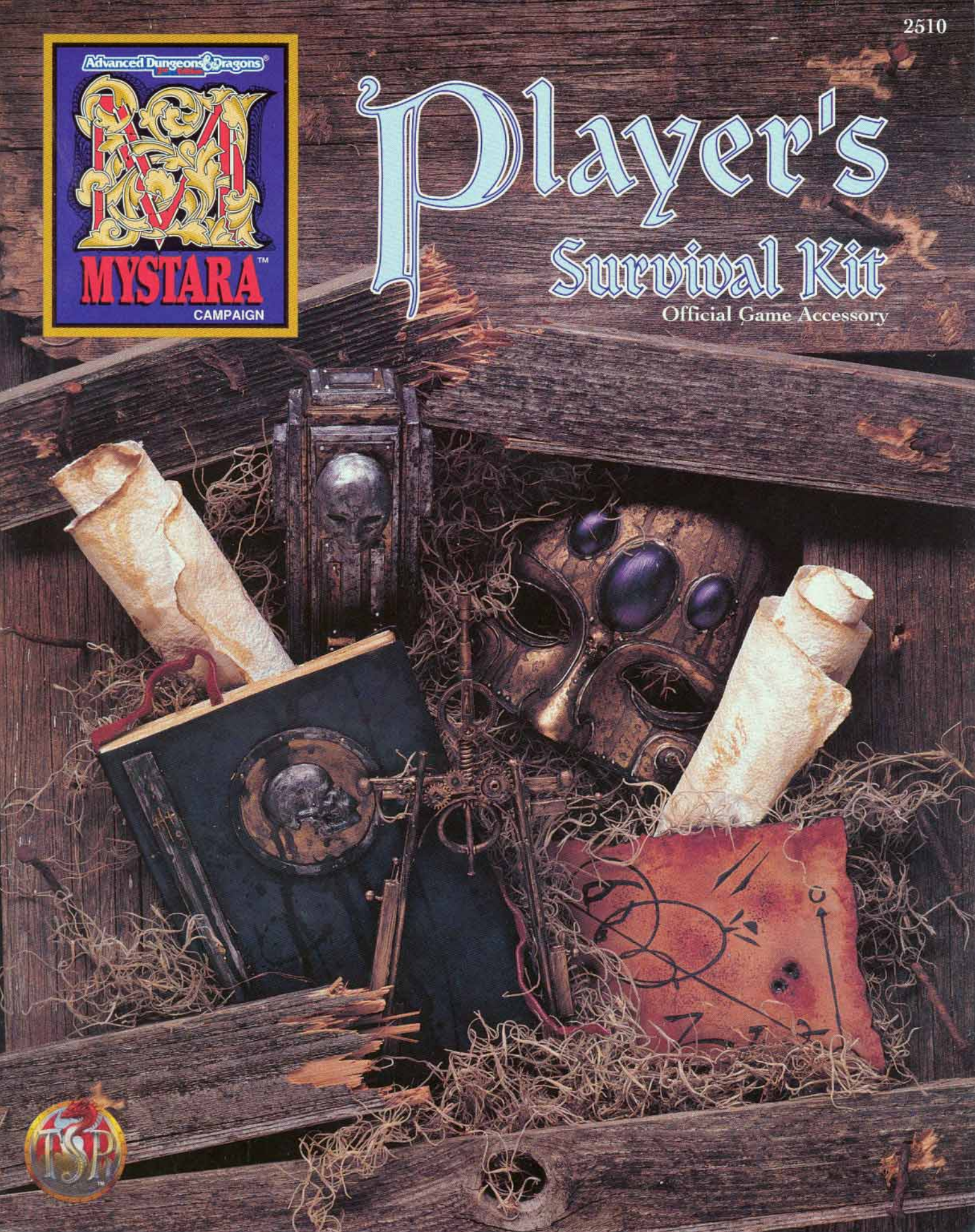




Player's Survival Kit

Official Game Accessory





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Character Book



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Character Book

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Introduction

Using This Book

Welcome to the *Player's Survival Kit*. Herein you will find the *Adventurer's Log*, a full-color blank notebook to record your character's adventures; 24 handouts, ranging from spell lists for specialist wizards to diplomas signifying the completion of player characters' apprenticeships; 54 *Fame & Fortune* cards, in the spirit of "Get Out of Jail Free" cards; and this *Character Book*.

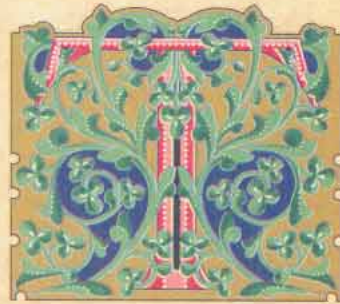
This introduction will explain all the items in this pack and recommend how best to use them. The contents of this *Survival Kit* will enable you to flesh out new player characters as you create them. Players of the *FIRST QUEST™* game can find the rules for rolling up characters in the *AD&D® Player's Handbook*. The materials provided here are intended for anyone interested in turning a set of numbers and statistics into a unique character.

This book contains a "Dictionary of Names" and a heraldry kit ("Heraldry Made Simple"). These tools will help you personalize your character by giving him or her a name and a unique heraldic emblem. DMs will find these sections useful for quickly inventing characteristics for NPCs.

Using the Adventurer's Log

The illustrated blank book is designed to allow you to record your player character's adventures—places explored, treasure found, monsters fought, and more. By recording events in the *Adventurer's Log* as they occur, you can keep all your adventure notes together, rather than scattered among a pile of loose, easily

lost papers. Recording all vital clues, names of important NPCs, instructions from employers, and other information in one convenient place can save you and your character much grief, and may even spell the difference between success and failure, or life and death, for your PC. This record will also remind you of treasure carried by members of your party, and will remind the DM of a character's accomplishments (very important when collecting experience points!).



**o tri-
umph
without
danger**

**is to conquer without
glory."**

**— Hergrimm
Half troll, berserker**

**"Glory and danger are
all very well, but
survival's the name of
the game."**

**— Daricon the Fox,
professional
survivor**



Using the Handouts

The 24 handouts in this *Survival Kit* serve a broad range of functions. Twelve of the handouts are certificates that can be customized for your character. For example, the handouts include two diplomas from rival schools of magic for wizard PCs. Similar documents are included for clerics, fighters, and thieves. A handy “Last Will & Testament” form can be used to ensure that your next character inherits at least some of your current character’s possessions if worse comes to worst. A “Help Wanted” poster will help your PC find hirelings. Simple maps of Glantri, Darokin, and Karamaikos will help characters know where they are and where they want to go.

Some of the handouts are geared toward character creation. Three sheets entitled “Family Matters” provide a method of generating an instant family for newly-created player characters. This system is optional, and to keep it as flexible as possible, we suggest that players roll *twice* for each entry, keeping the preferred or more interesting result.

Finally, eight pages of spell lists are provided for players of specialty wizards. These lists sort first- through third-level spells into categories of availability for each of the specialists (Conjurer, Illusionist, Necromancer, and so on). Spells in the specialist’s chosen school are in **bold** type (remember that specialists gain one extra spell per level from their chosen school of magic); spells forbidden a specialist wizard are listed at the end. Requirements for becoming a specialist wizard are detailed on the first sheet. For more information on specialty wizards, see PHBR4, *The Complete Wizard’s Handbook*.

