

Zedcor

Race: Drow Elf
Class: Necromancer/Fighter
Kit: Undead Master
Deity: Lolth
Alignment: Chaotic Evil
Hair Color: Bone White
Eye Color: Blood Red
Skin Color: Ebony Black
Age: 3,612
Weight: 88 lbs.
Height: 4' 3"
Sex: Male
Level: 18/20
Experience Points: 6,587,432

STR 14 Hit Prob: Normal Damage: None
Weight: 55 Press: 170 Open Doors: 8 Bend Bars:
7%

DEX 21 Reaction Adj: +4 Missile Attack Adj:
+7 Defensive Adj: -5

CON 14 Hit Point Adj: 0 System Shock: 88%
Resurrection Survival: 92% Poison Save: 0 Regen: nil

INT 17 Languages: 6 Spell Level: 8th Chance
to Learn Spell: 75% Max. # Spells/Lvl: 14 Spell Im-
munity: -

WIS 16 Magical Defense Adj: +2 Bonus Spells:
2nd Chance of Spell Failure: 0%

CHA 18 Max # of Henchmen: 15 Loyalty Base: +8 Reaction Adj: +7

Base AC: 5 Shield Only: 5 Armor Worn: Drow Chain(AC -1) Armor&Shield: -1 Behind: 4
Surprise: 4
THACO - Melee: 15 Range: 11
Hit Points: 123

Saving Throws

Paralyzation, Poison, or Death Magic: 10

Rod, Staff or Wand: 5

Petrification or Polymorph: 7

Breath Weapon: 9

Spell: 6

***The numbers above do not include any kind of adjustments.**

Racial Abilities

50% magic resistance with 2% increase each level up to 80%; +2 bonus on all saving throws involving magic; +1 to hit with bow, short sword, or long sword; 90% resistance to sleep and charm spells; -4 surprise roll penalty to enemies if elf is: moving alone, 90' away from rest of party, is with other elves or halflings and all are in nonmetal armor (dropped to -2 if elf must open door or screen to get to



enemy); Passing within 10' of secret door will detect it on a roll of a 1 on 1d6; If searching a 10' sq. area can find secret door on a roll of 1 or 2 on 1d6; Can find concealed doors on a roll of 1, 2, or 3 on 1d6; Can Detect Magic once per day as a level 20 mage; Can Know alignment once per day as a level 20 mage; Can Levitate once per day as a level 20 mage; Darkness once per day as a level 20 mage; Faerie Fire once per day as a level 20 mage; Dancing Lights once per day as a level 20 mage; Move through forests and other natural terrain silently and almost invisibly; Infravision of 120 feet; Innate magical ability (spellcasters do not have to concentrate while performing spells); Rarely surprised (+2 modifier to all surprise rolls); -2 penalty to Dex when in bright light (attack rolls are also made at -2 and opponents get +2 to hit).

Class Abilities

Necromancer- None.

Fighter- 2 attacks per round; Can attract an elite bodyguard.

Kit Abilities

Able to command undead creatures as if a priest of the same level (includes fiends and extraplanar creatures); May not use specialized wizardly items that draw from the schools of alteration and major divination; Has a megalomaniac personality of the highest degree; Will never run into battle (lets others do it or commands undead to do it for him).

Non-Weapon Proficiencies

Astrology [INT 0] Blind-fighting [INT +1] Diplomacy [CHA 0] Riding, Airborne(Griffon) [WIS +1] Riding, Land-based(Horse) [WIS +3] Dirty Fighting [INT +3] Languages, Modern(Drow) [INT +1] Languages, Modern(Sslithrakii) [INT 0] Languages, Modern(Common) [INT 0] Languages, Modern(Orcish) [INT 0] Languages, Modern(Dwarvish) [INT 0] Languages, Modern(Elvish) [INT 0] Languages, Modern(Abyssal) [INT +1] Reading/Writing(Drow) [INT +1] Reading/Writing(Common) [INT +1] Ancient History(Outcastia) [INT +1] City Familiarity(Dragon's Den) [INT 0] Intimidation [CHA +3] Leadership [CHA -1] Persuasion [CHA +2] Survival, Underdark [INT +1] Voice Mimicry [CHA -4]

Weapon Proficiencies

Crossbow, Hand - Flail, Footman - Knife, Death - Quarterstaff - Sword, Bastard, One-handed

Wizard Spells

Casting Level: 18

	1	2	3	4	5	6	7	8	9
# of Spells:	5	5	5	5	5	3	3	2	1

- Level 1: Charm Person; Chill Touch; Detect Undead; Find Familiar; Phantasmal Force
- Level 2: Deepen Shadows; Improved Phantasmal Force; Embalm; Cloak Undead; Undead Mount
- Level 3: Dispel Magic; Flame Arrow; Hold Person; Hold Undead; Vampiric Touch
- Level 4: Fear; Phantasmal Killer; Remove Curse*; Shadow Monsters; Evard's Black Tentacles
- Level 5: Advanced Illusion; Domination; Shadow Door; Shadow Magic; Shadow-Form
- Level 6: Finger of Death; Death Spell; Corpse Host; Construct Undead
- Level 7: Improved Finger of Death; Shadow Walk; Control Undead
- Level 8: Clone; Power Word, Blind
- Level 9: Power Word, Kill; Master Undead

Background History:

Zedcor was born in a now fallen drow city, deep underground. He came to the surface to discover

adventure and a new life on the surface world. He found the group known as the outcasts and joined their ranks. He later turned against them for profit, only to fail in his goal. cycles later his former allies of the Outcasts rose to immortality by taking their stations among the gods. This grand event threw Zedcor into a jealous fit of rage, as he believed he should have received such a gift. Zedcor went on a rampage, defiling and destroying altars and churches to all the ascended gods.

When he learned that Alfheim's successor to the throne had passed away, and Alfheim's grandson had taken the throne, Zedcor's objectives had changed. He formed an organization, Cerberus, with the goal of destroying the Rigel bloodline and of taking total control of Outcastia proper.

Zedcor has many powerful allies throughout the realm, some are among royal families, others remain hidden deep in the Black Forest. Zedcor is a threat not only to Outcastia and the Rigel family but all of the goodly races.

Royal historians of the Rigel family believe the evil organization of Cerberus responsible for over a dozen murders within the Rigel family. None have been proven.

Characteristics:

Zedcor is a murderous manipulator. He shows no mercy towards failure, his enemies, and the weak, including the young, the old and women. He strives to bring into his grasp of power, all of Outcastia and the utter destruction of the Rigel family.

The many necromantic spells he has cast on his body, to maintain his life on the world, has driven him somewhat delusional as well. Zedcor is aggressive, and can be seen talking to himself at times. Many believe him to be a madman, others believe he is talking to the dark gods, such as Rane, or Demia. It is believed that Zedcor is a vampire or even a lich, no one has denied or confirmed this.

Imladria "The Reaper" Rohan

Race: Human
 Class: Fighter
 Kit: Gladiator
 Deity: Starrl
 Alignment: Lawful Evil
 Hair Color: White
 Eye Color: White
 Skin Color: Bone White
 Age: 32
 Weight: 110 lbs.
 Height: 5' 2"
 Sex: Female
 Level: 11
 Experience Points: 784,261

STR 18/43 Hit Prob: +1 Damage: +3
 Weight: 135 Press: 280 Open Doors: 12 Bend
 Bars: 20%
DEX 12 Reaction Adj: 0 Missile Attack Adj:
 +7 Defensive Adj: 0
CON 16 Hit Point Adj: +2 System Shock:
 95% Resurrection Survival: 96% Poison Save:
 0 Regen: nil
INT 12 Languages: 3
WIS 10 Magical Defense Adj: 0 Bonus



Spells: 0 Chance of Spell Failure: 15%

CHA 18 Max # of Henchmen: 15 Loyalty Base: +8 Reaction Adj: +7

Base AC: 10 Shield Only: 10 Armor Worn: Leather(AC 8) Armor&Shield: 8 Behind: 8 Surprise: 8

THACO - Melee: 9 Range: 10

Hit Points: 118

Saving Throws

Paralyzation, Poison, or Death Magic: 7

Rod, Staff or Wand: 9

Petrification or Polymorph: 8

Breath Weapon: 8

Spell: 10

***The numbers above do not include any kind of adjustments.**

Racial Abilities

None.

Class Abilities

Fighter- Has ability to specialize in any weapon; 1 attack per round.

Kit Abilities

Tends to be recognized wherever PC goes; Promoters and managers (of the sleazy sort) are always trying to hire PC to participate in certain-death events.

Non-Weapon Proficiencies

Artistic Ability(Torture) [WIS +4] Languages, Modern(Common) [INT 0] Languages, Modern(Drow) [INT 0] Languages, Modern(Woodland) [INT 0] Reading/Writing(Common) [INT +1] Dancing [DEX 0] Seduction [CHA +4] Riding, Land-based(Horse) [WIS +3] Seamstress/Tailor [DEX -1] Survival, Urban [INT 0] Swimming [STR 0] Intimidation [CHA 0] Iron Will [WIS -2] Dirty Fighting [INT 0] Musical Instrument(Harp) [DEX -1] Singing [CHA 0] Unarmed Combat, Wrestling [STR 0] Charioteering [DEX +2] Tumbling [DEX 0]

Weapon Proficiencies

Sword, Short - Trident - Net - Sword, Drusus - Mancatcher[S] - Whip[S] - Scythe - Sword, Blood - Sword, Machete

Background History:

Imladria was abandoned by her parents at the young age of five. Her parents were wealthy merchants from Okuda, they just could no longer have a child that was considered 'strange' and 'deformed' by the wealthy. Imladria's deformity was a lack of pigmentation; her hair, eyes, and skin were bone white, however her lips were a blood-red.

Imladria was teased, harassed and tortured by other children as well as adults all her life. However, with a twist of fate, children now fear her and run away. Imladria lived on the streets for 7 cycles of her life, at the age of 12 she captured by a member of Cerberus. She was put onto the slave market. At a secret slave auction, at the gate of the slave pit where the slaves would be, the young girl managed to break free and used her chains to strangle the jailer to death. She was later forced into the pit by a number of guards.

Unknown to her, Grand Head Inquisitor Zedcor and her father were in attendance. Both began to bid on the strong willed ghostly child. Zedcor ultimately won, he went down to claim his prize, Imladria's father went down as well. Zedcor and him exchanged words. Zedcor approached his slave, and handed her a dagger. He told her the man was her father. She left her father in a pool of his own blood, and Zedcor smiled.

Zedcor gave her freedom and had her trained in the use of the sword, by the lands finest warriors. Since then she has been sent on many missions for Cerberus, mainly dealing with slavery and torture.

She carries a +2 Mancatcher which she has named "Enslaver" and is very adept in its use.

Characteristics:

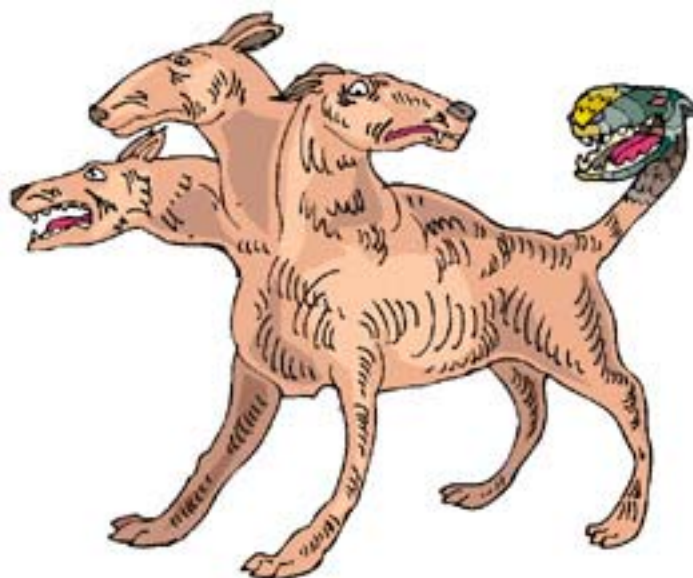
She is not above seducing those that hold information or items that she wants, whether they be male or female. Once she gets what she wants she leaves her victim's in a pool of warm blood.

She has no friends, at least none that she trusts, and is very cautious in her dealings with strangers. If she doesn't like something about a person they could end up in Brimston once they turn their back on her.

UNIQUE MAGICAL ITEMS:

Imladria carries a +2 Mancatcher known as "Enslaver". The weapon originally belonged to a slave guard, whom she had a relationship with. After an evening with Imladria, he awoke in chains in a distant land, a slave. Where he obtained the weapon from is unknown.

Enslaver is a +2 Mancatcher: anyone struck by the weapon must make a save vs. spells or be held for 1d4+1 rounds, as if by a hold person spell. Furthermore, the user can call upon spell 'Command' three times a day as if cast by a 12th level mage.



Amon Sul

Race: Half-Elf
 Class: Dragon Lord
 Kit: Dragon Slayer
 Deity: Arawn
 Alignment: Neutral Evil
 Hair Color: Brown
 Eye Color: Brown
 Skin Color: Dark Tan
 Age: 58
 Weight: 226 lbs.
 Height: 6' 2"
 Sex: Male
 Level: 15
 Experience Points: 5,648,954

STR 18/96 Hit Prob: +2 Damage: +5
 Weight: 235 Press: 380 Open Doors:
 15(3) Bend Bars: 35%

DEX 17 Reaction Adj: +2 Missile At-
 tack Adj: +6 Defensive Adj: -3

CON 15 Hit Point Adj: +1 System
 Shock: 90% Resurrection Survival: 94%
 Poison Save: 0 Regen: nil

INT 16 Languages: 5 Spell Level: 8th
 Chance to Learn Spell: 70% Max. # Spells/
 Lvl: 11 Spell Immunity: -

WIS 10 Magical Defense Adj: 0 Bo-
 nus Spells: 0 Chance of Spell Failure: 15%

CHA 17 Max # of Henchmen: 10 Loyalty Base: +6 Reaction Adj: +6

Base AC: 7 Shield Only: 7 Armor Worn: Dragon Plate(AC -2) Armor&Shield: -2 Behind: 1
 Surprise: 1

THACO - Melee: 4 Range: 4

Hit Points: 139

Saving Throws

Paralyzation, Poison, or Death Magic: 4

Rod, Staff or Wand: 6

Petrification or Polymorph: 5

Breath Weapon: 4

Spell: 7

***The numbers above do not include any kind of adjustments.**

Racial Abilities

30% resistance to charm and sleep spells; Infravision 60 feet; Move through forests and other natural terrain silently and almost invisibly.



Class Abilities

Dragon Lord- 37.5% chance to recognize draconic objects; Immune to all breath weapons.

Thief Skills

Move Silently: 70% - Hide in Shadows: 75% - Climb Walls: 55% - Read Languages: 57%

Kit Abilities

+3 bonus to attack and damage rolls when dealing with beings or creatures of a draconic nature; Cannot enter Wyrmrage, become Dragon Supremis, or have access to the Guild Library; +1 bonus to attack rolls when battling an individual he knows (or has personally seen or heard saying himself) is an ally to draconic kind; +2 bonus to reaction rolls when dealing with criminals and bandits (or adventurers who have no problem hunting down and killing dragons); Can enter a "Death Trance" when battling draconic creatures or Dragon Lords (roll of 1-4 on a d6) - while in this trance the PC cannot choose who to attack and goes for the nearest draconic creature and attacks anything in his way, friend or foe. The trance ends when all draconic kind in the area are dead or have fled. Benefits of the trance are an additional -1 bonus to initiative rolls, +2 AC bonus, an additional attack every 3rd round, -4 penalty to INT, WIS, and CHA; -3 bonus to initiative roll when dealing with beings or creatures of a draconic nature; -5 reaction penalty when dealing with other Dragon Lords (excluding other Dragon Slayers); -4 reaction penalty when dealing with allies of draconic kind who know the PC for what he is; -2 reaction penalty when dealing with others who know his profession; 35% chance to convince another dragon lord that dragons should be killed (reduced 15% for each level above the first that the other dragon lord is).