Using the “Fame & Fortune” Cards

The deck of 54 “Fame & Fortune” cards is an optional rules supplement to the AD&D® game; the DM will decide whether to allow it in your campaign.

These cards represent effects similar to those found in a *deck of many things* (see the *DUNGEON MASTER® Guide*). Players can call upon the effects of these cards at crucial moments in the game. The cards are an assortment of both helpful and hurtful effects. Some results take effect instantly, while others may not become evident until weeks or months have passed. The duration of such an effect may be temporary or permanent, depending on the card and the DM’s wishes.

Fame cards affect the way characters interact. They show how a character’s ever-increasing reputation creates new adventure opportunities, attracts new friends and followers, and sometimes makes a PC the target of new foes.

Fortune cards temporarily give a character a boost in luck or an ability. They are a manifestation of those twists of fate that cause a fatal arrow to be deflected by an item carried under the character’s shirt, enable a hero to survive a deathtrap, or allow a truly epic villain to escape justice at the last moment.

The DM retains control of the Fame & Fortune deck at all

times. The cards are evaluated at the beginning of the campaign, with the DM removing any he or she thinks may unbalance the campaign. Each player is then allowed to draw one card. The DM may draw one card per level (or fewer, if desired) for the adventure’s major NPCs; the rest of the cards remain in the deck. Players must show their cards to the DM, but should keep them secret from fellow players; these are “aces up their sleeves” that they can produce at suitably dramatic moments like a rabbit out of a hat.

The DM has the right to veto any card a player wants to play if its use would disrupt the plot of the adventure in a way that would spoil everyone’s fun. This decision should not be made lightly; a card should not be vetoed if it means the demise of the DM’s favorite villain, but it might be vetoed if it would change the course of an adventure radically. If a card is ever vetoed, the player retains the card and may attempt to play it again later.

When a card is played and approved, the DM then collects the card and may either return it to the deck or remove it from play. Players are allowed to draw another card each time their characters advance in level; there is no limit to the number of cards a character may possess at any one time. Players may not trade cards, as this would spoil the dramatic effect by revealing the cards’ secrets.

Many of the cards may be played in two different ways (for example, “True Love,” “Suffer a Sea-change,” “Switch,” or “Philanthropy”). The DM may rule that if a player draws one of these cards, it affects that player’s character immediately. Alternatively, the DM may allow the player to keep the card and play it later on NPCs or other PCs. Thus, the “Passion” card could cause the player character drawing it to fall madly in love with an NPC or fellow PC, or the player might play it later just as the group is being defeated by an evil sorceress (who then falls in love with the PC, probably taking him and his friends prisoner instead of killing them).

Each player may play only one card at a time, but other players or the DM may modify the result by playing additional cards in succession. Thus, “Mistaken Identity” can cause one to run “Afoul of the Law,” while “Friends in Low Places” may result in the assistant jailor or a fellow prisoner helping a character escape. Similarly, “Roots” may reveal that the villain a PC just defeated is actually the character’s long-lost brother; the DM may play “A Change of Heart” to persuade the PC to help his brother escape, or another player may use “A New Leaf” to help a villain reform.

These cards are designed primarily to help the players participate more fully in the ongoing storyline of the adventure. They will be most helpful for low-level characters, providing an edge needed to survive in a dangerous world. DMs can use them to increase the tension of the adventure; villains can use the cards to their advantage as easily as heroes. In all cases, these cards should be used to increase the players’ enjoyment in the game.

Dictionary of Names

One of the hardest parts of character creation, especially for new players, is determining a good name for a character. Yet a good name is an important step toward creating a truly memorable character. Players new to fantasy gameworlds often take the shortcut of choosing familiar names out of fantasy literature and popular myth—for example, calling

their mages Merlin, Gandalf, or Houdini, their paladins Lancelot or Roland, their druids Taliesin, and so on. They are then faced with the problem of continually explaining, “No, not *that* Gandalf,” to other players.

An opposite but equally serious problem is that of giving characters common, familiar names: Tim the wizard, Fred and Charley the fighters, Betty-Sue the cleric of Thor, Becky the githzerai, and so on. The problem with this approach is that such a character is in danger of becoming a joke—a bard named Elvis, for example, may be hard to take seriously.

The best solution is to choose a name that sounds appropriate to an inhabitant of a fantasy world, yet is still pronounceable by the player and his or her friends. Players with a talent for nomenclature might simply make up names (a common practice even in the real world); others may use the lists in this booklet to choose names for their characters. DMs will also find these lists handy when creating nonplayer characters.

“Generic” fantasy names—that is, names that cannot be recognized as belonging to any one culture—are always appropriate for player characters. Further, many an adventurer has taken on a descriptive colorful name (whether as a primary name or as a nickname) at the beginning of a career—from a simple nickname (a shy halfling called “Mouse”)

to a pseudonym adopted to conceal the character’s identity. Whether adopted by a wizard or cleric upon completion of his or her apprenticeship or chosen by a thief to protect his or her family, an adventuring name adds an extra level of personality to the character.

The names listed in the following pages are arranged by nation. Combining names from different sources is possible; simply assume that a character’s parents came from different cultures or that the character is named after a family



ings
and
peasants,
the

famous and the
forgotten, have
succeeded or failed
on the basis of name
alone.”

— Pinpfterr Flitglobs,
adventurer



friend (a parent's old adventuring partner, perhaps?) from a foreign land. A brief note on the customs of naming in each country follows each list.

Aengmor

Male names: Falanen, Firnafel, Garafaele, Halfalen, Jacquafarel, Jaflarien, Kanafasti, Laraeden, Lefarel, Maflarel, Malshandir, Myfallar, Nasnaefel, Quanafel, Raffainfar, Ralfamere, Sarantyr, Shallatariel, Siristel, Tarasfir, Telemon, Xatapechtlí, Yalfanare

Female names: Caerefel, Jennafeare, Parafal, Porphyriel, Rafasta, Risardiel, Tanadaleyo

The subterranean shadow elves emerged from their caverns a few years ago and took over the woodland realm of Alfheim, sending their surface cousins fleeing to other lands (many eventually made their way north to Wendar). It is unlikely (but not impossible) that any member of this isolationist and sinister folk will become a player character. Surnames are rare among shadow elves; most of these elves are known simply by a single, unique name.

Alphatia

Aasla, Aendyr, Alphas, Arbana, Ashari, Astriadan, Daricon, Driadne, Ecbashur, Eldrethila, Emeth, Edrecort, Eriadna, Ericall, Haldemar, Halzunthram, Jerbat, Karburan, Kerothar, Lathan, Lourina, Lysander, Myletendal, Nabonidus, Quinlin, Raman, Ramissur, Rodomil, Serena, Solinari, Syndylus, Talasar, Tarias, Terari, Thylera, Torenal, Traviata, Tredorian, Trintillia, Tylari, Tylion, Urbaal, Uthar, Volnay, Volospin, Xerdon, Zandor, Zumulim, Zyndryl

Alphatians do not use family names, nor do they distinguish between male and female names.

Although the nation of Alphatia no longer exists as a part of the known world, many Mystarans of Alphatian descent can be found scattered throughout other lands, particularly in the far east and north, on the Isle of Dawn, and in Norwald. Still, Alphatian player characters should be rare—wanderers and expatriates who have survived the destruction of their homeland.