Non-Weapon Proficiencies

Languages, Modern(Elvish) [INT 0] Languages, Modern(Common) [INT 0] Languages, Ancient(Draconic) [INT 0] Dragon Lore [INT +1] Dirty Fighting [INT +1] Sage Knowledge(Dragons) [WIS -1] Languages, Modern(Ogre) [INT 0] Languages, Modern(Drow) [INT 0] Languages, Modern(Thieve's Cant) [INT 0] Languages, Modern(Kobold) [INT 0] Languages, Modern(Dwarvish) [INT 0] Animal Training(Dog) [WIS 0] Animal Handling [WIS -1] Weaponsmithing [INT -3] Disguise [CHA -1] Local History(Dragon's Den) [CHA 0] Reading Lips [INT +1] Riding, Land-based(Horse) [WIS +3] Riding, Land-based(Dire Wolf) [WIS +4] Tightrope Walking [DEX +1] Toxicology [INT 0] Iron Will [WIS -1] Shield [STR +3]

Weapon Proficiencies

Sword, Bastard, One-handed[S] - Bow, Folding[S] - Mace, Footman - Dagger, Wyrm - Quarterstaff - Warhammer - Cestus, Bestial

Wizard Spells

Casting Level: 15

1 2 3 4 5 6 7 8 9

of Spells:4 4 4 3 2 1 0 0 0

- Level 1: Change Self; Charm Person; Fire Eyes; Wall of Fog
- Level 2: Blindness; Flaming Sphere; Locate Half-Elf; Web
- Level 3: Charm Elf; Fireball; Invisibility, 10 Radius; Phantom Steed
- Level 4: Dragon Fist; Fear; Shout
- Level 5: Advanced Illusion; Sense of the Predator; Wall of Force
- Level 6: Chain Lightning; Permanent Illusion
- Level 7: Dragonblade

Background History:

Born in Dragon's Den to a noble family, Amon remembers the current king as a young waif whom he teased in childhood. Amon joined the ranks of the Dragon Lords and became close friends to a man called Xavier Ashter.

Soon, Amon began to dislike the regulations and unconditional obedience to a man whom he had seen crawling on all fours. Amon disliked the king and disliked the law in which he was forced to operate. Amon soon met a member of the organization known as Cerberus and was enlisted as an agent for them, he would often look the other way for pay, and then let the Cerberus members do what they did best. His friend and brother in arms, Xavier, arrested him for his crimes against Dragon's Den. Amon Sul escaped taking the lives of all four of his jailers in the process. Xavier vowed revenge.

Amon soon found himself in the company of Zedcor who offered him the position where he currently stands. Amon only accepted the offer, when Zedcor guaranteed a large amount of gold, wealth, and women. Although exceptionally wealthy, money is no longer of any importance to Amon. He has become an extreme zealot in the objectives of Cerberus, and will terminate anyone that stands in his way. Amon also has a secret love for Imladria, but due to her feelings towards men, he has kept them to himself. His frequent use of women has not changed Imladria's opinion on men either.

Characteristics:

He and the Dragon Lord Xavier Ashter were like brothers while he belonged to the Guild. Their confrontations, although filled with tension and danger, are amicable for enemies. He still has a place in his heart for his old friend and will warn him to back away before confronting him in combat. This is odd for Amon since he is known to give no warnings, but he still considers Xavier family and doesn't want to be the person to execute him. He has the utmost respect for Xavier as Xavier respects Amon's battle prowess.

Order of the Eye

This is a highly secretive group, only a few in the absolute top know a large number of "Observers". This group has no real leader; they follow the will and guidelines from a small group, sometimes referred to as "The Overseers", whose names are known only to the others in the inner circle. Each member of this council is responsible for some part of Outcastia and usually has an ordinary occupation. He has only contact with a few of his couriers and use different places, times, and disguises to leave or receive news. None of his contacts know his real name, occupation or standing in the society. When someone in the inner circle dies one of the remaining members contacts one of the higher members left in that part of Outcastia and he/she is welcomed into the inner circle.



Ordinary members in the order of the eye know only a very few other members and they mostly are allowed to operate on their own, but when an order or direction comes down they follow it until it is done, or failure is guaranteed. Since some news is written the Order uses a number of different codes, the code used signifies the importance of the message.

The members of this order come from all places in the society. Most observers keep their places, as a front in their work, be it officer, clerk, baron, page, baker, slave, bard, priest, beggar or town crier. One such observer is an elven fellow named Larrgn Steelehart that runs a weapon and armor shop. His shop also functions as a gathering room and in some cases as teleportation area too. He looks like a harmless old man, but he is probably one of the deadliest members in the order, since he is a powerful mage and extremely wise.

There is no mark or badge to identify a member of the order so a traveling observer coming to a, for him, unfamiliar place can have some problems finding a contact to relay his information. He usually tries to find a tavern or some other place where many peoples are. Then he starts to tell a story about something he has seen or been part of, in this story he weaves in a coded message that he hopes will reach the right ears. When he has finished he leaves for another public place and repeats it.

All observers first priority is to destroy Cerberus wherever they arise. All observers are constantly on the lookout for activities made by Cerberus or other evil activities. They also, when need be, become involved in other activities as long as it serves the greater good. No evil is safe with the order in operation.

There are a few members of the Order of the Eye whose identities are known. The inner circle uses them as ambassadors to the outside, but they are also used as decoys. Sometimes the mere presence of one of these "Searchers" helps remove some of the evil influences working in the area since criminals tend to believe that the order is focusing their attention to the area where the Searchers are. Since it is dangerous to be a searcher no observer is forced to become one, they all volunteer. Usually only members with a powerful standing in the society becomes Searchers. Ambassadors are usually warmly welcomed by the local rulers since they work against crimes, rulers with shady side-businesses are not so happy to see them though. Searchers are very observant and cunning, and frequently learns more then is said to him. Each searcher carries a small amulet that identifies him as such. This amulet is a gift from the secret council and has some magical properties. The specific properties is slightly different for each amulet, depending on the nature (his/her class or race) of the searcher, but some properties are the same. Each amulet gives the searcher the ability to locate and recognize observers within 50 feet (the direction and distance is known), the amulet also gives their wearer a slight protection from spells that tries to take control or influence the owner, the last of the three shared properties is that the amulet is attuned to one individual, no other individual can use the magical properties in the amulet (except an identical twin). The searcher specific power of this amulet is decided by the DM and should relate to his class or race. Some examples are: a 1 point AC bonus or +2 DEX (fighters), +5% bonus to Hide In Shadows or Move Silently (Thief), Able to cast spells as one level higher (mage/cleric), ability to pass through normal terrain without leaving a trace (ranger),

etc.

One of the most known searchers is a human dragon lord named Xavier Ashter. His profession as Captain of the Guard for Dragon's Den and the fact that he is married to a daughter to one of the more influential sylvan elf families makes him a very influential character and at the same time a difficult target for Cerberus to reach. He and Amon Sul joined the Dragon Lords at the same time and were like brothers. Xavier was initiated into the Order fairly early as an observer. This was the one thing that he kept secret from his "brother", and a few cycles later when he learned that Amon Sul had joined Cerberus he decided immediately that he would become a Searcher and work to bring Amon Sul back to the side of decency or to take him down if all else failed.

Prominent Members

Larrgn Steelehart

Race: High Elf
 Class: Mage
 Kit: Anagakok
 Deity: Adri Myst
 Alignment: Neutral Good
 Hair Color: Dark Brown
 Eye Color: Sky Blue
 Skin Color: Medium Tan
 Age: 205
 Weight: 104 lbs.
 Height: 5' 4"
 Sex: Male
 Level: 16
 Experience Points: 2,358,296

STR 8 Hit Prob: Normal Damage: None Weight: 35 Press: 90 Open Doors: 5 Bend Bars: 1%
DEX 15 Reaction Adj: 0 Missile Attack Adj: +2 Defensive Adj: -1
CON 14 Hit Point Adj: 0 System Shock: 88% Resurrection Survival: 92% Poison Save: 0 Regen: nil
INT 16 Languages: 5 Spell Level: 8th Chance to Learn Spell: 70% Max. # Spells/Lvl: 11 Spell Immunity: -
WIS 10 Magical Defense Adj: 0 Bonus Spells: 0 Chance of Spell Failure: 15%
CHA 14 Max # of Henchmen: 6 Loyalty Base: +1 Reaction Adj: +2

Base AC: 9 Shield Only: 9 Armor Worn: None Worn Armor&Shield: N/A Behind: 0 Surprise: 0
 THACO - Melee: 15 Range: 15
 Hit Points: 46

Saving Throws

Paralyzation, Poison, or Death Magic: 10
Rod, Staff or Wand: 5
Petrification or Polymorph: 7
Breath Weapon: 9



Spell: 6

***The numbers above do not include any kind of adjustments.**

Racial Abilities

90% resistance to sleep and charm spells; +1 to hit with bow, short sword, or long sword; Infravision 60 feet; Passing within 10' of secret door will detect it on a roll of a 1 on 1d6; If searching a 10' sq. area can find secret door on a roll of 1 or 2 on 1d6; Can find concealed doors on a roll of 1, 2, or 3 on 1d6; Move through forests and other natural terrain silently and almost invisibly.

Class Abilities

Mage- None.

Kit Abilities

Can find enough food in 24 hours to feed himself and 16 others; Once per week may cast good fortune on himself and 16 others and will last 16 rounds.

Non-Weapon Proficiencies

Languages, Modern(High Elvish) [INT 0] Languages, Modern(Common) [INT 0] Languages, Modern(Horok) [INT 0] Languages, Modern(Draconic Elvish) [INT 0] Languages, Modern(Githyanki) [INT 0] Languages, Modern(Brownie) [INT 0] Reading/Writing(Elvish) [INT +1] Reading/Writing(Common) [INT +1] Observation [INT +1] Alertness [WIS +2] City Familiarity(Dragon's Den) [INT 0] Etiquette [CHA 0] Fungi Recognition [INT +3] Law [WIS +1] Riding, Land-based(Horse) [WIS +3] Sage Knowledge(Otherworldly Portals) [WIS -1] Spellcraft [INT -2] Teaching [WIS +2] Treewalking [DEX +1]

Weapon Proficiencies

Bow, Long - Quarterstaff - Sling

Wizard Spells

Casting Level: 16

1 2 3 4 5 6 7 8 9

of Spells:5 5 5 5 5 3 2 1 0

Level 1: Armor; Burning Hands; Detect Magic; Magic Missile; Shocking Grasp

Level 2: Bind; Continual Light; Detect Invisibility; Improved Phantasmal Force; Know Alignment*

Level 3: Alternate Reality; Dispel Magic; Feign Death; Lightning Bolt; Spectral Force

Level 4: Confusion; Hallucinatory Terrain; Polymorph Other; Thunder Staff; Wizard Eye

Level 5: Advanced Illusion; Dismissal; Passwall; Teleport; Wall of Force

Level 6: Guards and Wards; Legend Lore; Part Water

Level 7: Mass Invisibility; Teleport Without Error

Level 8: Trap the Soul

Background History:

Larrgn grew up in the Everlast Forest. He studied languages and the magical arts. Larrgn later left to travel the kingdoms of Outcastia, and has become quite familiar with all of them. During his travels he came across many members of the organization known as the Order of the Eye. He joined the organization as an observer and he later became a powerful searcher. On one mission as a searcher near the borders of the Black Forest, Larrgn was reported as missing in action. It was commonly believed that this famous searcher died at the hands of Cerberus agents.

Larrgn's final mission was a mission of isolation, he was being moved up into the ranks of the

Order and they needed him to disappear. Larrgn became an Overseer of the Order. He remained hidden from non-Order members for over 15 years.

Larrgn later wanted to reenter the ranks and help out with the field members. Larrgn continues to remain the Overseer for Dragon's Den. There, Larrgn has recruited and trained many new members to the Order, many believing he's just a friend to the Order, helping members with his secret chambers under his shop and home. Many members are not aware of the layers of hidden floors and rooms he has established, many containing portals to other cities, kingdoms, worlds, and planes of existence.

Characteristics:

Larrgn is a wise old elf, when he talks he often skips words, coming back to them, later on. Those who are new to his strange speech pattern find this confusing, but to those that know him it is commonplace and they have no problems understanding the elf. He can often be found inside his shop polishing some of his displayed weapons and armor, and dusting off other exotic art displays.

He has a very keen and cunning mind, but does his best to not draw any attention to himself for the sake of keeping the members of the Order safe. Because of this most people will underestimate the mage. In the long run, this can be a mistake. Many in the city who do not know Larrgn, considers the old elf a madman.

Xavier Ashter

Race: Human
 Class: Dragon Lord
 Kit: Holy Terror
 Deity: Alfheim-Rigel
 Alignment: Neutral
 Hair Color: Black (grey at the temples)
 Eye Color: Dark Brown
 Skin Color: Dark Tan
 Age: 59
 Weight: 243 lbs.
 Height: 6' 2"
 Sex: Male
 Level: 18
 Experience Points: 9,637,250

STR 20 Hit Prob: +3 Damage: +8
 Weight: 535 Press: 700 Open Doors: 17(10)
 Bend Bars: 60%

DEX 15 Reaction Adj: 0 Missile Attack
 Adj: +7 Defensive Adj: -1

CON 16 Hit Point Adj: +2 System Shock:
 95% Resurrection Survival: 96% Poison Save:
 0 Regen: nil

INT 12 Languages: 3 Spell Level: 6th
 Chance to Learn Spell: 50% Max. # Spells/Lvl:
 7 Spell Immunity: -

WIS 14 Magical Defense Adj: 0 Bonus
 Spells: 1st Chance of Spell Failure: 0%

CHA 18 Max # of Henchmen: 15 Loyalty Base: +8 Reaction Adj: +7



Base AC: 9 Shield Only: 7 Armor Worn: Draconic Mesh(AC -3) Armor&Shield: -5 Behind: -2
Surprise: -4
THACO - Melee: 1 Range: 3
Hit Points: 169

Saving Throws

Paralyzation, Poison, or Death Magic: 3

Rod, Staff or Wand: 5

Petrification or Polymorph: 4

Breath Weapon: 4

Spell: 6

***The numbers above do not include any kind of adjustments.**

Racial Abilities

None.

Class Abilities

Dragon Lord- 45% chance to recognize draconic objects; Has unlimited access to the Guild Library; Can receive free training at the Guild complex; Immune to all breath weapons; Has a 90% chance to enter Wyrmrage and draconic/humanoid form (Pseudo-draconic form: Shadow); Is part of Dragons Guild Elite.

Turning Undead

Skeleton or 1 HD: D* Zombie 13: D* Ghoul or 2 HD: D* Shadow or 3-4 HD: D* Wight or 5 HD: D* Ghast: D Wraith or 6 HD: D Mummy or 7 HD: T Spectre or 8 HD: T Vampire or 9 HD: 4 Ghost or 10 HD: 7 Lich or 11+ HD: 10 Special: 13

Thief Skills

Move Silently: 80% - Hide in Shadows: 71% - Climb Walls: 63% - Read Languages: 51%

Kit Abilities

Must wear Draconic Mesh armor to use abilities given by deity; Can't own more than two sets of armor (one must be Draconic Mesh); All humanoids that enter battle against the PC suffer a -2 penalty to attack rolls and morale checks for the first 5 rounds due to their fear of the holy terror's reputation (this also applies to morale checks if the PC demands their surrender); Is respected and feared by other Dragon Lords (including Dragon Slayers) which gives PC a +8 reaction bonus when dealing with them; +2 reaction bonus when dealing with non-Dragon Lord NPCs (they also fear and respect them); Can cast priest spells as well as wizard spells; Can call upon deity for guidance or divine intervention 7 times per week.

Deity Granted Abilities

Must maintain a temple of modest surroundings where animals roam free and are treated as guests; Must always defend nature and uphold it's balance; Must seek out once in his career a Black Adamantine Dragon and convince it to carry him to the Isle of the Winds where Alfheim will then commune with him in some random way; Can turn undead; Cast plant growth; complete control over all animals within 1,000 yards; Cast lightning bolt (18d4 dmg); Regenerate 2 hp/turn; Strength raised +2; Breathe fire (range: 30', 18d6 dmg).

Non-Weapon Proficiencies

Dragon Lore [INT 0] Divine Will [WIS 0] Languages, Ancient(Draconic) [INT 0] Languages,

Modern(Common) [INT 0] Languages, Modern(Elvish) [INT 0] Languages, Modern(Lizard Man) [INT 0] Languages, Modern(Horok) [INT 0] Languages, Modern(Draconic Elvish) [INT 0] Reading/Writing(Common) [INT +1] Reading Lips [INT +1] Religion(Alfheim-Rigel) [WIS 0] Night Vision [WIS -1] Intimidation [CHA +1] City Familiarity(Dragon's Den) [INT +2] Ambidexterity [DEX 0] Endurance [CON 0] Etiquette [CHA 0] Fine Balance [DEX 0] Leadership [CHA 0] Observation [INT 0] Riding, Land-based(Horse) [WIS +3] Shield [STR +3] Style Analysis [INT -1] Two-weapon fighting [STR +2] Unarmed Combat, Martial Arts(Dra-Di Ki) [DEX 0]

Weapon Proficiencies

Cestus, Beastial[S] - Shield, Razor[S] - Sword, Long - Sword, Claymore - Crossbow, Sniper - Dagger, Wyrms[S] - Fist Blade - Quarterstaff

Equipment

Draconic Mesh - Helmet, Draconic Helm Type I - Shield, Razor

Wizard Spells

Casting Level: 18

	1	2	3	4	5	6	7	8	9
# of Spells:	5	5	4	4	4	2	2	1	0

Level 1: Burning Hands; Comprehend Languages*; Detect Magic; Detect Undead; Spider Climb
 Level 2: Darkness, 15 Radius; Detect Invisibility; Invisibility; Rain of Blood; Whispering Wind
 Level 3: Age to Destruction; Dispel Magic; Gust of Wind; Vampiric Touch
 Level 4: Improved Invisibility; Remove Curse*; Thunder Staff; Hallucinatory Terrain
 Level 5: Animal Growth; Passwall; Shadow Door; Contact Other Plane
 Level 6: Control Weather; True Seeing
 Level 7: Banishment; Vanish
 Level 8: Shadow Form

Priest Spells

Casting Level: 15

	1	2	3	4	5	6	7
# of Spells:	6	5	4	4	3	2	0

Level 1: Animal Friendship; Bless*; Cure Light Wounds*; Invisibility to Undead; Pass Without Trace; Sanctuary
 Level 2: Animal Eyes; Flame Blade; Speak With Animals; Wolf Howl; Beastspite
 Level 3: Call Lightning; Feign Death; Pass Without Trace, 10 foot radius; Speak With Dead
 Level 4: Call Woodland Beings; Hallucinatory Forest*; Needlestorm; Sticks to Snakes*
 Level 5: Alfheim Folley*; Commune With Nature; Insect Plague
 Level 6: Outcast*; Wings of the Draco

Background History:

Xavier was born in the fields outside of Dragon's Den Outcastia. There he lived amongst the farmers that would make up his community. Xavier's parents were hard workers who toiled the earth and grew many crops to help feed the people of the city and their small farming community.