The list above offers only sample names, as there are no traditional Alphatian names. Rather than naming children after a friend or relative, Alphatian parents simply invent a name to suit their image of what the child will grow up to be (the *augury* spell thus plays a large part in their naming customs). These names have no meaning; they are chosen by sound rather than sense—and parents will create a name that strikes them as suitably grand, elegant, or impressive. Male and female names cannot be distinguished by their form, as both are equally arbitrary. DMs and players should

feel free to create their own names for characters, using the ones given here as models.

Atruaghin Clans

Male names: Aponi, Arrokoth, Atoni, Awendea, Ayita, Bachewishe, Bitsos, Chapa, Chogan, Chufi-Hutko, Chuli, Debwewin, Goyathlay, Hobachi, Hoimani, Homma-Hacho, Huyani, Irari, Kamama, Kananah, Kanowa, Kinnakli, Lawih, Lihtakats, Migisi, Misai, Mitsis, Nakwisi, Nisimaha, Notawkah, Ogima, Ohapa, Opitchi, Opetenaiook, Paji, Popate, Salali, Sotso, Tassikaya, Tatanka, Tavibo, Tikamthe, Tilipe, Tkalis, Tushka, Tyee, Ukhoohquethoth, Umbachi, Unnuhkankun, Viho, Wakichonze, Weetomp, Weptesh, Wichka, Wingina, Woiviho, Woksape, Wovoka, Wunnegan, Yana, Yatokya, Yeholdgo, Yukpa, Zelozelos

Female names: Adsila, Ahmanni, Aiahnichih, Aleshanee, Awenhatagi, Bitskipe, Chimalus, Cholena, Chowat, Chumani, Datsa, Fuschati, Galilahi, Gaondawas, Gatitla, Ilakawit, Isakimi, Ishki-Tahah, Istas, Kiminela, Koru, Kyatsiki, Macha, Manake, Matoaka, Migina, Mihewi, Miropampi, Mitena, Namid, Nechaun, Niabi, Nihanaina, Nituma, Oawensa, Okshulba, Pakali, Peshewah, Qwannacut, Shandin, Suskuito, Taigi, Taini, Tawya, Tehya, Towayam, Tsawya, Wabanang, Wakpala, Wasajah, Wequash, Wihe, Wihema, Wishtecha, Witalu, Witawata, Woape, Woatwes, Yushbonuli, Zahalani, Zhonta, Zitkala

Adventurers from the five clans (Bear, Elk, Horse, Tiger, and Turtle) are rare, as most Atruaghins never leave their homeland. In addition to the given names listed above, each individual will, upon reaching adulthood, gain a descriptive surname befitting his or her appearance, personality, or accomplishments; for example, Fire Eyes, Turtlerider, Moonstalker, Duck Watcher, Mist Dancer, and the like.

Darokin

Male names: Aden, Ander, Ansel, Arturo, Atwell, Bancohr, Bassanio, Beltramo, Bertram, Boris, Corwyn, Derek, Eldram, Eshram, Francino, Henry, Jackin, Jons, Jule, Launce, Linton, Loun, Luthier, Martino, Mercurio, Miles, Millington, Quint, Paolo, Reynard, Roger, Rypien, Santhral, Sasheme, Sebastian, Selwyn, Silester, Tanguis, Tedor, Thurio, Tomas, Tybalt, Vardon, Wesley, Wilhon

Female names: Adriana, Celia, Dionise, Elinor, Elissa, Fenicia, Franchesca, Giletta, Gweneth, Helena, Jaquenetta, Julina, Lucetta, Luciana, Lucilla, Lydia, Maggie, Mariana, Millana, Mitrissa, Nerissa, Phebe, Phoenix, Portia, Rosaline, Ruthera, Tamora, Treya, Viola

Surnames: Arorat, Attleson, Aumerle, Bostitch, Brandifirth, Callister, Corun, Falstead, Faulconbridge, Franich, Hoff, Hallonica, Hundley, Ithel, Kalimi, Kegley, Langley,

Linton, Markone, Mauntea, Miggs, Mowbray, Page, Pounder, Rand, Sagar, Scroop, Sforza, Staffleheim, Toney, Tremontaine, Umbarth, Vanisi, Varsho, Vickers, Vonaday, Willoughby, Wocken

Often called “The Land of Leftovers,” Darokin is more of a melting pot than any other nation on Mystara. The dispossessed from all surrounding nations (Glantri, Karameikos, The Broken Lands, Ethengar, Rockhome, Alnheim/Aengmor, Ylaruam, The Five Shires, Ierendi, Atruaghin, and even Sind) often find their way here, where they settle down and intermarry into the local populace. The last two centuries have seen major influxes from Glantri (nonmages who objected to the establishment of the magocracy there), Ylaruam (those who had supported the Thyatian or Alphatian conquerors, expelled when the nation gained its independence), and Karameikos (Traladarans incensed by the Thyatian takeover of their homeland), not to mention the recent refugees from Alnheim. Of course, all these immigrants bring their own habits of naming with them.

In addition, traders from this mercentile nation travel all over the known world to reach every possible market for their goods. Many marry folk from other lands and bring their new wives or husbands and children back to Darokin with them; others discover interesting names (whether of a person, place, or thing) and later name their children accordingly. Altogether, these factors mean that over time, Darokin nomenclature has become extremely eclectic. Hence, the names given above represent only a few of the common names in use.

Ethengar

Male names: Abaka, Abakan, Abushka, Akbalik, Akjin, Akov, Aksinya, Anaktai, Arghun, Arik, Atika, Baidu, Batu, Barak, Buka, Chagatai, Chibai, Chimei, Cudga, Dasadas, Degke, Duttai, Gakadu, Geidu, Ghazan, Ghokti, Goibban, Grokat, Hatu, Hauji, Hulagu, Jagatai, Jamuga, Jebe, Jemugu, Juchi, Kadan, Kaidu, Kaikhuta, Kaunchi, Kashin, Kassar, Khabul, Khahak, Knyuk, Kogatai, Kogotal, Koja, Kokochin, Kublai, Kuyuk, Madutai, Makbai, Mangu, Medu, Moghai, Mongke, Mongu, Morkatal, Muhuli, Nargabai, Nayan, Noyon, Numughan, Ogodai, Oktai, Orkajin, Ortu, Subutai, Telek, Temujin, Timur, Toktai, Tuda, Tulabugha, Tuli, Ulatai, Ulgatai, Yagatu, Yamun, Yatak, Yesugai, Yestai, Yesugai

Female names: Abbuka, Actacta, Actun-tai, Ai-Bantu, Ari-Ki, Astuni, Babari, Beckga, Beirkai, Bryyda, Buitai, Bukhai, Bushgu, Camdu, Chog-yan, Com-Jah, Dasacki, Dest-tai, Erikai, Goihan, Gurricktai, Hat-Tai, Hackerrick, Hulai, Huwel-Tai, Izai, Jallopi, Jerrick, Joulran, Juch-Jin, Kacdan, Kadran-Tal, Kashinai, Kassiri, Kokachin, Kopan, Kowlesin, Kwelon, Lassick, Lisai, Loi-Tan, Loubai, Lowelon, Mahka, Maklai, Mecku, Medu-An, Midulai, Montgha, Mostan,