The farmers of this community had powerful friends, ranging from the elite of Dragon's Den, to the many patrols that frequented the hamlet. They were also visited by an elderly powerful mage of great skills, but of little tongue for lengthy conversations. Many believed the mage was a visiting spirit or a god, no one really knew, but Xavier's father Accanier most likely knew. Accanier spoke with the

man many times, often short conversations.

When a large number of Dragon's Den soldiers were busy battling a nest of giants and cyclopes a group of marauding orcs, ogres, and goblins attacked the farming community. The farmers were forced to fight. Xavier and his mother, Alisa, stayed in the farmhouse. His father told Xavier he may not come back, and that Xavier's job would be to protect the world and people around him. To never let evil win or oppress others.

Xavier watched his father from the door, his father and others were out-numbered. His father perished by the hands of an ogre. Orcs burst into the farmhouse, killing Alisa, the boy hid in his parents room. There he found a strange amulet under his parents' bed. The orcs burst in taking the amulet from the boy. At that moment, the air shimmered within the room, as the air before everyone in the room opened to reveal a dark sparkling chamber. Bolts of lightning and fire erupted from the mystical portal killing all the orcs in the house, leaving a frightened young Xavier lying on the ground a few feet from a dead orc and the golden amulet. Two men dressed in dark robes, stepped out of the portal. One picked up the amulet, while the other grabbed Xavier, they both disappeared through the closing gateway.

The small farming hamlet was completely lost to the orcish attack. This close to Dragon's Den the evil creatures moved on to their next exploit. There was only one survivor, Xavier Ashter.

Xavier Ashter, was now in the company of a group of secretive men and women. They called themselves the Overseers. Xavier was cared for by an elfin woman named, Dryaniade. Here the council told Xavier the truth about his father and the amulet. His father Accanier was an Overseer for the Order of the Eye. The Overseers later learned that the orcs and ogres were commissioned by an organization called Cerberus. Xavier at the age of 12 vowed to help the Order by becoming an observer. Xavier was placed into the care of Dryaniade's family within Dragon's Den.

There he fell in love with Dryaniade's visiting niece, Jyslin, from the forest Lūna. Jyslin visited on several occasions, with each visit the love between the two grew fonder. Xavier, now 14, at the urging of Dryaniade, the strange wizard friend of his father, and others of Dryaniade's influential family joined the Dragon Lords. During his 6 year training period, Xavier met and befriended another trainee, Amon Sul. The two become brothers in arms. They were in the same training division for 6 years. Amon Sul saved Xavier's life on two occasions. The first when they were required to break up a tavern brawl, a brawler attempted to stab Xavier from behind, Amon Sul, literally took off the man's arm. The other was during a skirmish against hobgoblins on the nearby planes, hobgoblin wicca was using magic lightning against the Dragon Lords, Amon Sul, forced Xavier down to avoid a lightning bolt. Xavier was exceptionally thankful each time. The two later joined the same Dragon Lord company responsible for the defense of the harbor and the inspection of trading goods. This is where Amon Sul became corrupted.

Jyslin's family moved to Dragon's Den. Her father is the current living ambassador representing the elves of Lūna within Dragon's Den. They currently live with their relatives in Dryaniade's home. Shortly after her arrival, Xavier and Jyslin married. They had three children, Maqlin, Ryld and Jalorris.

During an investigation as an observer, Xavier learned that Amon Sul, his friend, a decorated Dragon Lord, the man he called his brother, was in truth a slaver, a dealer in narcotics, and a member of Cerberus. Xavier was forced to capture and bring Amon Sul in for justice. Amon Sul escaped by killing the four men watching over him. Xavier later became a searcher for the Order of the Eye. The Overseers, than returned the amulet of his father, with additional powers bestowed onto it.

Xavier's many accomplishments, battle honors, and prowess have helped promote Xavier from soldier to Corporal to Lieutenant, and ultimately Captain of the Guard. He does have a few disappointments in his personal life though as his eldest son, Maqlin, secretly left the land of Outcastia for parts unknown on his 18th birthday and his other son, Ryld, ran away at a much younger age never to be seen from again. It is rumored that Ryld is in fact living within the Underdark and is a servant of Cerberus.

Powers of Xavier's Amulet:

Unique Powers: Pass without Trace 3/day, Detect Lie 3/day, Stoneskin 1/day, +2 save bonus vs. mind-influencing spells, +2 bonus vs. hold spells.

Characteristics:

Xavier is a strong man, and expects that from those around him. He dislikes the cowardly. And those who show great courage against all odds receive his respect. He is a quiet observer. Living with elves for much of his life, has given him what many humans lack, extreme patience.

He is a patient man, often walking about his daily duties, and tackling difficult situations with a careful ease in order to view all possibilities of resolution.

He has a great love for his family, and will never abandon the their side or those of his friends. He will honor those he loves by battling to the death if need be, but never jeopardizing their lives in the process.

Xavier has dedicated many resources and time in the hunt for Amon Sul. He is determined to the avenge the deaths of the four men that died under his command and for Amon Sul's betrayal.

Bilbane Nimblefingers

Race: Hairfoot Halfling
 Class: Thief
 Kit: Bounty Hunter
 Deity: Paul Ivan
 Alignment: Lawful Neutral
 Hair Color: Black
 Eye Color: Purple
 Skin Color: Normal Complexion
 Age: 28
 Weight: 63 lbs.
 Height: 3' 1"
 Sex: Male
 Level: 4
 Experience Points: 5,612

STR 13 Hit Prob: Normal Damage: None Weight: 45 Press: 140 Open Doors: 7 Bend Bars: 4%
DEX 17 Reaction Adj: +2 Missile Attack Adj: +6 Defensive Adj: -3
CON 11 Hit Point Adj: 0 System Shock: 75% Resurrection Survival: 80% Poison Save: 0 Regen: nil
INT 13 Languages: 3
WIS 12 Magical Defense Adj: 0 Bonus Spells: 0 Chance of Spell Failure: 5%
CHA 17 Max # of Henchmen: 10 Loyalty Base: +6 Reaction Adj: +6

Base AC: 7 Shield Only: 7 Armor Worn: Padded(AC 5) Armor&Shield: 5 Behind: 8 Surprise: 8
 THACO - Melee: 19 Range: 17
 Hit Points: 18



Saving Throws

Paralyzation, Poison, or Death Magic: 13

Rod, Staff or Wand: 14

Petrification or Polymorph: 12

Breath Weapon: 16

Spell: 15

***The numbers above do not include any kind of adjustments.**

Racial Abilities

Infravision 60'; If not wearing metal armor, opponents suffer -4 penalty to surprise rolls, if halfling must open a door or move aside some obstruction this penalty is reduced to -2; +3 to save vs wands, staves, rods, and spells; +3 to save vs poison; +1 to hit when using thrown weapons and slings.

Class Abilities

Thief- Backstab x2.

Thief Skills

Pick Pockets: 51% - Open Locks: 44% - Find/Remove Traps: 24% - Move Silently: 50% - Hide in Shadows: 43% - Detect Noise: 37% - Climb Walls: 58% - Read Languages: 13%

Kit Abilities

Does nothing for free; Must always carry at least one weapon whose primary function is for capture, not killing; +1 reaction adjustment bonus when dealing with local law officials; -2 reaction adjustment penalty when dealing with NPCs who know what he does for a living; -3 reaction adjustment penalty when dealing with former bounties; When a comrade-in-arms has a bounty on his head the hunter must make a WIS check and a greed check to avoid the temptation to turn them in. If the person has saved the hunter's life he receives a +3 bonus to these rolls. If he fails one roll he will arrange a private meeting with the character to find out the specifics and make his choice from there. If he fails both rolls he will turn over at the first opportunity.

Non-Weapon Proficiencies

Languages, Modern(Halfling) [INT 0] Languages, Modern(Thieves' Cant) [INT 0] Observation [INT 0] Diplomacy [CHA -1] Tactics [WIS -1] Tracking [WIS 0] Languages, Modern(Common) [INT 0] Languages, Modern(Gnomish) [INT 0] Languages, Modern(Storm Giant) [INT 0] Sound Analysis [WIS 0] Escape [DEX 0] Singing [CHA 0] Musical Instrument(Mandolin) [DEX -1] Information Gathering [INT 0]

Weapon Proficiencies

Lasso - Bolas - Sword, Short

Equipment

Padded

Background History:

Bilbane has lived amongst human communities all his life. He was born in Rockmyre, Outcastia, his parents worked at several inns to maintain an income. Bilbane picked up his skills naturally. His inability to keep his hands to himself forced his family to leave Rockmyre, under the supervision of the local militia.

Bilbane's family settled down in B'mor. Bilbane left shortly thereafter, once the locals began a thorough search for some rather valuable jewels. Bilbane fled to Dragon's Den. There he acted as a

thief out of the need to survive, stealing what he needed. He also joined a guild and became a bounty hunter. He found that being a bounty hunter was more to his liking. He didn't have to steal from the unfortunate.

During an attempt to capture a target, he crossed hairs with Xavier Ashter, Captain of the Guard for Dragon's Den. Xavier did not like the competition of bringing to justice a criminal. Xavier arrested Bilbane and held him indefinitely until Xavier accomplished his job. When Xavier returned to Bilbane's cell, he found the cell door open, and Bilbane gone.

Bilbane and Xavier crossed paths a few more times, each time Bilbane escaping Xavier's grip. Xavier then approached Bilbane in a the One-eyed Orc Tavern. He offered him a deal, join the Order of the Eye and become a searcher. Bilbane took 3 months to return back to Xavier with a decision. Bilbane tired of always doing the same and thought that becoming a searcher would prove challenging.

Powers of Bilbane's Amulet:

Unique Powers: +10% to move silently, hide in shadows and detect noise abilities, +2 bonus to Diplomacy checks

Characteristics:

Bilbane feels that rogue-type behavior has it's place in society. You should only steal that which you need and from those that either don't actually need it or shouldn't have it in the first place. This sort of thinking has given him a reputation in the circle of the Order as an "honorable" thief and he gains many jobs due to this. His skills as a bounty-hunter has also been asked for several times.

He is a great fan of the fine arts and will always take the time out to see a play or stop to listen to a town bard. He even tips them no less than 3 flamers for the enjoyment he gets out of their performances. He dabbles in singing and playing the mandolin, but is not as good as he would hope to be. In many instances people will pay him just to stop. This disappoints him somewhat since his goal is to entertain people, but at times he will play and sing just to get the extra money from his inadequate concerts when times are tough.

Dräkoës

Race: Draconic Elf
 Class: Mystic Knight
 Kit: Living Compass
 Deity: Mara Zespin
 Alignment: Neutral Good
 Hair Color: Dark Brown
 Eye Color: Black
 Skin Color: Dark Tan (Bronze)
 Age: 149
 Weight: 201 lbs.
 Height: 6' 11"
 Sex: Male
 Level: 7
 Experience Points: 187,659

STR 14 Hit Prob: Normal
 Damage: None Weight: 55 Press:
 170 Open Doors: 8 Bend Bars: 7%
DEX 20 Reaction Adj: +3
 Missile Attack Adj: 0 Defensive Adj:
 -4
CON 14 Hit Point Adj: 0 Sys-
 tem Shock: 88% Resurrection Sur-
 vival: 92% Poison Save: 0 Regen:
 nil
INT 16 Languages: 5
WIS 16 Magical Defense Adj:
 +2 Bonus Spells: 2nd Chance of
 Spell Failure: 0%
CHA 12 Max # of Henchmen:
 5 Loyalty Base: 0 Reaction Adj: 0

Base AC: 6 Shield Only: 4 Armor
 Worn: None Worn Armor&Shield:
 N/A Behind: 0 Surprise: -2
 THACO - Melee: 14 Range: 11
 Hit Points: 69

Saving Throws

Paralyzation, Poison, or Death Magic Rod, Staff or Wand Petrification or Polymorph

Breath Weapon Spell

10 12 11 12 13

*The numbers above do not include any kind of adjustments.

Racial Abilities

99% resistant to sleep and charm related spells; claw attack (1d4+1 per hand); wing-clap attack (1d12); Fast healing; Flight (MV 15/Class A maneuverability); Keen eyesight; Precise memory; Passing



within 10' of secret door will detect it on a roll of a 1 on 1d6; If searching a 10' sq. area can find secret door on a roll of 1 or 2 on 1d6; Can find concealed doors on a roll of 1, 2, or 3 on 1d6; Move through forests and other natural terrain silently and almost invisibly; Nightvision (type of infravision) of 250 feet.

Class Abilities

Mystic Knight- Number of Mystic Skills: 18; Mystic Skill Chance of Success: 45%; Skills currently granted: Telekinesis [DEX 0], Beast Language [INT +1], Natural Disaster Prediction [WIS 0], Control Pain [CON +1], Control Other's Pain [CON +1], Hibernation [CON 0], Accelerated Healing [CON +2], Energy Absorption [WIS +1], Receptive Telepathy [WIS -1], Enhance Senses [INT -2], Projective Telepathy [CHA -1], Force of Will [CHA 0], Fatigue Removal [STR 0], Fatigue Removal Other [INT +2], *Projected Fighting [CHA -1], Life Sense {reversible: Hide Sense} [INT 0], Force Transfer [CON +1], Force Sense [CHA 0]; Is the only person that can use his mystic sabre; Color of Mystic Sabre "blade": Blue; Mental link with mystic sabre (within 100 feet).

Thief Skills

Move Silently: 69% - Hide in Shadows: 64% - Detect Noise: 59% - Climb Walls: 63% - Read Languages: 20%

Kit Abilities

Can sense the presence of a "force blessed" being within 14 miles and know the exact distance and direction they are located in with perfect clarity; Can sense the presence of Dark Mystics within 35'; If two dark mystics come into range from different directions his direction sense becomes useless and only knows there are dark ones nearby; If three or more dark mystics are near the PC must make a WIS check or become disorientated for 1d3 rounds +1 for each dark mystic within range (-3 to all THACO, damage, saving throw and ability check rolls - a successful check reduces this penalty to -1).

Non-Weapon Proficiencies

Languages, Modern(Draconic Elvish) [INT 0] Evasion [CHA +1] Direction Sense [WIS +1] Tracking [WIS 0] Distance Sense [WIS 0] Blind-fighting [INT +1] Languages, Ancient(Draconic) [INT 0] Languages, Modern(Common) [INT 0] Languages, Modern(Woodland) [INT 0] Languages, Modern(Dwarvish) [INT 0] Languages, Modern(Valhuru) [INT 0] Aerial Combat [DEX +4] Ambidexterity [DEX 0] Diplomacy [CHA -1] Hiding [INT 0] Law [WIS 0] Quick Study [INT -2] Unarmed Combat, Martial Arts(Dra-Di Ki) [DEX +1]

Weapon Proficiencies

Sword, Mystic Sabre[S] - Shield, Razor - Dagger, Ritiik - Chakrum

Equipment

Shield, Razor

Background History:

Little is known about the secretive Mystic Knight Dräkoes. He lived in Everlast forest for some time until the age of thirty. When a human merchant named, Selac, arrived in town. A few days after his arrival, Selac asked Dräkoes, if he wanted to learn more about a gift he was born with, a gift from a long time ago, a gift from an elder god.

Dräkoes was young and influenced greatly. Dräkoes was taken in by Selac and brought to the lands of humans, there he was trained to become a Mystic Knight. Unknown to Dräkoes, Selac was a Dark Mystic. An evil man with evil motives. Dräkoes found documents about Selac and his illegal

activities all over Outcastia. Dräkoes fled Selac, but Selac would not be forsaken a greater gift. To live a millennia with the body of Dräkoes. Dräkoes and Selac fought, Dräkoes being the victor. Dräkoes was later found by goodly mystic knights. They provided additional training in the ways of Mystic Knights.

Dräkoes and Selac have crossed paths several times, Dräkoes always being the victor. Dräkoes could never bring himself to end these hunts by Selac by slaying his old teacher.

Dräkoes later searched for members of the Order of the Eye, with the information he had about Selac, he had hoped to put an end to this man's activities with their help. However, they recruited Dräkoes into their mists so he can battle Cerberus, an evil organization, that Selac is part of.

Powers of Dräkoes' Amulet:

Unique Powers: +1 to all saving throws, +4 bonus to armor class when parrying, +4 hp healed for every 4 hours at rest

Characteristics:

Dräkoes is a quiet elf, who has a great love of life and nature. He is often known to disappear for weeks, months, or even years to bond with nature. He has a great dislike of goblins and orcs, and attacks them without regard to his personal safety or those around him.

Otherwise, he is considered level headed and generally laid-back. He has the attitude of many elves, due to their long life, things can be held off for months or even years, where humans will attempt to have them completed within days or weeks. Due to early training in the dark side of mystic magics, those that know this are cautious around him. Even Dräkoes at times, has difficulty trusting his own motives.

Meloi

Race: Human
 Class: Swamp Druid
 Kit: Totemic Druid
 Deity: Aerdrie Faenya
 Alignment: Neutral
 Hair Color: Blonde
 Eye Color: Brown
 Skin Color: Light Complexion
 Age: 36
 Weight: 178 lbs.
 Height: 5' 10"
 Sex: Male
 Level: 12
 Experience Points: 313,056

STR 6 Hit Prob: -1
 Damage: None Weight: 20
 Press: 55 Open Doors: 4
 Bend Bars: 0%
DEX 8 Reaction Adj: 0
 Missile Attack Adj: 0 Defensive Adj: 0
CON 11 Hit Point Adj: 0
 System Shock: 75% Resurrection Survival: 80% Poison



Save: 0 Regen: nil

INT 10 Languages: 2

WIS 15 Magical Defense Adj: +1 Bonus Spells: 2nd Chance of Spell Failure: 0%

CHA 12 Max # of Henchmen: 5 Loyalty Base: 0 Reaction Adj: 0

Base AC: 10 Shield Only: 10 Armor Worn: Leather(AC 8) Armor&Shield: 8 Behind: 8 Surprise: 8

THACO - Melee: 15 Range: 14

Hit Points: 76

Saving Throws

Paralyzation, Poison, or Death Magic Rod, Staff or Wand Petrification or Polymorph

Breath Weapon Spell

6 10 9 12 11

*The numbers above do not include any kind of adjustments.

Racial Abilities

None.

Class Abilities

Swamp Druid- HOLY SYMBOL: Vial of water from a sacred swamp grove; SACRED GROVE: A stand of mangroves on a small island on a small lake deep within the swamp; +2 save vs fire or electrical attacks; Knows secret druidic language; +4 bonus to any animal handling, animal lore, or animal training prof checks concerning plains-dwelling herd beasts or riding animals; Has an immunity to insect-transmitted diseases common to swamps, such as malaria; +2 bonus on saving throws vs. any other diseases; Receives a +1 reaction adjustment from normal animals that live in swamps and from monsters whose habitat is a swamp or marsh; Can identify plants, animals, and pure water with perfect accuracy; Can pass through overgrown areas at full movement rate without leaving a trail; Can cross quicksand without sinking; Speaks with any land animals that humans can ride, as well as plains-dwelling herd animals, as though a speak with animals spell has been cast; Can learn the language of 10 intelligent humanoids and monsters that inhabit the swamp; Can use the animal friendship spell (which usually affects only normal or giant animals) to influence semi-intelligent swamp-dwelling monsters or those of animal Intelligence. The effects on such monsters, including catoblepas, hydra, lernaean hydra, and pyrohydra, remain those of animal friendship. The druid has to want to befriend the monster, not use it as sword-fodder; Casts an insect plague (as the spell) once per day (only works when the druid is within the boundaries of a swamp or marsh); Clothes are frequently caked with mud and often drip with swamp water; Has a faint odor of the swamp about him; -1 reaction penalty from common NPCs due to smell and muddy clothing; -3 reaction penalty from upper-class NPCs due to smell and muddy clothing; Can now shapechange into a normal, real-world reptile, bird, or mammal that live in swamps or wetlands (3 x day, one form type per day).

Kit Abilities

TOTEM ANIMAL: Crocodile; Never hunts totem animal, nor does he eat its meat; Does not try to ban hunting of his totem (except in the case of endangered species), but he does oppose cruel or wasteful hunting practices.; Can shapechange into the form of his totem animal 5 times per day (does not regain hit points when shapechanging into or out of the totem form; can use this shapechanging ability in addition to his class shapechanging powers); Can communicate freely with normal or giant examples of the totem animal species (as with the speak with animals spell); Receives a +4 bonus to any healing, animal training, animal lore, or animal handling proficiency checks related to the totem (if PC doesn't have one of these proficiencies he may behave as though he did when dealing with his

totem animal, but does not apply the +4 bonus).

Non-Weapon Proficiencies

Animal Lore [INT 0] Animal Handling [WIS -1] Languages, Modern(Common) [INT 0] Languages, Modern(Dryad) [INT 0] Languages, Modern(Goblinoid) [INT 0] Riding, Land-based(Horse) [WIS +3] Reading/Writing(Common) [INT +1] Rope Use [DEX +1] Observation [INT 0] Spelunking [INT -2]

Weapon Proficiencies

Quarterstaff - Dagger, Bone - Bow, Folding - Sword, Long

Equipment

Leather - +2 Quarterstaff of Transport

Priest Spells

Casting Level: 12

1 2 3 4 5 6 7

of Spells: 6 5 5 3 2 2 0

Level 1: Animal Friendship Invisibility to Animals Pass Without Trace Purify Food & Drink*

Whisperward Cure Light Wounds*

Level 2: Charm Person/Mammal Fire Trap Heat Metal* Speak With Animals Wolf Howl

Level 3: Flame Walk Pass Without Trace, 10 foot radius Spirit Animal Form Water Breathing*

Water Walk

Level 4: Call Woodland Beings Cure Serious Wounds Speak With Plants

Level 5: Air Walk Thornwrack

Level 6: Heal* Transport Via Plants

Background History:

Meloi grew up near the swamps of Gandoria, the Sponagle swamp was his playground. He often entered the swamp, never straying to far from the village edge. Meloi grew to love the swamp and it's abundance of life.

Meloi was from a wealthy family, his parents scorned him whenever he entered the "filthy" swamp. He later fell in love with the daughter of one of his father's workers. They were to wed. His parents sent the young lady and her family off to distant Zelbar for work. This enraged Meloi who defiantly entered the swamp to collect his thoughts. He became lost.

Meloi was found by a swamp druid, a woman named Sheilaila. Sheilaila cared for Meloi and fed him. In return he cleaned her grotto and collected herbs for her. Sheilaila eventually began training Meloi in the ways of druids and of the swamp. On how to exist within the swamp without harming it's delicate ecosystem. Sheilaila died in Meloi's third year with her. Another druid arrived, and found Meloi present. The druid, Veraber, continued training Meloi, Veraber also recruited Meloi as a member of the Order of the Eye. Once Meloi's training was complete, Veraber returned to the forests.

Meloi is a highly respected swamp druid, he has spent the past 18 years of his life within the swamp, under the care of Sheilaila and Veraber or providing training in turn to new swamp druids. He is considered the utmost authority on the Sponagle Swamp, if you are fortunate enough to find this elusive man.

Meloi avoids any adventuring party entering the swamp, he knows of the dangers and the many evils that live within the swamp. However, he believes that with those evils there are things of good, and all balance out within the harmony of nature. In his many years in the swamp he has never helped an adventuring party battle against the swampland creatures. However, he has used his magic

to help a group of soldiers capture members of Cerberus on several occasions.

Cerberus has been known to exploit regions of the swamp for their own financial gain. Meloi does not tolerate such exploitation.

Meloi is the only non-draconic being known to be allowed access to the lair of the Sponagledragon. These beings will have days long conversations and have a respect for each other that not many other beings share.

Powers of Meloi's Amulet:

Unique Powers: Call Sponagledragon 1/day; Water Breathing 3/day; Pass Without Trace (continuous)

Characteristics:

Meloi is a quiet individual. He finds great peace and harmony, sitting on a log and watching the flow of water pass him for hours on end.

He avoids contact with humans as much as possible, believing them as one of the most corrupt and deceitful races in the realms. Since he's left the village of Sponagle, he has yet to set foot in it. However, he does frequently visit it's outskirts to make sure the inhabitants are safe from the denizens of the swamp and from other evil activities.

Meloi is still very upset with the actions his parents took, yet he himself has never left Sponagle to find his love. He is trapped in uncertainty and is fearful of what might still exist for him or not exist beyond the borders of the swamp.

Sasha Périgune

Race: Human

Class: Paladin

Kit: Inquisitor

Deity: Darr

Alignment: Lawful Good

Hair Color: Blonde

Eye Color: Emerald Green

Skin Color: Light Tan

Age: 22

Weight: 135 lbs.

Height: 6' 3"

Sex: Female

Level: 2

Experience Points: 3,416

STR 13 Hit Prob: Normal Damage: None

Weight: 45 Press: 140 Open Doors: 7 Bend

Bars: 4%

DEX 15 Reaction Adj: 0 Missile Attack Adj:

+7 Defensive Adj: -1

CON 11 Hit Point Adj: 0 System Shock: 75%

Resurrection Survival: 80% Poison Save: 0 Regen:

nil

INT 12 Languages: 3

WIS 13 Magical Defense Adj: 0 Bonus

Spells: 1st Chance of Spell Failure: 0%



CHA 18 Max # of Henchmen: 15 Loyalty Base: +8 Reaction Adj: +7

Base AC: 9 Shield Only: 8 Armor Worn: Chain Mail(AC 4) Armor&Shield: 3 Behind: 5 Surprise: 4

THACO - Melee: 19 Range: 19

Hit Points: 10

Saving Throws

Paralyzation, Poison, or Death Magic Rod, Staff or Wand Petrification or Polymorph

Breath Weapon Spell

14 16 15 17 17

*The numbers above do not include any kind of adjustments.

Racial Abilities

None.

Class Abilities

Paladin- Detect evil up to 60'; +2 on saving throws; Restores 4 hit points; Immune to all forms of disease; Surrounded by aura of protection (10'); 1 attack per round.

Kit Abilities

SYMBOL: Skull within an open book; 90% immune to all possession and mental-control spells (including charm, domination, hold person, hypnotism, magic jar, and suggestion); 82% immunity to illusion spells; Can't restore hit points by laying on hands; Can't learn or cast priest spells; Can't turn undead; Can't cure disease.

Non-Weapon Proficiencies

Languages, Modern(Common) [INT 0] Iron Will [WIS -2] Riding, Land-based(Horse) [WIS +3]

Religion(Darr) [WIS 0] Bravery [WIS 0] Drinking [CON 0] Spellcraft [INT -2]

Weapon Proficiencies

Sword, Bokken One-Handed[S] - Dagger, Dirk - Jitte

Equipment

Chain Mail - Shield, Buckler

Background History:

Sasha Périgune was born in Dragon's Den where she grew up in an orphanage run by priests and priestesses of Darr. There she learned the ways of the clergy and the ways of Darr.

As a young child she was the personal servant to the aged high priest of Anhur, Jikulunan Ark-Greyweaver. Jikulunan was a hard cruel and at times merciless old man. He believed that a child must be obedient, must be quiet, must adhere to the ways and commands of adults. Whenever Sasha accidentally dropped something, Jikulunan whipped her hands. As the years progressed, when Sasha became an adolescent, Jikulunan took a stronger liking in his personal servant. Abused and serving as Jikulunan's personal pleasure maid, Sasha felt no remorse when death finally visited Jikulunan. However, she was gripped with fear when a new high priest took-over, Goran Anheart. Goran had proven to be a kind and gentle man, far holier than Jikulunan. Goran taught the preachings of Darr to Sasha, and Sasha accepted the kindness and love of these teachings.

In Sasha's senior years at the orphanage she became known as the Sister Angel to many of the young children, she would wander the streets looking for homeless children bringing them into the

orphanage.

She soon began to study the ways of paladinhood, and trained under the guidance of the chief paladin of Darr, Paolo Steeljade. In her premiere year of tutelage under Paolo, Sasha was confronted with a difficult situation. She was on the streets searching for homeless children. She found a young girl, no older than 8 cycles of age. She ushered the girl to follow her, when a short thin man approached identifying the girl as his property. Sasha explained that no human is the property of another, and the man said that this girl was his, and showed Sasha the cattle marking on the girls left thigh. Sasha was horrified, and also noticed whip markings along her back and bruised wrists. Sasha looked at the man with hatred, the man took the girl and said he was taking the girl back for an evening of pleasure. Those comments and seeing the tears silently caressing the girls face, clouded Sasha's mind. She beheaded the man, while his back was turned. She took the girl to the orphanage. She returned to find more girls, and she immediately set about freeing them and slaying anyone who crossed her path, in all 5 men fell to her blade and she burned the building down.

Sasha returned to Paolo and explained what happened, he understood her feelings, understood that she acted on emotions rather than honor. She was classified as untrainable and as a fallen-paladin. She left Dragon's Den to find her inner-self. She set out to B'mor. There she began anew, with continued prayer and good deeds and following the scriptures of Darr, she completed her training and attained paladinhood.

In B'mor she was approached by several dwarves, they addressed her as friend to Paolo Steeljade and Goran Anheart. These dwarves left her with a satchel, and disappeared into the shadows. In the bag was a scroll written by Goran and an Amulet. The scroll was a request from Goran to take on the role of Searcher, within the Order of the Eye. If she were to refuse, she need but return the satchel and it's contents to Paolo who was staying at a nearby Inn. She accepted. Now Sasha travels from town to town, as a paladin doing good deeds and as a Searcher from the Order of the Eye.

Powers of Sasha's Amulet:

Unique Powers: Bless 1/day; Cure Light Wounds 1/day; Atonement 1/week

Characteristics:

Sasha is a tall beautiful woman, her physical beauty appeals to many male humans and elves. Dwarves regard her as a beautiful human giant.

Sasha has also learned to use her beauty as a means of helping the Order, men often open up more to a beautiful woman who is willing to listen to their tall tales, and business dealings. She does not hide her amulet, nor the fact that she is a paladin, she helps out children she finds in the streets at all times.

She is an exceptionally emotional woman, often battling the demons of her own childhood under the care of Jukulinan. She has not had an explosive moment of hatred since that day in Dragon's Den. She knows the world is a cruel place, and finds the struggle of good against evil a never-ending task. One she feels she will never win, but one she is willing to die fighting for. Sasha strongly believes that if she can help one person a day then she has done her duty as paladin and as searcher.

Chapter 16: Notable NPCs

Maleki-Rigel

Race: Half-Elf

Class: Ranger

Kit: Justifier

Deity: Alfheim-Rigel

Alignment: Chaotic Good

Hair Color: White

Eye Color: Blood Red

Skin Color: Bone-White

Age: 53

Weight: 198 lbs.

Height: 6' 2"

Sex: Male

Level: 19

Experience Points: 3,464,654

STR 18/00 Hit Prob: +3 Damage: +6 Weight: 335 Press: 480 Open Doors: 16(6) Bend Bars: 40%

DEX 18 Reaction Adj: +2 Missile Attack Adj: +7 Defensive Adj: -4

CON 16 Hit Point Adj: +2 System Shock: 95% Resurrection Survival: 96% Poison Save: 0 Regen: nil

INT 17 Languages: 6 Spell Level: 8th Chance to Learn Spell: 75% Max. # Spells/Lvl: 14 Spell



Immunity: -

WIS 15 Magical Defense Adj: +1 Bonus Spells: 2nd Chance of Spell Failure: 0%

CHA 18 Max # of Henchmen: 15 Loyalty Base: +8 Reaction Adj: +7

Base AC: 6 Shield Only: 4 Armor Worn: Elven Chain, Magical(AC -4) Armor&Shield: -6 Behind: 0 Surprise: -2

THACO - Melee: 1 Range: 1

Hit Points: 158

Saving Throws

Paralyzation, Poison, or Death Magic Rod, Staff or Wand Petrification or Polymorph

Breath Weapon Spell

3 5 4 4 6

*The numbers above do not include any kind of adjustments.

Racial Abilities

30% resistance to charm and sleep spells; Infravision 60 feet; Move through forests and other natural terrain silently and almost invisibly.

Class Abilities

Ranger- Primary Terrain: Forest; Species Enemy: Orc (may include Orog); Hide in Shadows: 99%; Move Silently: 99%; Tracking: 100%; May cast clerical spells; May attract followers.

Kit Abilities

+5% bonus to hiding in natural surroundings; +5% bonus to moving silently; Gains tactical advantage against enemies during combat by studying them and exploiting their weaknesses; Inflicts 1d4 points of damage with bare hands (victim is also stunned for 1d6 rounds on a natural 20 - saving throw vs. paralyzation); With a trained animal follower the PC can inflict maximum damage with a coordinated attack.