Nen-Tai, Neske, Ni-Jin, Nummsas, Nuztai, Obacki, Oruni, Otebu, Ottai, Pabulai, Patai, Pedgha, Pocrick, Potal, Qashi, Qemur, Qertu, Qeranu, Qorrisha, Ro-An, Rotun, Rungu, Russ-Tal, San-Jin, Sempura, Sicontai, Sirona, Susti, Temulin, Trungpa, Uiska, Ullai, Voxila, Waruni, Wastda, Wourick, Yagha, Yest-Tai

Tribes and current leaders: Bortaks (Batu Khan), Kaeruts (Huaji Khan), Kiyats (Kadan Khan), Murkits (Moglai the Golden Khan), Taijits (Oktai Khan), Uighurs (Hulagu Khan), Yakkas (Chagati Khan), Yugatais (Timur Kahn)

Surnames are not commonly used by the Ethengarians; instead, each individual is known by his or her clan (essentially an extended family of three to four generations), with the clan taking its name from its current leader (usually the patriarch or matriarch of the family)—for example, “Jemugu of Clan Chimei.”

The Five Shires

Male names: Abran, Ashmore, Belden, Benj, Blasko, Bolgor, Brewster, Bungo, Calkin, Cobbler, Dwilcath, Fielding, Filbert, Gully, Gwiston, Hofflik, Harl, Jasser, Jenkin, Jolly, Kepli, Moss, Nip, Nob, Oglentyr, Pelbion, Pelm, Rory, Wally, Warwick, Wash

Female names: Dorith, Fern, Hazel, Holly, Jalassa, Jatha, Jess, Linn, Maeragh, Magil, Maple, Meera, Melindy, Milliciny, Pedderree, Petrilly, Sass, Tabith, Tetha, Willowberry

Surnames: Alehill, Applebee, Amster, Barrelrider, Battlebur, Bramble, Dappleglade, Dudley, Dunrose, Flintfoot, Foxhollow, Greenleaf, Grubb, Heathertoos, Hillhollow, Hoeffurrow, Journeyfoot, Kalliwart, Leafloper, Longbuck, Longquaff, Ogglemurk, Oldfur, Oldhill, Omblestaff, Osgood, Owlhoot, Plashdeep, Plodmoor, Pytchplume, Quettory, Rush, Shindlewood, Shortwick, Standfast, Stoutbottle, Talbot, Tangleberry, Treeshadow, Trencherman, Trundlestump, Tubbins, Tuck, Tumblebrook, Upplumere, Weatherbee, Woodwort

The halfling inhabitants of the Five Shires prefer short, simple names for the most part; nicknames are common among those with grander given names. In addition to the names listed above, halflings are often named after plants or foods.

Glantri

Glantri is composed of many autonomous principalities, most with their own distinct culture (and nomenclature); hence, lists are provided for each. Most Glantrians use surnames, whatever their ethnic origin; the lists provided below are merely a sampling taken from among the most common or prestigious names in a given principality.

Aalban

The inhabitants of Aalban are descended both from Alphatians and from Thyatians from the Hattias region. Their nomenclature is much the same as that of the Hattian Thyatians and Heldannic Knights, although made-up names modeled on traditional ones are common (no doubt due to Alphatian influence). See the listing under "Heldannic Territories" for samples.

Belcadiz

Male names: Alejandro, Carlo, Diego, Duarte, Fernando, Hippolito, Joaquin, Manuel, Maximilian, Miguelito, Ricardo, Sancho, Sebastien, Vinciento

Female names: Blanca, Carmina, Carnelia, Ilona, Isabella, Leotina, Maria, Nicolasa, Sanchia, Victoria, Yolanda

Surnames: Alhambra, Alvar, de Casanegra, de Montebello, del Egorn, de Satolas, Monteleone

These elves come from a southern clan unrelated to the elves of Alfheim or Wendar, and their nomenclature is as distinctive as their culture. All Belcadiz elves adopt surnames through family pride, giving their children the most grandiose names they can contrive.

Bergdhoven

Male names: Anton, Barnevelt, Bartel, Bartholomeus, Diedreck, Dirk, Dort, Drenthe, Harbart, Hendrik, Hubertus, Hubrecht, Jissel, Johan, Joop, Joost, Karel, Maas, Nicolaes, Pieter, Tiede, Vanserie, Veit, Wessel, Willem

Female names: Anneke, Floris, Juliana, Jutka, Maauld, Marieke, Miep, Rowena, Saskia, Sinaria, Wilhelmine

Surnames: Bergen, Boerhaave, Brabant, de Gheyn, de Witt, Flieger, Kern, Krollnar, Linden, Loevestein, Menno, Sonden, Tilburg, Tulp, Uylenburgh, Vandehaar, van Limborch, van Wassenaar, Verlien, Vlaardoen

These folk are descendants of the original human settlers of the lands that are now Glantri, the Flaems. They see themselves as preservers of the country's ancient heritage and therefore rarely deviate from traditional names, such as those listed above.

Blackhill

This former principality was completely obliterated, along with its entire population, by the meteor strike that created the Great Crater. Since it was populated by Alphatian immigrants, DMs and players wishing to create characters from this lost principality who were absent at the time of its destruction can use the names listed for Alphatia.

Boldavia

Male names: Arpad, Bela, Bogdan, Boris, Iancu, Ioan, Istvan, Laszlo, Matei, Matthias, Mihail, Mircea, Morphail, Nikolai, Pavel, Piotr-Grygory, Radu, Sandor, Shurav, Stefan, Vlad, Youri

Female names: Natacha, Szasza, Tara, Tatyana

Surnames: Bathory, Bogdan, Borsa, Corrin, Datchenka, Gorevitch-Woszlany, Igorov, Ivanov, Kutchevski, Lutescu, Markovitch, Orlovski, Pavlova, Tchernovodsk, Tepes, Timenko, Vladimirov, Wutyla

The Boldavians are descendants of Traladarans who migrated north and intermarried with the local inhabitants of the region; their names are still strongly Traladaran in flavor, and any of the Traladaran names listed for Karameikos can be used for Boldavian characters. The names listed above, while popular in Boldavia, have fallen out of fashion in Karameikos, where they are now fairly rare.

Bramyra

This principality was recently formed as a buffer state between Glantri and Ethengar; the population is Ethengarian, and its nomenclature is indistinguishable from that of the principality of Krondahar (see below).

Caurenze

This principality was wholly destroyed by the meteor strike that created the Great Crater a few years ago; only the prince himself (Innocenti di Malapietra) survived. However, shortly before that time, a number of Caurenzian folk had emigrated westward to the newly forming principality of Sablestone, taking their nomenclature with them; see below.

Erewan

Male: Ethrilord, Ezechiel, Galladin, Qenildor, Thenedain, Unedyrin

Female: Aliana, Bethys, Carlotina, Eleesa, Esmeralda, Norelia

Surnames: Bilgram, Ellerovyn, Lizzieni, Nathrat, Nyra-
viel, Soth-Kabee

This elven principality is home to a splinter group of elves from Alfheim. The names listed above are popular among the Erewan elves but should be supplemented by those listed for Wendar.