Non-Weapon Proficiencies

Languages, Modern(Elvish) [INT 0] Languages, Modern(Common) [INT 0] Tracking [WIS 0] Survival, Forest [INT 0] Survival, Urban [INT 0] Languages, Modern(Draconic) [INT 0] Languages, Modern(Dwarvish) [INT 0] Languages, Modern(Orcish) [INT 0] Languages, Modern(Sslithrakii) [INT 0] Languages, Modern(Woodland) [INT 0] Languages, Modern(Drow) [INT 0] Shield [STR +3] Reading/Writing(Common) [INT +1] Reading/Writing(Elvish) [INT +1] Riding, Airborne(Dragon) [WIS -1] Riding, Land-based(Horse) [WIS +3] Ambidexterity [DEX 0] Ancient History(Outcastia) [INT -1] City Familiarity(Dragon's Den) [INT 0] Bowyer/Fletcher [DEX -1] Blind-fighting [INT 0] Seamanship [DEX +1] Animal Training(Hawk) [WIS 0] Disguise [CHA -1] Etiquette [CHA 0] Artistic Ability(Painting) [WIS 0] Diplomacy [CHA 0]

Weapon Proficiencies

Cestus, Bestial[S] - Shield, Razor[S] - Sword, Bastard, Two-handed[S] - Whip - Boomerang, Razor - Bow, Elven[S] - Crossbow, Hand - Dagger, Ritiik - Quarterstaff - Sai - Sword, Blood - Sword, Tiikiquaelh[S] - Warhammer - Chakrum - Crossbow, Sniper - Fist Blade - Mace, Footman

Priest Spells

Casting Level: 9

1 2 3 4 5 6 7

of Spells: 3 3 3 0 0 0 0

Level 1: Invisibility to Animals Pass Without Trace Animal Friendship
 Level 2: Speak With Animals Barkskin Charm Person/Mammal
 Level 3: Pass Without Trace, 10 foot radius Snare Spirit Animal Form

Background History:

Maleki is a direct descendant of Alfheim-Rigel and Tovi the hero-gods. He was born with the family birthmark of full red eyes and is a true albino, although with his godly bloodline he suffers none of the penalties that other albino's would. Although a half-elf, he is somewhat taller than average. As all descendants of Alfheim he was born with extraordinary strength and an inbred hatred of orcs.

He is the current ruler of the country of Outcastia and resides in the family estate, House Rigel, in Dragon's Den. To travelers new to the region they soon find that this is actually the royal palace. His favorite weapons is a two-handed bastard sword (which he weilds with one hand) and a +4 Black Adamantine Bestial Cestus named "Dragon Claw".

He obtained "Dragon Claw" many cycles ago after completing a quest for the priesthood of Alfheim-Rigel and is was bestowed upon him by the clergy's High Priest. The weapon is a +6 against orkankind.

He is currently seeking a mate to continue the royal bloodline, but has yet to find a female he deems worthy of the task. He will at times join adventuring parties to get out of the castle so as to fulfill his need for some excitement and thrill. He usually does this in disguise so as not to get any special treatment from those he finds himself with. He usually travels with his trained hawk whose name is Porthos.

He is even tempered, but very dangerous when angered or provoked. He has been known to kill a man where he stands just because he made a light joke about elvenkind.

Shalazhar

Race: Sylvan Elf
 Class: Mage
 Kit: Mystic
 Deity: Alfheim-Rigel
 Alignment: Neutral Good
 Hair Color: White-Grey
 Eye Color: Hazel
 Skin Color: Tanned
 Age: 4126 (looks 690)
 Weight: 108 lbs.
 Height: 5' 5"
 Sex: Male
 Level: 20
 Experience Points: 9,351,429

STR 12 Hit Prob: Normal Damage: None
 Weight: 45 Press: 140 Open Doors: 7 Bend
 Bars: 4%

DEX 19 Reaction Adj: +3 Missile Attack Adj:
 +2 Defensive Adj: -4

CON 16 Hit Point Adj: +2 System Shock:
 95% Resurrection Survival: 96% Poison Save: 0
 Regen: nil

INT 18 Languages: 7 Spell Level: 9th
 Chance to Learn Spell: 85% Max. # Spells/Lvl: 18



Spell Immunity: -

WIS 16 Magical Defense Adj: +2 Bonus Spells: 2nd Chance of Spell Failure: 0%

CHA 14 Max # of Henchmen: 6 Loyalty Base: +1 Reaction Adj: +2

Base AC: 6 Shield Only: 6 Armor Worn: Robe of Protection(AC -1) Armor&Shield: -1 Behind: 3 Surprise: 3

THACO - Melee: 14 Range: 11

Hit Points: 90

Saving Throws

Paralyzation,

Paralyzation, Poison, or Death Magic Rod, Staff or Wand Petrification or Polymorph

Breath Weapon Spell

10 5 7 9 6

*The numbers above do not include any kind of adjustments.

Racial Abilities

Infravision of 60 feet; Can easily befriend any natural woodland creature; Can shift the reaction roll, unless already hostile, of natural woodland creatures by two categories; 90% resistance to sleep and charm spells; +1 to hit with bow, short sword, or long sword; Unfriendly and unhelpful to people just met (within past five years); Hates the sea and will not willingly board a seagoing vessel; Regards cities as a perversion (cannot deal with technology and civilization); Becomes claustrophobic underground; Can find concealed doors on a roll of 1, 2, or 3 on 1d6; Move through forests and other natural terrain silently and almost invisibly.

Class Abilities

Mage- None.

Turning Undead

Skeleton or 1 HD: D* Zombie 13: D* Ghoul or 2 HD: D* Shadow or 3-4 HD: D* Wight or 5 HD: D* Ghast: D Wraith or 6 HD: D Mummy or 7 HD: T Spectre or 8 HD: T Vampire or 9 HD: 4 Ghost or 10 HD: 7 Lich or 11+ HD: 10 Special: 13

Kit Abilities

Transform consciousness into ghostly spirit form once per week; Must spend two consecutive hours meditating per day.

Non-Weapon Proficiencies

Languages, Modern(Sylvan Elvish) [INT 0] Languages, Modern(Common) [INT 0] Languages, Modern(Draconic) [INT 0] Languages, Modern(Gnomish) [INT 0] Languages, Modern(Halfling) [INT 0] Languages, Modern(Dwarvish) [INT 0] Languages, Modern(Orchish) [INT 0] Languages, Modern(Troll) [INT 0] Reading/Writing(Common) [INT +1] Reading/Writing(Sylvan Elvish) [INT +1] Languages, Modern(Woodland) [INT 0] Ancient History(Everlast Forest) [INT -1] Ancient History(Outcastia) [INT -1] Artistic Ability(Sculpture) [WIS 0] Cooking [INT 0] Dancing [DEX 0] Singing [CHA 0] Dragon Handling(Adamantine) [WIS +1] Invention [INT +3] Heraldry [INT 0] Riding, Airborne(Pegasus) [WIS -1] Riding, Land-based(Horse) [WIS +3] Spellcraft [INT +1] Star Reading [WIS +1] Swimming [STR 0] Ventriloquism [INT -2]

Weapon Proficiencies

Sling - Dagger - Bow, Elven - Blowgun - Staff, Sling - Sword, Tiikiquaelh

Wizard Spells

Casting Level: 20

1 2 3 4 5 6 7 8 9

of Spells: 5 5 5 5 5 4 3 3 2

Level 1: Cantrip	Detect Magic	Find Familiar	Magic Missile	Wizard Mark	
Level 2: Wizard Lock	Protection From Cantrips	Flaming Sphere	Continual Light	Alter Self	
Level 3: Fireball	Hold Person	Hold Undead	Lightning Bolt	Water Breathing*	
Level 4: Calimars	Calamitous Conflagration	Dimension Door	Hallucinatory Terrain		
Shadow Monsters	Wizard Eye				
Level 5: Advanced Illusion	Hold Monster	Major Creation	Teleport	Airy Water	
Level 6: Mass Suggestion	Anti-Magic Shell	Chain Lightning	Guards and Wards		
Level 7: Limited Wish	Shadow Walk	Teleport Without Error			
Level 8: Symbol	Trap the Soul	Polymorph Any Object			
Level 9: Weird	Hound of Alfheim				

Notes

Shalazhar is a wizened old elf and the grand elder (ruler) of Lūna, as well as the rest of Everlast Forest. He knows almost everything that takes place inside his kingdom and is treated with the uttermost respect by the other elves. Shalazhar is grandfather of the hero-god Alfheim-Rigel and the very great-grandfather of Emperor Maleki-Rigel of Outcastia.

Very boisterous and full of life even in his prime, he enjoys the company of adventurers (especially those sent by his grandson Maleki). He is known in most circles, even those of outsiders, as a “dirty old man” because of his love for the female form. He is a die-hard flirt, especially with human and elven women of extremely young ages (compared to his own).

Even though he is very friendly and open there is one type of person he cannot bring himself to like...thieves. He will never turn his back on this kind of character except in cases of extreme emergency and even then he tries to make sure that someone is watching the rogue at all times. He is a formidable opponent when angered as he is a tough one to hit due to his Robe of Protection. Approach him with extreme caution on his bad days.

Bogar "The Bold"

Race: Mountain Dwarf
 Class: Fighter/Thief
 Kit: Adventurer
 Deity: Baravar Cloakshadow
 Alignment: Neutral Evil
 Hair Color: Brown (with grey highlights)
 Eye Color: Ice-Blue
 Skin Color: Dark Tan
 Age: 3,642 (looks about 250)
 Weight: 171 lbs.
 Height: 4' 2"
 Sex: Male
 Level: 20/20
 Experience Points: 8,206,476

STR 17 Hit Prob: +1 Damage: +1
 Weight: 85 Press: 220 Open Doors: 10
 Bend Bars: 13%
DEX 14 Reaction Adj: 0 Missile
 Attack Adj: +3 Defensive Adj: 0
CON 18 Hit Point Adj: +4 System
 Shock: 99% Resurrection Survival: 100%
 Poison Save: 0 Regen: nil
INT 15 Languages: 4
WIS 12 Magical Defense Adj: 0
 Bonus Spells: 0 Chance of Spell Failure:
 5%
CHA 15 Max # of Henchmen: 7
 Loyalty Base: +3 Reaction Adj: +3

Base AC: 10 Shield Only: 9 Armor Worn: Dwarven Plate Mail(AC 2) Armor&Shield: 1 Behind:
 2 Surprise: 1
 THACO - Melee: 10 Range: 11
 Hit Points: 203

Saving Throws

**Paralyzation, Poison, or Death Magic Rod, Staff or Wand Petrification or Polymorph
 Breath Weapon Spell**

9 7 8 12 7

*The numbers above do not include any kind of adjustments.

Racial Abilities

60' Infravision; By concentrating for one round can determine the approximate depth underground (1-3 on d6); By concentrating for one round can detect any sliding or shifting walls or rooms (1-4 on d6); By concentrating for one round can detect any grade or slope in the passage they are passing through (1-5 on d6); By concentrating for one round can detect stonework traps, pits, and deadfalls (1-3 on d6); +5 to save vs wands, staves, rods, and spells.



Class Abilities

Fighter- 2 attacks per round; Can attract an elite bodyguard.

Thief- Backstab x5; Limited ability to use magical and priest scrolls (25% chance it is read incorrectly and reversed); Can attract followers.

Thief Skills

Pick Pockets: 90% - Open Locks: 95% - Find/Remove Traps: 80% - Move Silently: 99% - Hide in Shadows: 95% - Detect Noise: 75% - Climb Walls: 98% - Read Languages: 70%

Kit Abilities

Tend to spread their skill improvements as evenly as possible; Very gadget-oriented, delighting in new ways to bypass monsters and raid their lairs; Tend to reinvest money gained in their career into new equipment.

Non-Weapon Proficiencies

Languages, Modern(Mountain Dwarvish) [INT +2] Languages, Modern(Common) [INT 0] Languages, Modern(Elvish) [INT 0] Languages, Modern(Draconic Elvish) [INT +1] Languages, Modern(Halfling) [INT 0] Reading/Writing(Dwarvish) [INT +1] Reading/Writing(Common) [INT +1] Riding, Land-based(Horse) [WIS +3] Blacksmithing [STR 0] Appraising [INT 0] Local History(Gimland) [CHA +1] City Familiarity(Bogaria) [INT +1] Etiquette [CHA 0] Forgery [DEX +1] Heraldry [INT 0] Gaming(Bones) [CHA 0] Tightrope Walking [DEX +1] Tumbling [DEX 0] Dwarf Runes [INT +3]

Weapon Proficiencies

Battle Axe[S] - Crossbow, Light - Sling - Warhammer[S] - Sword, Short - Throwing Axe - Warhammer, Armor-Piercer - Sap

Background History:

Bogar is the current ruler of Gimland and resides in the dwarven city-holt of Bogaria, known as Szempek Holt to dwarves. His home is quite expansive and he has a personal museum on its topmost floor dedicated to his days as an adventurer and to his friends from “The Wanderers”.

Bogar the Bold is an old friend of Alfheim-Rigel and has been granted near-immortality by his comrade-in-arms. He will live until Bogar himself decides it is time to leave his mortal coil. Unknown to him, Bogar will not actually die at that time but will take a place among the Outcastian Pantheon of gods. He adventured with Alf, as he called him, during his early days with the group “The Wanderers”. Long before the formation of “The Outcasts” and the forming of Outcastia. He is still a respected family friend of the Rigel family and will usually (9 out of 10 times) drop what he is doing to lend assistance to anyone of the Rigel bloodline.

Characteristics:

He is a serious dwarf and a thoughtful one. The only thing that can make him loose his nerve are giants, he also has a small phobia against halflings and is always nervous around such persons. Because of his past experiences Bogar has a love and respect for half-elves like no other dwarf has held. It is not uncommon for half-elven adventurers who visit Bogaria to be invited to his residence for a night of drinking and story sharing.

He lives in a large house in Bogaria and he loves a challenge. If the time permits he always accepts a physical challenge. He always does his utmost to win, but if he looses fairly he will willingly acknowledge defeat and listen to advice to improve himself. Once you get his trust he will be a staunch friend and ally for as long as you live. He is a very accomplished warrior and if no other weapon is available when he needs one he will use his beard, which is tied into a tight braid, as one pummeling his opponent with it as if it were a sap-like weapon.

J'lorra

Race: Sylvan Elf
 Class: Ranger
 Kit: Archer
 Deity: Corellon Larethian
 Alignment: Chaotic Good
 Hair Color: Blonde
 Eye Color: Green
 Skin Color: Bronze
 Age: 141
 Weight: 93 lbs.
 Height: 5' 2"
 Sex: Female
 Level: 9
 Experience Points: 463,649

STR 19 Hit Prob: +3 Damage: +7 Weight: 485
 Press: 640 Open Doors: 16(8) Bend Bars: 50%
DEX 17 Reaction Adj: +2 Missile Attack Adj: +6
 Defensive Adj: -3
CON 14 Hit Point Adj: 0 System Shock: 88% Resur-
 rection Survival: 92% Poison Save: 0 Regen: nil
INT 15 Languages: 4
WIS 14 Magical Defense Adj: 0 Bonus Spells: 1st
 Chance of Spell Failure: 0%
CHA 17 Max # of Henchmen: 10 Loyalty Base: +6
 Reaction Adj: +6

Base AC: 7 Shield Only: 7 Armor Worn: Studded Leather(AC 4) Armor&Shield: 4 Behind: 7
 Surprise: 7
 THACO - Melee: 9 Range: 10
 Hit Points: 90

Saving Throws

Paralyzation, Poison, or Death Magic Rod, Staff or Wand Petrification or Polymorph
Breath Weapon Spell
 8 10 9 9 11

*The numbers above do not include any kind of adjustments.

Racial Abilities

Infravision of 60 feet; Can easily befriend any natural woodland creature; Can shift the reaction roll, unless already hostile, of natural woodland creatures by two categories; 90% resistance to sleep and charm spells; +1 to hit with bow, short sword, or long sword; Unfriendly and unhelpful to people just met (within past five years); Hates the sea and will not willingly board a seagoing vessel; Regards cities as a perversion (cannot deal with technology and civilization); Becomes claustrophobic underground; Can find concealed doors on a roll of 1, 2, or 3 on 1d6; Move through forests and other natural terrain silently and almost invisibly.



Class Abilities

Ranger- Primary Terrain: Plains; Species Enemy: Slaver/Slave Trader; Hide in Shadows: 56%; Move Silently: 70%; Tracking: 100%; May cast clerical spells.

Kit Abilities

Must buy bow at 150% of normal cost (reflects the high quality and fine workmanship of the item); In combat the archer has a choice of what to do: choice 1 is to fire faster where the ROF becomes 5/2 when moving and 3/1 when still OR trick shots which gives a +3 for each shot; If the Archer keeps and cares for a bow for more than a month and keeps the arrows sharpened to a keen edge it will cause 1 hp of additional damage when using these items; Has a -1 to hit when using melee weapons (+1 elven bonus is lost); If any of Archers bows and arrows are faulty, archer MUST repair them or replace them with equipment of HIGHER quality.