Fenwick

Male names: Alleyn, Barnabe, Elyot, Gabriel, Giles, Hobbin, Humphrey, Jankin, Jocelyn, Marlow, Neville, North, Poins, Quince, Rafe, Reece, Sparrow, Spence, Taum, Vaughn, Wilton

Female names: Anne, Beryl, Celia, Dolores, Eleanor, Fidessa, Felice, Licia, Luciana, Luce, Margret, Phillida, Rosalynde, Verlyn

Surnames: Asham, Bedford, Brakenbury, Burbage, Cokayne, Dekker, Gooze, Hathwey, Hillsbury, Fenswick, Kempe, Lollard, Nashe, Oldcastle, Pembroke, Sackville, Tichborne, Tyndale, Urswick, Wootton, Wyatt

This tiny pocket principality was once subject to Blackhill, but recently gained sovereign status thanks to the influence of its ruler, Dolores of Hillsbury. Its inhabitants once hailed from a tiny duchy on a distant world; they emigrated to Glantri at the same time as their neighbors on that world, the d'Ambrevilles. Nevertheless, like the folk of Klantyre, they have their own distinctive nomenclature.

Klantyre

Male names: Alasdair, Angus, Brannart, Bruce, Dougal, Duncan, Eachainn, Parlan, Quinton, Sean, Tarlach

Female names: Annag, Barbara, Mary, Mira or Myra, Mor, Morna

Surnames: Dunvegan, Glenmoorloch, Glenargyll, Klantyre, McAllister, McDougall, McDuff, McGregor, Uigmuir

Like the d'Ambrevilles of Nouvelle Averoine (see below), these refugees from a distant world arrived in Glantri more than a century ago, bringing their distinctive nomenclature with them. Clannish to a fault, they have changed little since arriving on Mystara, and rarely leave their own principality. Only those who oppose the sinister Prince Brannart are likely to become adventurers and strike out on their own.

Krondahar

Male names: Jherek, Ralindi, Rejladan, Song-Anh, Urmahid

Female names: Aleah, Lan-Syn, Waira

Surnames: Krinagar, Singhabad, Virayana

Krondahar was founded by Ethengarians exiled from their homeland for their wizardry. The names given here belong to the prince and his family; non-noble characters from this principality generally conform to the nomenclature listed for Ethengar.

Morlay-Malinbois

This haven for werewolves recently splintered from Nouvelle Averoine to become an autonomous principality in its own right. Use the names listed for Nouvelle Averoine when creating characters who call these woods home.

New Kolland

No names are provided for this principality, since its population is composed entirely of humanoids, mostly immigrants from the Broken Lands who invaded Glantri during the Immortals' war of 1004-1010.

Nouvelle Averoine

Male names: Alain, Andre, Blais, Claude, Elphege, Edouard, Emile, Etienne, Ezechiel, Gaetan, Gaspard, Gaston, Germain, Ghislain, Gerard, Gilles, Guillaume, Guy, Henri, Hubert, Jacques, Jean, Jules, Julien, Laureat, Laurent, Laurier, Laval, Leon, Louis, Luc, Lucien, Malachie, Naramis, Normand, Raynald, Remi, Serge

Female names: Amedee, Camile, Caroline, Catherine, Celine, Chantal, Circe, Colette, Diane, Evelyne, Genevieve, Ginette, Helene, Isabelle, Isidore, Janette, Jocelyn, Josee, Justine, Lorraine, Magdalene, Marie, Michele, Moriamis, Neanne, Rosaire, Sabine, Sephora, Sylvain, Therese

Surnames: d'Ambreville, Fausseflames, Grenier, Malinbois, Marais, Morlay, Moulins, Nord, Perigon, Sylaire, Touraine, Yvonne, Ximes, Ylourgne

The inhabitants of this region (perhaps the most influential of all Glantri's principalities) are very fond of double names, such as Henri-Jacques, Sabine-Celine, Marie-Helene, and the like. Many of their surnames are derived from place names—for example, Lucien du Nord ("of the North") or Sephora de Sylaire.

Sablestone

Male names: Agostino, Antonio, Bartolomeo, Benettno, Dominick, Giovanni, Griseo, Innocenti

Female names: Fiora, Letizia, Lucrecia, Luigi, Rosabianca

Surnames: Castelbianco, di Malapietra, di Tarento, Fulvina, Serecchia, Verazzano, Zispaghi

This principality was settled by immigrants from the now-destroyed principality of Caurenze. Their nomenclature shows a marked resemblance to some of the oldest Darokinian names; their ancestors probably fled into Glantri centuries ago to escape one of the many humanoid invasions that land has endured.

Heldannic Territories

Male names: Achim, Dieter, Dietmar, Dolph, Franz, Friedrich, Gunther, Gustav, Hans, Heinrich, Jagger, Karl, Ludwig, Lukas, Henning, Rodrick, Rolf, Sigmund, Urkvarth, Velten, Werner, Wilhelm, Wim, Wolfgang, Wulf

Female names: Anna, Elke, Frieda, Gertrud, Helgar, Hildegarde, Lena, Mariana, Resli, Resi, Wilhelmine

Surnames: Alderturm, Blofield, Graez, Heinrich, Huegele, Lowenroth, Ritterburg, Schonberg, Schoss, Schwartzstein, Terlagand, von Drachenfels, von Graustein, von Hendriks, von Klagendorf, von Stein

This land is ruled by the Heldannic Knights—Hattian Thyatians who conquered a large territory far to the north of their ancestral homeland. Extremely conservative in outlook, they naturally brought their traditional names with them to their new home. This list of names can also be used for characters from the Glantrian principality of Aalban, for Thyatians from Hattias, and for Karameikans (like the infamous Ludwig von Hendriks) of Hattian/Thyatian ancestry.

Ierendi

Male names: Avral, Beneeck, Ceddy, Chandbeck, Creeg, Dak, Den, Erias, Fero, Figgen, Gan, Ganti, Garenco, Gastenoo, Garot, Gelek, Halla, Han, Hari, Haron, Haumekia, Maituipua, Ahua, Jarren, Jokaalta, Kelam, Keril, Matou, Nizo, Noril, Nunawading, Palfrit, Pariman, Pol, Ronowac, Ruce, Ruly, Sama, Sambella, Toc, Tomia, Vimo, Wert, Worro

Female names: Chandy, Gen, Gherynid, Hanni, Haradith, Hauwk, Jin, Kala, Kani, Kanja, Kerhy, Leethra, Maru, Mauitena, Moana, Mora, Nula, Pelela, Rena, Ru, Tabau, Tia

Surnames: Kindle, Longblade, Matringle, Rayds, Windhook

Once a Thyatian prison colony for malcontents (including a great many halfings from the Five Shires who resented Thyatian domination), these islands became pirate havens. The marooned exiles-turned-pirates intermarried with the native Makai islanders, leading to the current unusual mix of names.

In more recent years, the islands have experienced a flood of immigration by adventurers from many nations seeking to compete in the annual tournament to become king or queen of Ierendi. Some of these newcomers choose to settle down and stay, contributing their own cultures' names to the mix. The Makai do not use surnames, but some islanders have adopted the habit from ancestors who hailed from other lands. More commonly, islanders will have some designator based on personality, appearance, or profession—for example, Ruce the Birdman, Moana the Fair, or Sama the Fletcher.

Karameikos

Male names: Aleksandr, Aleksei or Alexei, Alyosha, Arkadi, Boris, Dmitri, Dmitrios, Evgeni, Feodor or Fyodor, Gospodin, Grigori/Grygory/Grigory, Ilya, Ivan, Kolya, Makar, Mendel, Mikhail, Nikolai, Pavel, Pavlov, Pyotr or Pieter, Sergei, Smerdyakov, Stepan, Tikhon, Vanya (male nickname for Ivan), Vasil, Vissarion, Vladimir, Yakov, Yevgeni, Yuri, Zosima

Female names: Aglaya, Alya, Alyosha, Anna, Anya, Apollinariya, Darya, Ecatrina, Grushenka, Ilya, Ilyana, Irina or Irena, Katerina or Katarina, Kuzma, Lizaveta, Lyubov, Magda, Marya, Misha, Natasha, Natalya, Petra, Sascia, Sonya, Sula, Tanya, Tatyana, Vavara, Yolanda, Zandra

Surnames: Belinski, Dromilov, Golyadkin, Ivanovich, Kirilov, Nekelnevich, Sergeyev, Snitkina, Sulescu, Suslova, Tisza, Torenescu, Tushina, Valdo, Yarol

This country's population consists of two distinct groups: the native Traladarans and their Thyatian conquerors. The names given above belong to the Traladarans, who are the overwhelming majority; for members of the ruling class, use the names given for Thyatia.

In addition to the family names listed above, surnames are often made by adding any of the following suffixes to a given name: -os, -ov, -nov, -na, -eyena, -evich, and -escu. In the decades following the Thyatian invasion, a new generation of mixed parentage has appeared with names drawn from both cultures, but it is too early to tell whether this trend will continue or if the Thyatian veneer will be completely absorbed into the underlying Traladaran culture.

Minrothad

Male names: Alf, Allyn, Anrod, Arven, Beyland, Blasco, Brendel, Conwy, Cosger, Darrin, Dim, Dirk, Doak, Edric, Eldolph, Elgel, Elgin, Elgis, Elister, Elmas, Eloch, Elretch, Eltrus, Elvid, Eliz, Elson, Elwyn, Erundal, Ewen, Ginol, Graham, Gregus, Hadric, Halchart, Harmon, Hastin, Holea, Holori, Iforan, Jerick, Jolan, Jud, Kabel, Kemble, Kimber, Kithter, Konteen, Lacard, Linias, Louin, Malf, Mankey, Mardan, Oddred, Oran, Osner, Poladan, Poul, Puck, Rewen, Romer, Saroso, Sly, Strachan, Tylden, Ulard, Ulgol, Wort, Yipwig, Zenon

Female names: Aimlan, Alawyn, Ariana, Astra, Boote, Ebb, Ela, Elara, Elcia, Ellin, Eloise, Elrine, Elva, Eliza, Elmora, Eluna, Eweora, Fahsta, Fayrie, Fayson, Gloresa, Kit, Hani, Iana, Jesamin, Kirana, Kitrina, Lerri, Llyn, Magret, Marema

Although these islands are populated by elves, dwarves, humans, and halfings, the different races all use similar names. Surnames are common, most of them drawn from a slightly archaic form of common called *Patois*, which was

developed as a trade language to enable the different races to understand each other. Most families follow a single trade and take their name from their occupation—for example, Malf Cooper belongs to a family of barrel-makers, Alawyn Weafer is a weaver or clothmaker, and Ebb Tawner (tanner) works with leather.

Given names and surnames can also come from appearance or personal characteristics: Fairface, Shadower, Farseer, Tallshanks, Copperdome, Smoothtongue, and the like are quite common. The chief exceptions to these general rules are the water-elves, whose clan names include Elsan, Kelar, Manre, and Meditor.

Ostland, Soderfjord, & Vestland (The Northern Reaches)

Male names: Agnar, Alrek, Angantyr, Anskar, Arngrim, Arvarodd (“Arrow-Odd”), Asgrim, Asmund, Atli, Bjarki, Bjorn, Bothvar, Braggi, Brodir, Brynjolf, Egil, Eirik, Erlend, Eyjolf, Finnur, Frodmar, Gauk, Geirmund, Geirrod, Gestr, Gizur, Gram, Grim, Gudmund, Gudrod, Gunnar, Gylfi, Hakon, Halldor, Harald, Haukr, Heidrek, Helgi, Hergrim, Hervard, Hjalmar, Hjort, Hjorvard, Hler, Hofund, Hoskuld, Hrani, Hring, Hroald, Hroar, Hrolf, Hrollaug, Hromund, Hrongvid, Humli, Hvitserk, Ingjald, Ingjalf, Itrekr, Ivar, Kari, Ketil, Kjartan, Knut, Kolbein, Kotkel, Magnus, Mord, Njal, Ohtar, Olaf, Orm, Ormar, Pall, Ragnar, Randver, Reifnir, Rognvald, Saemund, Sigrlami, Sigrun, Sigurd, Skalli, Snorri, Soti, Steinkel, Steinthor, Storvirk, Strakad, Styrbjorn, Svafrlami, Svein, Sverrir, Tervingi, Thidrik, Thorarin, Thord, Thorgeir, Thorgrim, Thorleif, Thorolf, Thorkill, Thorvald, Toki, Tyrfing, Ulfhamr, Valdar, Valgar(d), Valtyr, Wieland, Yngvi

Female names: Alfhild, Alfhind, Alof, Ama, Arngunn, Asa, Asgerd, Aslaug, Astrid, Aud, Bauggerd, Bergthora, Bergljot, Bridida, Brynhild, Eyfura, Freyja, Frid, Gudrun, Gundrun, Gunnhild, Hallbera, Hallgerd, Heid, Helga, Herborg, Hergerd, Hervor, Hild, Hildigunn, Hlod, Hrafnhild, Hrefna, Ingebjorg, Ingibjorg, Ingigerd, Jorunn, Mear, Ogmi, Ogn, Rannveig, Reginleif, Saeunn, Sif, Sifeca, Sifka, Sigrid, Svafa, Thorgerd, Thorhalla, Tofa, Unn, Valgerd, Vanadis

Surnames in the Northern Reaches are formed by one of two methods. The first is to add *-sson* or *-dotter* to a name—for example, Hrolf Ketilsson (Hrolf, son of Ketil) or Hervor Heidreksdotter (Hervor, daughter of Heidrek). The second method is to add a colorful descriptive epithet—i.e., Ivar the Boneless, Hergrim Halftroll, Tofa the Swift, Erlend Wolf, Gram the Bold, Harald Bluetooth, Ogmi Two-sword, Toki the Fox, Thorkill the Lesser, and the like.

Rockhome

Male names: Belfin, Belfur, Bifin, Bofin, Bolto, Dofin, Dorfin, Dorto, Duric, Dwalur, Glofur, Goric, Korin, Kuric, Morur, Noar, Oic, Orin, Thoric, Thrumbar, Thuric

Female names: Bali, Balis, Bifi, Bifia, Dia, Duris, Fara, Filia, Gilia, Konla, Kori, Koris, Nais, Noris, Thori, Thrais, Toris, Wharif

Clans: Buhrodar, Everast, Hurwarf, Skarrad, Syrklist, Torkrest, Wyrwarf

All dwarven names derive from a fairly small number of stems, to which are added any of a number of traditional suffixes: the male suffixes are *-ar*, *-ed*, *-ic*, *-in*, *-lum*, *-or*, *-to*, and *-ur*; the female suffixes are *-a*, *-as*, *-i*, *-ia*, *-if*, *-il*, *-is*, and *-la*. Family tradition usually dictates that a child will share either the stem or suffix of the parent of the same sex (thus, Belfin’s son might be named Durin or Belfic).