Non-Weapon Proficiencies

Languages, Modern(Elvish) [INT 0] Languages, Modern(Woodland) [INT 0] Tracking [WIS 0] Bowyer/Fletcher [DEX -1] Hunting [WIS -1] Languages, Modern(Common) [INT 0] Languages, Modern(Dwarvish) [INT 0] Languages, Modern(Kobold) [INT 0] Languages, Modern(Bugbear) [INT 0] Reading/Writing(Common) [INT +1] Ambidexterity [DEX +1] Animal Noise(Wolf) [WIS 0] Blind-fighting [INT 0] Weather Knowledge [INT -1] Style Analysis [INT +1] Spellcraft [INT -2] Swimming [STR 0]

Weapon Proficiencies

Bow, Elven[S] - Shield, Razor - Sword, Long - Lasso - Net - Dagger - Quarterstaff - Bolas

Priest Spells

Casting Level: 2

1 2 3 4 5 6 7

of Spells: 2 0 0 0 0 0 0

Level 1: Cure Light Wounds* Detect Snares & Pits

Background History:

J'lorra was born in the city of Olos Nah-Dim. There she trained to become one of the city's most highly regarded archers. After her 20 years of military service. She left Everlast forest to search out some of the richest sources of adamantine in the world. She sold her services as a mercenary to several parties throughout the years. After adventuring and performing mercenary duties in and about Outcastia, she set out to northern Gimland. There she joined the ranks of the watchmen of Nightwatch, and was quickly promoted to Knight of Manunzul. After several years as a knight, she left the service as she believed it was not very profitable as her mercenary days were. She quickly joined the local mercenary guild, Eye of Starrl Mercenaries, there she became one of it's elite members and commanders. She now travels much of Gimland selling her services, as a sword for hire.

She has a modest apartment-home, over a bakery in Nightwatch.

Characteristics:

J'lorra is a Sylvan Archer who has put her skills up to the highest bidder. She loves the extravagance and the "smell" of adamantine. J'lorra can be either friend or foe depending on her mood and the amount of money you can offer her. Although a mercenary, of sorts, she does have a set of morals and will not work for those that she finds evil in any way and will, at times, even work for free to see that these types get what they deserve. She will always go out of her way to slay slavers, even if it costs her money, and to free their captives.

Yodarth Chewleia

Race: Forest Gnome
 Class: Mystic Knight
 Kit: Teacher
 Deity: None
 Alignment: Lawful Neutral
 Hair Color: Silver-Grey
 Eye Color: Emerald Green
 Skin Color: Light
 Age: Unknown
 Weight: 85 lbs.
 Height: 2' 8"
 Sex: Male
 Level: 20
 Experience Points: 6,467,562

STR 12 Hit Prob: Normal
 Damage: None Weight: 45
 Press: 140 Open Doors: 7
 Bend Bars: 4%

DEX 19 Reaction Adj: +3
 Missile Attack Adj: +5
 Defensive Adj: -4

CON 18 Hit Point Adj: +4
 System Shock: 99% Resurrection
 Survival: 100% Poison Save: 0
 Regen: nil

INT 16 Languages: 5

WIS 17 Magical Defense Adj: +3

CHA 16 Max # of Henchmen: 8 Loyalty Base: +4 Reaction Adj: +5

Base AC: 6 Shield Only: 6 Armor Worn: None Worn
 Armor&Shield: N/A Behind: 0 Surprise: 0

THACO - Melee: 1 Range: 1

Hit Points: 203

Saving Throws

Paralyzation, Poison, or Death Magic Rod, Staff or Wand Petrification or Polymorph

Breath Weapon Spell

3 5 4 4 6

*The numbers above do not include any kind of adjustments.

Racial Abilities

+5 to save vs wands, staves, rods, and spells; +1 to hit against Kobolds, Goblins, Orcs, Lizard men, troglodytes, and any creature which they have directly observed damaging woodlands; Any man-sized or larger creatures suffer a -4 penalty on attack rolls; Gains an animal friendship spell ability, as per the spell, once per day with respect to burrowing animals; Can pass without trace through their native woodland as the druidic ability; 99% chance to hide in woods; Halflings for more information..



Class Abilities

Mystic Knight- Has attained the status of Mystic Prime; Color of Mystic Sabre “blade”: Purple; Number of Mystic Skills: All; Mystic Skill Chance of Success: 100%; Skills currently granted: All; Is the only person that can use his mystic sabre; Mental link with mystic sabre (within 100 feet); Can make both mystic skill and melee attacks simultaneously; Has become a Master Knight.

Thief Skills

Move Silently: 78% - Hide in Shadows: 85% - Detect Noise: 62% - Climb Walls: 33% - Read Languages: 68%

Kit Abilities

Can teach up to 6 mystic knights in the ways of the “lifeforce”; +1 to reaction rolls due to his willingness to learn and listen to others; +2 reaction adjustment when dealing with scholars and other persons interested in lore and knowledge; Cannot carry more than two melee weapons at one time (daggers, knives, and other small weapons that can be thrown do not apply to this number); Must always take the time to listen to a person when they have something to say (this does not include people he is instructing or when he is already in conversation with another person) - If the PC fails to do so he suffers a -2 reaction adjustment penalty for all individuals in that community until he asks forgiveness and listens to the offended person; 75% chance PC picks up hidden information an individual would prefer to remain unknown when talking to them (this percentage is reduced 1% for each level of the other person and an additional 2% if the person is hostile and trained to keep things to himself).

Non-Weapon Proficiencies

Languages, Modern(Forest Gnomish) [INT 0] Adaptation [INT +1] Reading/Writing(Gnomish) [INT +1] Teaching [WIS +4] Unarmed Combat, Martial Arts [DEX 0] Languages, Modern(Common) [INT 0] Languages, Modern(High Elvish) [INT 0] Languages, Modern(Ogre) [INT 0] Languages, Modern(Draconic) [INT 0] Languages, Modern(Drow) [INT 0] Reading/Writing(Forest Gnomish) [INT +2] Reading/Writing(Common) [INT +1] Reading/Writing(Drow) [INT +2] Local History(Mt. Zeir) [CHA +1] Ancient History(Outcastia) [INT -1] Blind-fighting [INT +1] Quick Study [INT -3] Direction Sense [WIS +1] Disguise [CHA 0] Tumbling [DEX 0] Forgery [DEX -1] Cooking [INT 0]

Weapon Proficiencies

Crossbow, Hand[S] - Dagger - Mancatcher - Sling

Background History:

Yodarth was born in a time long ago. He is believed to be one of the first Mystic Knights, he was born the eve of Sangmen’s death at the hands of Starrl. He lived in the forests of Gimland. There he inherently learned his powers through strange visions, that provided the young Yodarth with sleepless nights and questions upon questions. He later sought help to discover what the visions meant from clerics of Darr and Alfheim-Rigel. None provided an answer, he later met with others who experienced this strange occurrence and energy flowing through them. Together they set about to expand and discover how they could best use this unknown energy. So began a new order in Outcastia, the order of the Mystic Knights. Yodarth proved to be the most powerful in the mystical arts that he became the recognized spokesman and Mystic Prime.

Yodarth journeyed throughout the kingdoms seeking others to train and guide to the side of righteousness. In his old age he sought the place where he believed the energy of the mystical bindings was strongest, Mt Zeir in the heart of the Black Forest. It is unknown whether he still lives there or if he perished at the hands of the undead fiends within the Black Forest.

Characteristics:

Yodarth lives to answer questions with questions. He always is reverence of birth and life, which makes finding him in the center of a forest crawling with undead, a peculiarity, since he despises all forms of undead. Yodarth is a very relaxed and may have never experienced stress in his entire life. With the understanding of the mystical bindings of life he has become a great philosopher and seer. No other rivals his mastery of the powers granted to the mystic knights. Yet with such wisdom and power at his disposal, he is ever the modest little man, instead of using his powers for menial chores, he ever uses his muscle, it keeps him young he says.

He loves mind games, but ever finds it difficult to find one that can challenge him for any length of time.

If ever the world was in turmoil, Yodarth would be the character to reply, "It will all come together in the grand scheme of life."

Ashrum

Race: Human
 Class: Fighter
 Kit: Berserker
 Deity: Gazor
 Alignment: Chaotic Neutral
 Hair Color: Ebony
 Eye Color: Ice-Blue
 Skin Color: Light Tan
 Age: 37
 Weight: 174 lbs.
 Height: 6' 9"
 Sex: Male
 Level: 7
 Experience Points: 64,628

STR 18/76 Hit Prob: +2 Damage: +4
 Weight: 185 Press: 330 Open Doors: 14
 Bend Bars: 30%
DEX 15 Reaction Adj: 0 Missile Attack
 Adj: +6 Defensive Adj: -1
CON 14 Hit Point Adj: 0 System Shock:
 88% Resurrection Survival: 92% Poison Save:
 0 Regen: nil
INT 11 Languages: 2
WIS 13 Magical Defense Adj: 0 Bonus
 Spells: 1st Chance of Spell Failure: 0%
CHA 17 Max # of Henchmen: 10 Loy-
 alty Base: +6 Reaction Adj: +6



Base AC: 9 Shield Only: 9 Armor Worn: Black Adamantine Plate(AC -5) Armor&Shield: -5
 Behind: -4 Surprise: -4
 THACO - Melee: 12 Range: 14
 Hit Points: 67

Saving Throws

Paralyzation, Poison, or Death Magic Rod, Staff or Wand Petrification or Polymorph

Breath Weapon Spell

10 12 11 12 13

*The numbers above do not include any kind of adjustments.

Racial Abilities

None.

Class Abilities

Fighter- 2 attacks per round.

Kit Abilities

Gains +3 reaction adjustment when dealing with members of a tribe that have Berserkers; Gains many benefits in Berserker Mode including +1 to hit, +3 to damage, and +5 to hit points.

Non-Weapon Proficiencies

Languages, Modern(Common) [INT 0] Endurance [CON 0] Languages, Modern(Valhuru) [INT 0]
 Languages, Modern(High Elvish) [INT 0] Reading/Writing(Common) [INT +1] Reading Lips [INT +1]
 Ambidexterity [DEX 0] Blind-fighting [INT 0] Dirty Fighting [INT 0] Intimidation [CHA +1]
 Iron Will [WIS -1] Leadership [CHA -1] Style Analysis [INT 0] Riding, Land-based(Horse) [WIS +3]
 Two-weapon fighting [STR +2] Tactics [WIS 0] Survival, Desert [INT 0] Tracking [WIS +1]

Weapon Proficiencies

Sword, Katana Two-handed[S] - Dagger, Parrying - Knife - Nunchaku - Quarterstaff - Sai

Background History

Ashrum was born in the northern plains of Gimland, there he raised mountain goats to feed and clothe the nearby dwarven holts and outposts. His parents and many siblings were content with the way they lived amongst a small human and dwarven settlement. However, Ashrum ever the tireless sought out more, at the age of 17, he left his families rocky farm for adventure and treasure. He joined a dwarven outpost where he was only one of seven human guards. There he did many labors as well as his vigilant guard duties. Ashrum often hauled buckets of ore from the mines to the blacksmith for the dwarves.

In his first encounter with goblins and the other goblinkin of the land, he had slain several with his old long sword. By the age of 23, Ashrum had become one of the strongest humans ever in the outpost and had become the most proficient human fighter there as well. Ashrum partook in many unarmed mock skirmishes within the outpost with dwarves and humans.

Ashrum sought out further adventure, and at 24 he left with a caravan from Alagar which set out for the great unknown of the eastern lands. Less than ten days into the trip, Ashrum noticed a fleeing mercenary. The caravan leader was angered and asked Ashrum to retrieve the fleeing man, for a worthwhile payment. The unknown payment intrigued Ashrum, he sought out to capture the man. In a short skirmish, the man was killed, and Ashrum returned with his body. The caravan master said nothing and paid Ashrum a small amount of silver. Ashrum not at all to pleased with the reward, later joined another passing caravan moving back to Gimland and heading to the capital city of Frakhus.

On his route with the caravan from the east, Ashrum had to retrieve several fleeing slaves. Each capture provided Ashrum with small jade stones, one payment was the slave herself. Ashrum did not refuse. Reentering the borders of Gimland, Ashrum became the lead scout. Where he noticed several patrols of orcs and hobgoblins ahead several miles preparing for an ambush. Ashrum held the caravan back and suggested they attack the creatures, before they came looking for them.

He took all the guards, archers, and one wagon. Then as soon as the archers were within range of the orc's hiding place, Ashrum ordered a volley of arrows. The cries of dying orcs and hobgoblins were heard, and the confused orcs charged in, straight into another volley of arrows. The orcs and hobgoblins became organized, and unknown to Ashrum they had a wizardly orc at their disposal, and a rather large orc clad in black adamantine armor, who was directing the orcs and hobgoblins. Ashrum set out for this orc immediately while another skilled eastern warrior made his way to the wizard.

Ashrum had an exceptionally difficult time defeating the orc with its armor, however the orc had on a helmet with a lowered visor, Ashrum changed his tactics and grappled the orc and wrestled with him, in the armor and helm the orc had little sight to see what was happening, Ashrum and placed a dagger under the helm and in the unprotected neck. The other warrior with the use of a magical katana blade, had already slain the wizard and the orcs were fleeing. Ashrum collected the ebony armor and tossed the helm aside, believing it useless and a potential hazard. He also noted the magical blade.

Ashrum later killed the warrior with the magical blade as he slept and hid the body in the nearby forest. He took the magical blade and hid it in his mounts coverings.

Once in Farkhas Ashrum parted company from the caravan and set out to Nezbin of Nezria. There he sold his services to any who sought a bounty hunter. He set up an intricate network of informants, he then later traveled to Zelbar, Gimland, and Gandoria doing the same.

He was later approached by the Valhuru to acquire one of their own. Ashrum eagerly took on the assignment. He had to travel to distant Macintor, but he managed to acquire the Valhuru. He has been working as an agent for the Valhuru ever since. Ashrum has a network of informants and mercenaries to call upon in almost any city. It is not a formal guild or organization, but it's a system that serves Ashrum very well.

Characteristics:

Ashrum is considered a very cunning and strong opponent. He is smart in terms of knowing when to use his abilities and strength to capture his opponents. However, he is not as great a strategist that he would believe himself to be. Many opponents have escaped and were captured again due to his unrelenting nature.

Ashrum enjoys the unknown and new challenges daily and often seeks these out. Whether they be new foods, new sensations and new adventures it does not matter.

Ashrum is very confident in his abilities and exudes a great deal of leadership characteristics.

Unique Magical Items:

Katana Sword "Mak-Xiu"

Mak-Xiu is a +3 katana sword. At the will of its user, it can cast silence 15' radius 3/day, the center point will always be the user. Furthermore, when the blade is in hand, the user will become subject to a feather fall spell whenever he falls more than 8 inches.

Black Adamantine Armor

The armor of the dead orc is magical in nature, but needs to be complete to function. The helm provided infravision to any who wore it, and the power to be immune to illusionary spells (levels 1 through 3), and detect lie at will. Whether the helm was found by another or not is unknown. It was last seen in a grassy knoll somewhere in Gimland.

The armor itself, provides the user with a cure light wounds spell, as soon as he is injured, the user has no control over this. This will occur 1/day. If wounds are carried over from one day to the next they are not healed in this fashion. The armor also provides the wearer to hide in shadows with a 50% success rate.

Landrū

Race: Half-Elf (1/2 High Elf, 1/2 Unknown)
 Class: Fighter/Cleric
 Kit: Scholar Priest
 Deity: Darr
 Alignment: Neutral
 Hair Color: Yellowish-White
 Eye Color: Blue
 Skin Color: Reddish-bronze
 Age: 48
 Weight: 140 lbs.
 Height: 5' 6"
 Sex: Male
 Level: 16/17
 Experience Points: 4,249,694

STR 11 Hit Prob: Normal Damage: None
 Weight: 40 Press: 115 Open Doors: 6 Bend Bars:
 2%
DEX 17 Reaction Adj: +2 Missile Attack Adj:
 +5 Defensive Adj: -3
CON 12 Hit Point Adj: 0 System Shock: 80%
 Resurrection Survival: 85% Poison Save: 0 Regen:
 nil
INT 16 Languages: 5
WIS 14 Magical Defense Adj: 0 Bonus Spells:
 1st Chance of Spell Failure: 0%
CHA 16 Max # of Henchmen: 8 Loyalty Base:
 +4 Reaction Adj: +5



Base AC: 7 Shield Only: 6 Armor Worn: Drow Chain(AC 1) Armor&Shield: 0 Behind: 4 Surprise:
 3
 THACO - Melee: 10 Range: 8
 Hit Points: 114

Saving Throws

**Paralyzation, Poison, or Death Magic Rod, Staff or Wand Petrification or Polymorph
 Breath Weapon Spell**
 4 8 7 10 9

*The numbers above do not include any kind of adjustments.