All Rockhome dwarves belong to one of the seven great clans. Instead of family names, the given name is followed by the parent’s name plus the suffix *-warf* (son of, daughter of). Thus Dia Farawarf is Dia, daughter of Fara; Orin Noarwarf is Orin, son of Noar.

Over the centuries, the dwarves have borrowed many similarly sounding names from their human neighbors to the northeast (Ostland, Soderfjord, and Vestland); such names are treated exactly as other dwarven names. Dwarves with particularly common names often adopt epithets: Thoric Redhand, Kori Fire-Eye, Belfin Elf-friend, Gilia Songsmith, Morur Blackheart, and the like.

Sind

Male names: Amrit, Arjun or Arjuna, Arvind, Ashok, Babar, Bala or Balu, Chandra, Dev, Devdas, Dinesh, Firdausi, Gopal, Gotam, Haji, Harinder, Inderpal, Jagannath, Jagdish, Jamshed, Jitinder, Kalidas, Kamal, Kamsa, Kasyapa, Mahavir, Mani, Mirza, Murali, Nanda, Nagendra or Narendra, Narayan, Naresh, Om, Padma, Parvaiz, Pitambar, Prakash, Pramod, Prasad, Raghu, Rajesh, Raji, Rama, Ravi, Rupchandra, Sachdev, Safdar, Sanjay, Sardar, Satish, Shankar, Sher, Sudhir, Suresh, Surya, Vasu, Vijay, Vimal, Yadav, Yashpal

Female names: Amrita, Aruna, Asha, Chandrakanta, Damayanti, Durga, Gauri, Janaki, Jarita, Jaswinder, Jaya, Jayanti, Jyoti, Kailash, Kalpana, Kalyani, Kanta or Kanti, Kaur, Kumari, Lakshmi, Lalita, Madhur, Mehjibin, Mohana or Mohini, Nasrin, Padmini, Parvati, Parwin, Perma, Prem-lata, Priya, Radha, Rajani, Rati, Roshan, Sandhya, Sarala, Saroja, Shahnaz, Shanti, Sharada, Shobhana, Sita or Seetha, Sri, Sujata, Sumati, Tara, Tulasi, Usha, Vimala

Traditionally, Sind has had little contact with its neighbors to the east. This separation is even more pronounced

following the recent conquest of Sind by the forces of Hule and Hule's attempted invasion of Darokin: Darokin and Sind are now separated by a closed border that is carefully guarded on both sides. The only Sindhi that player characters are likely to meet are rare refugees who have slipped across the border and convinced the Darokin or Glantrian borderwatch that they are not spies for the Master of Hule.

Thyatis

Male names: Aegidius, Aelius, Agrippa, Ahenobarbus ("red-beard"), Alexian, Anaxibius, Arius, Aurelian, Aurelius, Claudius, Clovis, Corbula, Crassius, Decius, Demetrius, Elagabalus, Eusebius, Flavius, Gabrionus, Gaius, Galba, Gallus, Gordian, Gnaeus, Gracchi, Gratian, Hadrian, Jarandros, Julian, Justin, Licinius, Lucin, Lucius, Marcus, Nerva, Pompey, Rufinus, Septimus, Servius, Severus, Stefanus, Stilicho, Tacitus, Tarquin, Theodosius, Tiberius, Titus, Trajan, Tullus, Valens, Valerian, Varus, Vergil, Vespasian, Zendrolion

Female names: Adriana, Aelia, Agrippina, Aleena, Alexandra, Annia, Antonia, Aquilia, Arteris, Asteriela, Berenice, Demetria, Domitia, Eudoxia, Fabia, Flavia, Gabriela, Galaria, Galla, Helena, Hypatia, Julia, Livia, Lucretia, Marcella, Melania, Messalina, Octavia, Olivia, Plotina, Poppaea, Portia, Sabina, Salonina, Stefania, Tanaquil, Tarpeia, Triella, Tullia, Valentia, Valeria, Vanya, Varia, Verginia, Vispania

Many Thyatian names can be male or female, depending on the suffix (usually *-ius* for males and *-a* for females)—for example, Julius/Julia, Arius/Aria, Valerius/Valeria, and the like.

Thyatians can have up to three names, depending on station. The poor or those from obscure families typically use only a given name, while members of nobility will have a given name, a family name, and an honorific—for example, Gaius Tullus Ylaricus ("defeater of Ylari"). Tradition is very important for Thyatians, so many children are named after their parents or other relatives; the generations are distinguished by adding "the Elder" or "the Younger" after the name—for example, Poppaea the Younger, daughter of Poppaea the Elder.

One of the three tribes that originally settled Thyatis, the Hattians, had markedly different nomenclature from the others; use the names listed for Heldannic Territories for such characters.

Wendar

Alarrain, Alevar, Algorn, Allandaros, Amaranth, Anderswen, Andriana, Arloen, Azalarer, Besathan, Brendian, Carlisan, Celedryl, Clain, Cylithera, Delandra, Deloran, Delsel, Doriath, Draugin, Duarlinga, Durfendor, Durifern, Dylen, Dyradyl, Elana, Eliara, Engledoc, Enoreth, Eronion,

Ethrilord, Feadris, Feradar, Ferian, Fillindyl, Fionna, Galadin, Garanahil, Gilanthus, Gilfronden, Goriidel, Halimath, Haranavel, Jarsali, Jorodrin, Kanali, Kavva, Laranis, Larian, Leadyl, Lynnwyl, Malissin, Mendaril, Miridor, Myris, Prestele, Qantir, Quillan, Semien, Serena, Shalander, Sharas-tra, Sharlikran, Shelingar, Shermakan, Shurengyla, Stellara, Sythandria, Taragin, Telanith, Thalaric, Theriatis, Tuladin, Tulenil, Vanar, Vilana

Surnames: Ariesseu, Arnuanna, Callarii, Callirr, Erendyl, Erewan, Feadiel, Jaralmus, Marathas, Mealidil, Pyreen, Yvalia

Elves, like Alphatians, prefer new names to traditional ones for their children; thus, the listing above is only a sampling of typical elven names. Surnames are optional; some well-known families adopt them, but they are the exceptions, not the rule. Also like Alphatians, elven names are not exclusive by sex. A few elven clans forgo typical elven names in favor of adventuring names similar to those used by the Atruaghins.

This elven realm recently received a large influx of refugees from the fallen realm of Alfheim (now Aengmor); player characters are likely to be drawn from their ranks.