Racial Abilities

30% resistance to charm and sleep spells; Infravision 60 feet; Move through forests and other natural terrain silently and almost invisibly.

Class Abilities

Fighter- 2 attacks per round; Can attract an elite bodyguard.

Cleric- Is granted certain powers by diety; May receive official approval to establish a religious stronghold.

Turning Undead

Skeleton or 1 HD: D* Zombie 13: D* Ghoul or 2 HD: D* Shadow or 3-4 HD: D* Wight or 5 HD: D* Ghast: D Wraith or 6 HD: D Mummy or 7 HD: T Spectre or 8 HD: T Vampire or 9 HD: 4 Ghost or 10 HD: 7 Lich or 11+ HD: 10 Special: 13

Kit Abilities

Can spend weapon slots on nonweapon skills instead (optional); +3 reaction bonus from other scholars, admirers of scholastic concerns, writers, journalists, and people who imagine they are scholars; Whenever another true scholar is encountered a d6 is rolled, on a 1 the reaction adjustment is -6 instead of +3 (PC disagreed at some point with the scholar's opinion and offended him completely).

Deity Granted Abilities

25% of treasure PC accumulates and every third magic item must be donated to the temple of Darr (if this is ignored they lose all divine abilities until it is rectified); Turn undead at three levels higher than norm; Cast control winds (5 mile radius); Cast age creature/restore youth once per day; Cast plane shift; Know the destiny of any individual within 20' (80%, 99% max); Cast dimensional folding.

Non-Weapon Proficiencies

Languages, Modern(Common) [INT 0] Languages, Modern(High Elvish) [INT 0] Languages, Modern(Drow) [INT 0] Languages, Modern(Centaur) [INT 0] Languages, Modern(Draconic Elvish) [INT 0] Languages, Modern(Dwarvish) [INT 0] Languages, Ancient(Jamûn) [INT 0] Animal Noise(Bird) [WIS 0] Spellcraft [INT -1] Riding, Land-based(Horse) [WIS +3] Star Reading [WIS +1] Bureaucracy [INT 0] Cooking [INT 0]

Weapon Proficiencies

Quarterstaff[S] - Bow, Long - Dagger - Sling - Sword, Claymore - Cestus, Beastial - Bolas - Stiletto

Priest Spells

Casting Level: 17

	1	2	3	4	5	6	7
# of Spells:	7	7	7	7	5	3	2

Level 1: Command	Magical Stone	Remove Fear*	Shillelagh
Level 2: Spiritual Hammer	Hold Person	Enthrall	Chant Flame Blade
Level 3: Prayer	Frenzy of the Celts	Dragons Coat	Drink Create Food & Drink
Level 4: Imbue With Spell Ability	Free Action	Cloak of Bravery*	Bad Medicine
Level 5: Alfheim Folley*	Flame Strike	Natures Charm	Quest Commune With Nature
Level 6: Wings of the Draco	Heroes Feast	Blade Barrier	
Level 7: Mists of Time	Wrath of Alfheim		

Background History:

Landrû's origins are unknown, he is half-elven and to those that have met him, half-celestial creature. Nothing is known of this adventurer. Bards and tavern tales tell of stories of an wandering adventurer who briefly takes up company with other traveling adventurers. His help was also needed and he always provided an integral element in aiding the party in question.

Rumors abound that he is the son of Shalazhar, Ruler of Lûna, or of an adamantine dragon. Reports from Lûna, say that Landrû is the product of many high-elves breeding with the sylvan high family. One such child was later joined with a creature from the celestial realms, and his mother produced Landrû – all is left to speculation.

Characteristics:

Landrū is a being of complete and total mystery, yet he seems to know more than he should about everyone he meets. His ancestry is also a great mystery. Although it is apparent that half his parentage is elven, pointed ears, upswept eyebrows, and physical build - the other half is unknown. His skin coloring is odd along with a few other minor physical characteristics.

Most adventurers find Landrū both a blessing and an annoyance. He is a highly skilled fighter, and a halfling's greatest challenge, for when he replies to anyone it is in riddle. Most people find this type of talk is both unwanted and nerve-wracking, except for halflings who find it enjoyable.

When he comes across an individual or group whom he knows to be a guiding force in the shape that destiny will take, he tends to follow them from place to place showing up only for the occasional assistance and wise old clue-like riddle.

Chapter 17: Truth about the Outcastian Realm



It is rumored that Tærra-Söl was once, many millennia ago a world of vast technological wonders. Some of the contraptions contained in these ancient rumors are vehicles that operated without the need of beasts of burden, vehicles that traveled through the air and beyond on their own power, weapons which spewed forth deadly energy, devices which teleported individuals to other destinations, long distance speaking devices, and many more. One of the rumors which most contemporary individuals and even the most learned of scholars find hard to believe is that the world was almost without magic. Some scholars have found ancient texts in an ancient language or two which does validate the rumor, but for someone of Tærra-Söl to believe in such a thing is almost impossible.

What many scholars have learned is that their world is located in a remote part of space, which they call Eternalspace, known as The Milky Way Galaxy. Tærra-Söl is located near the outskirts of that galaxy in a planetary-system with 10 other planets, all orbiting around a yellow sun. The previous inhabitants of the planet simply called it "Terra" and it is the third of these planets. Millions of cycles ago a great catastrophe annihilated most of the population and rendered the surface hostile to life. The few survivors of a previous fairly technological race took refuge deep underground and all tunnels leading to the surface was destroyed, or in a few cases sealed. Violent storms and widely spread volcanic activity ravaged over the surface for thousands of cycles before slowly calming down. Slowly plant life spread forth from the moss and fungus living in the deeper caverns and slowly regained a foothold on the surface. After tens of thousands of cycles a shallow layer of atmosphere was created and small animals crawled forth from the soil and over the millenniums the number of different species multiplied quickly. Many perished under the hard conditions that still ruled the surface and most of those that survived changed drastically. Some took refuge in the bodies of water that still could be found and learned to survive in another climate. Those that survived were transformed into new strange creatures, some which have never set foot on the planet before, while others became animals similar to the old ones.

During this time most of the refugees has forgotten the period before the great Apocalypse that ruined the earth and established colonies in the interior. But not all has gone smoothly for the survivors. Even if they survived the Apocalypse many where changed, and not long into their exile schisms and ridicule among the population caused these changed groups to leave and many ventured deeper into the earth and has no one knows what happened to them. (These groups became dwarves, gnolls, orcs, goblins, gnomes etc.)

At times the need for space forced groups of humans to seek new locations to settle, some found themselves forced to move closer to the surface and these groups sometimes found passages to the surface. In the beginning these groups perished to the violent weather, but when the earth had calmed down some groups that came there decided to stay on the surface. These groups slowly changed due to the hard environment and they became lighter and more nimble. (These groups became elves).

But just some thousands of cycles ago there were a period of mighty earthquakes and many of the underground settlements were destroyed when the earth shifted. Forced by the violent tremors, the humans opened the few locked tunnels and found a world of wonder on the surface. Not knowing what to do disagreement quickly spread among the exiles until they, under hostility, split up.

One group joined the elves living on the surface and quickly melded into their society. Over the ages forgetting their previous home underground.

A second group found the surface frightening and returned into the darkness building defenses and fortifications to keep the “mutants” out.

The widely spread belief on the planet which is now called Tærra-Söl, or just Söl, is that there has been that life started at the great Apocalypse and that they are the chosen ones of their chosen deity. Some talk of a time before the Apocalypse called “The Time of Man”. A person found talking such is ridiculed and in some cases even stoned.

Even when some items that may give these thoughts and ideas some credit are found they are dismissed as creations of black magic. Some rumors even speak of a lost land somewhere with mountains made of metal and glass, with flying horses made of iron, and an iron lady trapped within the ground. Some adventurous souls have gone of to find this place, but none have returned or been seen since.

In their previous calendar this would be around their 531st century. The catastrophe that destroyed the previous civilization is up to the DM. Some ideas include: War, Meteor collision, Pollution, An experiment gone terribly wrong (while trying to duplicate the fusion process in the sun) releasing all the power freely onto the earth, etc.

There are some remnants of the previous society in some remote parts of the world, all in such places that they have been hidden since the catastrophe.

At the time of the Apocalypse the world had built some colonies on the moons and on other planets and certain technologically advanced devices were in wide spread use. What has happened to these colonies and items is up to you as a DM to decide. If you bring any of those into play use it wisely and mostly for fun. The world of Söl is actually Earth of another dimensional plane. It is not our Earth, but yet it is.

Remember that this should be a magical world and not a technical, and if a group finds one of these items they have absolutely no idea what it is used for or how it operates. Some even need two items to work (like the phones). If you want a pure technical world we suggest Starjammer instead. Let the magic rule and use the technology for fun in the background.

Appendix I: Outcastian Pronunciation Guide

There are many words or phrases within this handbook that you may have had a problem trying to say. Because of that we have added this handy little pronunciation guide to try and help you become more Outcastian Literate. We will give you a list of words from this book that may be hard to pronounce in bold. Next to them will be an alternate spelling which shows how they are actually pronounced in plain text. We hope this helps you in your travels through the Realm.

- Adamantine (adah-man-teen) : a rare type of metal found only within the borders of outcastia.
Adri Myst (ah-dree mist) : alagarn deity of magic.
Alagar (al-ah-gahr) : land bordering outcastia to the north.
Alfheim-Rigel (alf-hime righ-jel) : outcastian main deity.
B'mor (bee-moor) : small village located in the southern section of outcastia.
Bergenia (bear-jen-eeah) : the former name of the outcastian capitol of dragon's den.
Boline (boh-leen) : outcastian farming community.
Cambidracein (cam-bee-drah-seen) : offspring of "the hidden".
Centere (sen-teer) : capitol city of the isle of the winds.
Cerberus (sir-ber-ahs) : secret society devoted to evil and the destruction of outcastia.
Chronis (kroh-nis) : trading town within gimland.
Dra-Di Ki (drah die kie) : a form of outcastian martial arts favored by the draconic elves.
Draco (drah-koe) : unique currency of outcastia made of adamantine.
Dralæquendi (drah-lah-kwen-dee) : the native name of draconic elves, translates to "children of the ancients".
Dubli (doo-blee) : alagaran copper piece.
Durvs (dir-vis) : the 13th month of a cycle also known as the month of grief.
Elemmire (elah-meer) : city within the everlast forest.
Farkhas (fahr-kus) : country east of outcastia.
Frakhus (frak-uhs) : capitol city of farkhas.
Gazor (gay-zoor) : alagarn main deity.
Ghulock (goo-lok) : elder deity of savagry and goblinkin.
Gimlorain (gim-loor-ran) : outcastian deity of invention.
Gion (gee-on) : small alagarn village known for kidnapping outcastians.
Hakam Nore (hak-uhm noor) : elder deity of death.
Hengeyokai (hen-geh-yo-kigh) : shapchanging humanoid native to xien-fu ruan.
Höler (hahl-er) : first day of the week of celebration.
Ilmie (ill-mee) : the 14th month of a cycle also known as the month of forgiveness.
J'lorra (jah-lor-ah) : a sylvan archer known for her skill.
Jharhead (jar-hed) : cyclopskin race.
Jhugàl (joo-gul) : ancient wizard that created the current calendar that is used in the realm.
Kijj (keej) : small zelbarian town.
Knidr (nih-dir) : the 5th month of a cycle also known as the month of acceptance.
Kōr (koo) : alagaran electrum piece.
Larrgn (lahr-gun) : member of the order of the eye.
Lüna (loon-ah) : capitol city of the everlast forest.
Manunzul (man-uhn-zool) : elder deity of destiny.
Niark (nee-ark) : a short and deadly monkey-like monster.
Nihin (nigh-heen) : the 7th month of a cycle also known as the month of blessings.
Mikot (mee-cot) : alagarn village near the lake of mirrors.
Mukrios (moo-kree-ohs) : outcastian village.

- Oblir (oh-blur) : the 10th month of a cycle also known as the month of celebrations.
- Okuda (oh-koo-dah) : capitol city of gandoria.
- Oublis (oh-blis) : ancient long-ago city within the black forest.
- Oyx Loyx (ox lox) : a clumsy and friendly creature found in outcastia.
- Pobbe Kures (poe-bee ker-is) : alagaran deity of pain.
- Qikor (kic-oor) : the 12th month of a cycle also known as the month of passing.
- Rien (rine) : elder diety of the sun; name given to the sun itself.
- Ritael (ri-tall) : outcastian electrum piece.
- Ritiik (rah-teeek) : a dagger-like weapon popular among draconic elves.
- Rockmyre (rock-meer) : outcastian town.
- Shaqma (shock-mah) : name used by previous rulers of alagar.
- Shefer (shee-fur) : city in gandoria near the black forest.
- Sponagle (spahn-ah-gul) : small village in outcastia surrounded by a swamp.
- Sslithrak (slith-rack; note the "s" is held for a second) : a humanoid reptilian race.
- Starrl (stahrl) : outcastian deity of death.
- Stroa (stroh-ah) : the 17th month of a cycle also known as the month of cold.
- Talik Zayeir (tay-lik zay-eer) : elder deity of evil.
- Tærra-Söl (terra sole) : native name for the world outcastia is upon.
- Tiikiquælh (tee-kee-kwal-ah) : a sword-like weapon favored by draconic elves and some dragon lords.
- Tirde (Teerd) : the 1st month of a cycle also known as the month of winter high.
- Tovi (toe-vee) : outcastian deity of beauty.
- Valhuru (val-ha-roo) : a humanoid race from another plane of existence.
- Wealo (way-low) : the 6th month of a cycle also known as the month of revelation.
- Xandra (zan-drah) : alagaran deity of beauty.
- Xien-Fu Ruan (zee-en foo roo-ahn) : mysterious continent far east of outcastia.
- Ymre (yah-meer) : fifth day of the week of celebration.
- Zeir (zeer) : mountain within the black forest.
- Zkor (zah-koor) : elder god of goodness; name of second moon; alagaran silver piece.



Appendix 2: About the Staff

Nitehawk Jarrett, II

Creator/Editor-in-Chief

Nitehawk Jarrett is a free-lance graphic artist of Cherokee/Caucasian descent who lives in Hazleton, Pennsylvania, USA which is a small rural town south of the Wilkes-Barre/Scranton area. Hawk, as he's called by his friends, attended Lorain High School in Lorain, Ohio where his main academic focus was in Business Concept and Art. He graduated from LHS in 1985. He has an associates degree specializing in graphic design from Luzerne County Community College which he acquired in 1992. Born January 27, 1968 as Darwin Thomas Jarrett, Jr. he received his Native American name in 1995 from the name giver Kicking Eagle.

He has been a player/DM of AD&D since the age of 16 (about 1984) and still loves the game, especially designing new things for it. One aspect of RPG he came across was Floyd Resler's AD&D CharSys on AOL many years ago. This is a character generation program for the Macintosh. Hawk loved the program so much that he started sending in a deluge of bug reports, suggestions, artwork for buttons and the like. Soon he was appointed the official graphic designer for the program. In 2001 he was promoted to the position of Art Director. CharSys is currently in it's second phase of version 4.

Although an AD&D "junkie", Hawk felt that the new owners of the most famous RPG really weren't catering to the needs of it's consumers. In other words a great product at an affordable price. Once the d20 system was released as open gaming source he decided to do something about it and start up his own RPG company to do what he felt Wizards should be doing. Before delving into the realms of unknown, however, he decided to update his own campaign world and release it as a free product to the public. That world is the book you now hold in your hands. With the treasure trove of talent he has acquired his world is now as fresh as it was back in 1989 when it was first created and he is very excited about the d20 products that will come hereafter.

Hawk's other interests include Star Trek, Dark Angel, 80s music, Britney Spears (!!!), writing, reading, bowling, and web page creation. He lives with his wife Jenniffer (married February 29, 1996) and his sons Svnoytawod (Cherokee for Nitehawk) Darwin Thomas III who was born on the 30th Anniversary of Star Trek, Xavier Blade, and Connor Steele. He also writes his eldest child, a daughter JaLorra (whom he calls Jas) via email.

He would like to thank his wife, his brother-in-law John Texeira, and his close friend Brian Moore for their input on both the creation of this handbook and the creation of the Outcastian world for the AD&D character creation program, CharSys. He would also like to send out special thanks to Bruce Sponagle and Floyd Resler for their help and support in his endeavors and to his newly acquired staff who will soon put out some of the finest RPG products anyone has ever seen.



Peter "TheWiz" Karlsson

Associate Editor/Writer

Peter is an employed sports-teacher with Swedish background who lives in Uppsala, Uppland, Sweden, Europe. Uppsala is a university city and is a great place to live in, just northwest of the capitol Stockholm (a not so great place to live). Born Peter Karlsson on May 21 1974, he took the name "The Wiz" just for fun about a year ago since he loves wizards and has a blast with them in various games and websites he visits.

Peter graduated from Institutionen för L r rutbildning i Uppsala (ILU) in January 1998 and then slept for 6 months before he started working.



He has played RPG since he was 6 years old. Started with D&D (Drakar & Demoner), but took a break from ages 10 - 16 before he started with AD&D, and has stayed with that game since then. He has far-flung ideas about a computer game but absolutely no programming skills (so if you do and are interested send him a message!!).

His other interests are Sports, movies (has a few hundred of them at home), music, and holidays of course.

Daniel Deadmarsh

Creative Director

Daniel Deadmarsh was introduced to Basic Dungeons and Dragons at the age of 10, he's been playing, reading and creating ever since. His first attempt at mastering the art of gamemaster ended several years after it had began in an epic battle of global proportions. After that Dan delved into AD&D and the Forgotten Realms. After several years of adventuring he lured his players into Myth Drannor, where they are to this day.

With the introduction of d20 and OGL Dan has began a side career as a RPG free-lance writer/designer. The rest of his time is with his family and at work as a Data Quality Analyst. Dan lives in Ottawa, Canada with his beautiful wife , Joy and two boys, Christopher and David.

Sebastian Alexander “MaDSaM” Meusel

Art Director

Sebastian, or Sam as his friends call him, is a comic book store manager who lives in Marl which is a small town right on the Edge of Germany's famous “Ruhr Gebiet” Industrial-District. Born Sebastian Alexander Walter Meusel, named by loving Parents after his Grandfathers, in 1974 in his Hometown of Gelsenkirchen where he attended School. He got his Grade in Social Paedagogy in 1992 and later got an education as a Photographer and Businessman in the same field which he finished more or less successfully in 1995. From there he did several stunts as a Clerk until settling into his dream Job in late 2001.



He came to roleplaying at Age 16 through AD&D and is still an addict to several products like Fading Suns, the World of Darkness and Tribe 8. He is a founding Member of Germany's largest Vampire-LARP Association the “Chronik 1” where he earned his Nickname “Mad Sam” for his habit of sometimes having a bit too short of a fuse. And with a few friends, including **Bill Bridges** (former Werewolf Developer) and **Chris Wiese** from Holistic Design, tries to organize the **Fading Suns Fandom** in Germany.

He learned to draw from first copying Garfield Strips and then “hard Stuff” like X-Men and Fantastic 4. He later developed his own Style and got to the Creatures & Chaos product by recommendation of a fellow Artist who'd shown Hawk his Website. His hobbies include LARP and RPG (of course) collecting and listening to Original Movie Soundtracks, singing, writing, good eating, and swimming. He's single with no children he knows of and living happily with his Tomcat Jake.

Sam would like to thank Nitehawk Jarrett, for giving him a chance to contribute to this Work and his encouragement, Miriam Grabowski and Roger Lewin for the longest and best friendships of his life, Mareen Goebel for teaching him how to write “properly” and Alexandra Koelzer for being the love of his live and for everything she taught him. May she find what she needs.

Joe Slayton

Cartographer

Joseph Slayton was born (hey! That's born, not hatched) quite a while back in a place that no longer exists. After the destruction of his birthplace, he was transported to the wasteland that is the high desert of California, a place where he could do minimal damage.

After early attempts at education failed, he entered the work force for a US defense contractor, writing software to support systems testing. His best-known software packages have nothing to do with his day job, however. They include Wilbur, a terrain manipulation thingy and Fractal Terrains (distributed by ProFantasy), a commercial world-creation software package.

His involvement with the project came about one day when he answered a call for help on a newsgroup. Silly boy. A map or so later, he was asked for another. And another. And soon it got out of hand... His obvious handicap in the artistic realm didn't slow him down and the maps were finally delivered.



Floyd Resler

Web Support

Floyd was born on March 14, 1963 in Peru, IN and was raised in Wabash, IN. He lives in Cincinnati, Ohio, USA where he is a Regional Coordinator for Ad-Ex International. He received a BA in Christian Ministries from the Cincinnati Bible College. He was introduced to AD&D while in college and is a member of The Adventurers.

His main hobby is programming on his Mac. He also enjoys reading and watching movies. His favorite television programs of all time are Star Trek:TNG, Space:1999, and Babylon 5.

He is the creator of the AD&D Character Generator, CharSys. Due to his long-standing friendship with Nitehawk Jarrett (whom is the art director for the aforementioned program), he has given complete web support for Nitehawk Interactive and it's products.







Character: _____
 Alignment: _____ Race: _____
 Class: _____ Level: _____
 Player's Name: _____ Clan: _____ Deity: _____
 Sex: _____ Age: _____ Ht.: _____ Wt.: _____ Hair: _____ Eyes: _____
 Kit: _____ Honor: _____ Base Honor: _____ Reaction Adj: _____
 Homeland (country): _____ Home Town: _____
 Basic Appearance: _____

ABILITIES

MOVEMENT

SAVING THROWS


Str	Sta	Wgt Allow				
	Mus	Att Dam	Max	Opn	BB/	
	Aim	Adj Adj	Press	Drs	LG	
Dex	Bal	Missile Pick	Opn			
	Hea	Att Adj Pkts	Lks			
	Fit	Rctn Def	Mv	Clb		
Con	Rsn	Adj Adj	Slt	Walls		
	Kno	Sys Pois				
	Intu	Shock Save				
Int	Will	HP Res				
	Ldr	Adj Sur				
Wis	Apr	Spell Spells/	Spell			
		Lvl Lvl	Immun			
Chr		No of % Lrn				
		Prof Spell				
		Bonus Spell				
		Spells Fail				
		Mag Def Spell				
		Adj Immun				
		Loy #				
		Base HENCH				
		Rctn				
		Adj				

Base Rate	<input type="text"/>
Light	() _____
Mod	() _____
Hvy	() _____
Svr	() _____
Jog	(x2) _____
Run	(x3) _____
Run	(x4) _____
Run	(x5) _____

Paralyze/	_____
Poison	_____
Rod, Staff,	_____
or Wand	_____
Petrify/	_____
Polymorph	_____
Breath	_____
Weapon	_____
Spells	_____
Modifier	Save



ARMOR



Adjusted AC _____ Armor Type (Pieces) _____
 Surprised _____
 Shieldless _____
 Rear _____
 Natural AC _____

Defenses _____

HIT POINTS	Remaining Hit Points (Wounds)

WEAPON CHART

Weapon	#AT	Attack Adj/Dmg Adj	THAC0	Damage (SM/L)	Range	Weight	Size	Type	Speed
				/					
				/					
				/					
				/					
				/					
				/					
				/					
				/					
				/					
				/					

Special Attacks _____	Ammunition: _____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>





Attack Table

Melee Attack	THACO	Missile Attack
--------------	--------------	----------------

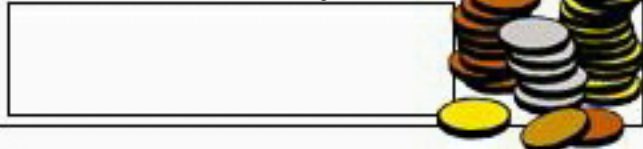
-1	1
-2	2
-3	3
-4	4
-5	5
-6	6
-7	7
-8	8
-9	9
-10	10

Roll number or higher on 1d20

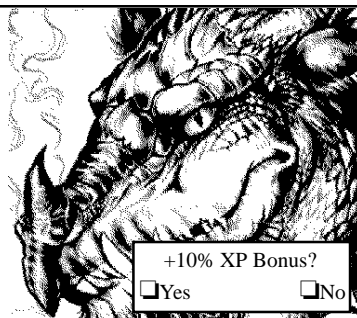
Wealth

Type/Equivalent (if any)	Carried	Cached
Royal Draco (rd)		
Draco (dc)		
Regal/Platinum (rg)		
Flamer/Gold (fr)		
Ritæl/Electrum (rt)		
Luminoti/Silver (lm)		
Vesil/Copper (vs)		

Where cached & amounts as well as gems



XP



Next Level XP Goal

+10% XP Bonus?

Yes

No

Powers granted by deity (cleric and certain kits only):

Weapon Proficiencies

Initial Stots	Add'l Slots/lvls	Nonprof. Penalty
---------------	------------------	------------------

Weapon Name	Spec?

Nonweapon Proficiencies

Initial Stots	INT Bonus	Add'l Slots/lvls
---------------	-----------	------------------

Proficiency Name	# Slots	Rel. Check	
		Abty	Mod

Treasure Acquired





Henchmen/Animal Companions

Name	AC	Race/Class	HD/Lvl	#AT	THACO
Dmg/Effects	hp	Skills/Abilities			
Background					
Name	AC	Race/Class	HD/Lvl	#AT	THACO
Dmg/Effects	hp	Skills/Abilities			
Background					
Name	AC	Race/Class	HD/Lvl	#AT	THACO
Dmg/Effects	hp	Skills/Abilities			
Background					

Encumbrance

Category	Weight	Combat Effects
None	<input type="checkbox"/>	None
Light	<input type="checkbox"/>	None
Moderate	<input type="checkbox"/>	-1 Attack
Heavy	<input type="checkbox"/>	-2 Attack, +1 AC
Severe	<input type="checkbox"/>	-4 Attack, +3 AC
Maximum	<input type="checkbox"/>	-4 Attack, +3 AC

Equipment

Item Carried	Loc	Wt.

Languages

Language	✓Speak	✓Read	✓Write

Mystic Knight Skills*

**For Mystic Knight's Only*

Supplies

☐ = 1 dy supply

Water:

Wine/Ale (w=

wine, a=ale):

Rations

(i=iron,s=standard,

d=dry):

Feed:

Were-form Stats*

**For Wererangers Only*

STR	<input type="checkbox"/>	Sta	Wgt Allow	_____				
	<input type="checkbox"/>	Mus	Att Adj	_____	Dam Adj	_____	Max Press	_____
	<input type="checkbox"/>	Aim	Missile Att Adj	_____	Pick Pkts	_____	Opn Drs	_____
DEX	<input type="checkbox"/>	Bal	Retn Adj	_____	Def Adj	_____	Opn Lks	_____
	<input type="checkbox"/>	Hea	Sys Shock	_____	Pois Save	_____	Clb Walls	_____
CON	<input type="checkbox"/>	Fit	HP Adj	_____	Res Surv	_____		
	<input type="checkbox"/>	Rsn	Spell Lvl	_____	Spells/Lvl	_____	Spell Immun	_____
INT	<input type="checkbox"/>	Kno	No of Prof	_____	% Lrn Spell	_____		
	<input type="checkbox"/>	Intu	Bonus Spells	_____	Spell Fail	_____		
WIS	<input type="checkbox"/>	Will	Mag Def Adj	_____	Spell Immun	_____		
	<input type="checkbox"/>	Ldr	Loy Base	_____	#Hench	_____		
CHR	<input type="checkbox"/>	Apr	Retn Adj	_____				

AC: ___ THACO: ___ Sz: ___ Form: ___ Subtype: ___

Primary Terrain: _____

Special Attacks: _____





Player Character Portrait



You don't have to be a great artist, just draw a general sketch of what the PC may look like.





Important Notes (*ie. background history, friends met, enemies made, etc.*):



☞☞☞ Spell List ☞☞☞



PC can cast: Priest Spells - Wizard Spells - Both

Memorized <input type="checkbox"/>	Cast <input type="checkbox"/>	Spell: _____ School/Sphere: _____ Level: _____ Range: _____ Components: _____ Duration: _____ Casting Time: _____ Area of Effect: _____ Saving Throw: _____ Reversible? _____ Effect: _____ _____ Pages: _____
<input type="checkbox"/>	<input type="checkbox"/>	Spell: _____ School/Sphere: _____ Level: _____ Range: _____ Components: _____ Duration: _____ Casting Time: _____ Area of Effect: _____ Saving Throw: _____ Reversible? _____ Effect: _____ _____ Pages: _____
<input type="checkbox"/>	<input type="checkbox"/>	Spell: _____ School/Sphere: _____ Level: _____ Range: _____ Components: _____ Duration: _____ Casting Time: _____ Area of Effect: _____ Saving Throw: _____ Reversible? _____ Effect: _____ _____ Pages: _____
<input type="checkbox"/>	<input type="checkbox"/>	Spell: _____ School/Sphere: _____ Level: _____ Range: _____ Components: _____ Duration: _____ Casting Time: _____ Area of Effect: _____ Saving Throw: _____ Reversible? _____ Effect: _____ _____ Pages: _____
<input type="checkbox"/>	<input type="checkbox"/>	Spell: _____ School/Sphere: _____ Level: _____ Range: _____ Components: _____ Duration: _____ Casting Time: _____ Area of Effect: _____ Saving Throw: _____ Reversible? _____ Effect: _____ _____ Pages: _____
<input type="checkbox"/>	<input type="checkbox"/>	Spell: _____ School/Sphere: _____ Level: _____ Range: _____ Components: _____ Duration: _____ Casting Time: _____ Area of Effect: _____ Saving Throw: _____ Reversible? _____ Effect: _____ _____ Pages: _____
<input type="checkbox"/>	<input type="checkbox"/>	Spell: _____ School/Sphere: _____ Level: _____ Range: _____ Components: _____ Duration: _____ Casting Time: _____ Area of Effect: _____ Saving Throw: _____ Reversible? _____ Effect: _____ _____ Pages: _____
<input type="checkbox"/>	<input type="checkbox"/>	Spell: _____ School/Sphere: _____ Level: _____ Range: _____ Components: _____ Duration: _____ Casting Time: _____ Area of Effect: _____ Saving Throw: _____ Reversible? _____ Effect: _____ _____ Pages: _____

<input type="checkbox"/>	<input type="checkbox"/>	Memorized	Spell: _____ School/Sphere: _____
		Cast	Level: _____ Range: _____ Components: _____ Duration: _____
<input type="checkbox"/>	<input type="checkbox"/>		Casting Time: _____ Area of Effect: _____ Saving Throw: _____ Reversible? _____
			Effect: _____ Pages: _____
<input type="checkbox"/>	<input type="checkbox"/>		Spell: _____ School/Sphere: _____
			Level: _____ Range: _____ Components: _____ Duration: _____
<input type="checkbox"/>	<input type="checkbox"/>		Casting Time: _____ Area of Effect: _____ Saving Throw: _____ Reversible? _____
			Effect: _____ Pages: _____
<input type="checkbox"/>	<input type="checkbox"/>		Spell: _____ School/Sphere: _____
			Level: _____ Range: _____ Components: _____ Duration: _____
<input type="checkbox"/>	<input type="checkbox"/>		Casting Time: _____ Area of Effect: _____ Saving Throw: _____ Reversible? _____
			Effect: _____ Pages: _____
<input type="checkbox"/>	<input type="checkbox"/>		Spell: _____ School/Sphere: _____
			Level: _____ Range: _____ Components: _____ Duration: _____
<input type="checkbox"/>	<input type="checkbox"/>		Casting Time: _____ Area of Effect: _____ Saving Throw: _____ Reversible? _____
			Effect: _____ Pages: _____
<input type="checkbox"/>	<input type="checkbox"/>		Spell: _____ School/Sphere: _____
			Level: _____ Range: _____ Components: _____ Duration: _____
<input type="checkbox"/>	<input type="checkbox"/>		Casting Time: _____ Area of Effect: _____ Saving Throw: _____ Reversible? _____
			Effect: _____ Pages: _____
<input type="checkbox"/>	<input type="checkbox"/>		Spell: _____ School/Sphere: _____
			Level: _____ Range: _____ Components: _____ Duration: _____
<input type="checkbox"/>	<input type="checkbox"/>		Casting Time: _____ Area of Effect: _____ Saving Throw: _____ Reversible? _____
			Effect: _____ Pages: _____





OUT42E

Outcastia™ Campaign Setting



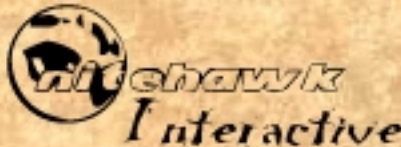
Welcome to Outcastia, the mightiest country of the continent Frul on the planet Tærra-Söl! It is a land of high magic, mystifying creatures, ancient legends, and dragons. From Dragon's Den within Outcastia itself to the ancient kingdom of Stein within Alagar to the centaurian kingdom of the Isle of the Winds, this campaign setting is home to great kingdoms, ancient wonders, dark and forboding forests, sinister organizations, and endless dungeons just waiting to be conquered. The Outcastia® Campaign Setting is one of the most in-depth fan-created fantasy worlds ever created.

This manual contains all the material you will need to play AD&D 2nd Edition adventures in the Outcastia setting:

- Full color maps.
- New races, classes, kits, artifacts, and more.
- New and unique monsters to throw at your unsuspecting players.
- A selection of NPCs to add some spice to your campaign.
- And much more!

To make full use of this sourcebook you will also need the AD&D Player's Handbook, Dungeon Master's Guide, and Monstrous Manual. It is also recommended that you have some, if not all, of the Complete Handbook series.

Nitehawk Interactive
c/o Nitehawk Jarrett
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Hazleton, PA 18201
USA



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