Ylaruam

Male names: Adnan, Ahmad, Akbar, Ali, Amal, Ammar, Asad, Ashraf, Ayman, Aziz, Badr, Bahjat, Dawud, Fahd, Farid, Faruq, Faysal, Fuad, Ghalib, Ghayth, Hakim, Hani, Harith, Hasan, Haytham, Husayn, Jafar, Jamal, Jawdat, Jinan, Kalafi, Karim, Khalid, Khalil, Majdi or Majid, Manar, Masud, Mazin, Mukhtar, Mustafa, Nasir, Nur, Qadir, Qasim, Qays, Qusay, Rahman, Rashad or Rushdi, Sabir, Salah, Sayyid, Tahir, Talal, Talib, Tariq, Umar, Uthman, Wafd, Wahib, Walid, Wasim, Yasser, Yazid, Yusef, Zuhayr

Female names: Abir, Abla, Ahlam, Aisha or Ayesha, Alya, Arwa, Awatif, Azza, Bahiyya, Basma, Dalal, Dima, Farah, Fatima, Fatin, Fayruz, Ghada, Ghadir, Hadil, Hajar, Hala, Hayfa, Hind, Jamila, Khadija, Layla, Lubna, Malak, Marwa, Maryam, Mirvat, Muhsina, Munira, Nada, Nadya, Nivan, Nura, Rana, Rashida, Rim, Sabara, Sahar, Salwa, Samara, Sarab, Shadya, Shahinaz, Shahira, Shajarat, Shatha, Suleiman, Surayya, Taghrid, Thahab, Umayma, Wafa, Yasmina, Zahra, Zaynab, Zulekha

Ylari surnames are formed by using one of the following suffixes: *al-* (the), *ibn-* or *bin-* (son of), *bint* (daughter of), *abd-* (servant or slave of), *min-* (from), *abu-* (father of), and *umm-* (mother of). Thus, Ayesha bint-Umar means Ayesha, daughter of Umar, while Rim abd-Aziz means Rim, servant (or slave) of Aziz.

Heraldry Made Simple

Heraldry plays an important role in Mystara. A heraldic design serves as a personal insignia for a character. Whether painted on a shield or woven into a banner, it can rally friends or strike fear into the hearts of enemies.

Any adventurer can have a crest: a fighter or cleric may paint it on a shield or embroider it across a tabard; a thief might engrave it on a token he leaves at the scene of each successful crime; a wizard might have it hand-tooled on the front of her spellbook or use it as a seal on scrolls, correspondence, and other documents.

Heraldic designs are not limited to adventurers and nobles; these symbols can represent groups as well as individuals. Many a famous family, such as the great merchant clans of Mirros Town and Darokin, proudly displays its family crest. Political entities, from towns and strongholds to dominions and nations, often have a symbol displayed on flags, banners, uniforms, and documents.

Guilds may have an official emblem relating to their profession; for example, a bakers' guild might display three sheaves of grain above a loaf of bread, a shipping guild might feature a cog or caravel against a background of waves, or a blacksmiths' guild might show an anvil and hammer or horseshoes. An order of knights (like Karameikos's famous Order of the Griffin) or a league of wizards

might adopt a distinctive device so that their friends (and enemies) can recognize them at a glance; even an adventuring party might wish to adopt its own crest if it becomes successful and influential.

Finally, almost all organized religions have their own emblem, invariably based upon the holy symbol of the Immortal whose teachings that church honors.

Characters belonging to famous families, such as the Vorloi of Karameikos, the d'Ambrevilles of Glantri, or the Mantuas of Darokin, may want to adopt their family's emblem (see the *KARAMEIKOS™: Kingdom of Adventure* boxed set for examples).

Characters who desire personal fame, whether their forebears are obscure or renowned, will probably want to create a new personal crest.

The best way to invent the perfect shield for a character is to experiment with different designs and colors until you strike the combination that best suits your concept of the character. The following pages offer many elements that can be photocopied or traced; mix and match these to create your own heraldic device.

The information that follows, while based on historical tradition, departs from it freely, simplifying actual practice in the interest of playability and usefulness. Some heraldic terminology is provided in italics for those who enjoy the extra color it adds to the subject.



Shields

The main element of any crest is the shield, or *escutcheon*—the overall shape of the emblem. This need not be the standard shape used in the following examples, but may be an oval, a lozenge, or an exotic variant. Players should work with the DM to decide whether there is any special significance about the shape of shield used. Among the many options are assigning one shape of *escutcheon* to male characters and a different shape to female characters, or assigning a different shape to each character class.



shield



lozenge



oval



round-bottom



teardrop



fancy

Backgrounds

Shields may be any of the following traditional colors: red (*gules*), blue (*azure*), green (*vert*), black (*sable*), and purple (*purpure*). Two metallic tints are also popular: gold (*or*) and silver (*argent*), often represented by yellow and white, respectively. Colors may be used in any combination, although it is considered “bad form” in some quarters to put a metal on another metal, or a color on another color—that is, gold on silver or red on black (whereas gold on black or red on silver would be acceptable); players may ignore this restriction if they desire.

Patterns can also serve as backgrounds, and add an interesting touch to a shield. Following are a few of many possibilities.



ermine



vair



counter-vair



potent



seme



goutte

Backgrounds are one of the simplest ways to introduce wide variation into heraldic devices; for example, two shields might bear the same emblem, but have different background patterns and color schemes to make them easily distinguishable. Following are the most common ways of subdividing a shield and thus providing great variances.



pale



fess



bend sinister



quartered



saltire



chevron

Note that a diagonal line running from the top left to the bottom right is termed a *bend*, while one running from the top right to the bottom left is a *bend sinister*. Also, while the division lines are shown as straight lines on these examples for simplicity's sake, this is by no means required; any of the following are acceptable:



wavy (undy)



embattled



raguly



dovetailed



indented



rayonny



palisado (urdy)

Another popular variant of these divisions is the practice of using a band instead of a line to divide the background. Such a band is called an *ordinary*, and a shield bearing one is said to be *tierced* (a name derived from the fact that the band is roughly one-third of the shield in width).



pale



fess



bend



quartered



saltire



chevron

Narrow bars added on either side of the band produce a slightly fancier effect; such a band is said to be *endorsed* or *cotised*.



pale endorsed



fess cotised



bend cotised



cross cotised



saltire cotised



chevron cotised

Repetition of the pattern results in a striped or checkerboard effect.



paly



barry



bendy



chequy



lozengy



chevrony

Other background patterns include borders, variants on some of the preceding, and a few unique treatments.



gyronny



chief



canton



inescutchen



bordure



orle



fret



fretty



pall



lozenge



mascule



gurgles

Devices

Once you have chosen a suitable background, it's time to pick out your character's personal emblem, or device. The device a character adopts can depend upon many factors: social class, nationality, race, character class, or simply the player's whim. A character might pick an animal or monster he or she identifies with, or one he or she is pledged to fight, or one he or she associates with. For example, a rider of dragons and a slayer of dragons might be equally apt to display a dragon on their shields, as would a character who fancied he resembled a dragon in cunning, strength, or cruelty.

The devices below are divided into four categories: animals, monsters, plants, and symbols. Listed first is the most popular category, animals, and of them, the most popular of all animals in heraldry: the lion.



lion couchant



lion sejant



lion statant



lion passant



lion passant guardant



lion passant regardant



lion rampant



lion rampant guardant



lion rampant regardant



lion salient



lion courant

The poses shown above can be used for other animals; when the animal in question is not a predator, however, the terminology is somewhat different. Thus, a stag is *at gaze*, not *statant*; *lodged* instead of *couchant*; and *springing* or *jessant* instead of *salient*. Fish are *naiant* (swimming), *urinant* (diving), or *haurient* (erect). Birds and other flying creatures are shown sitting, displayed, rising, and flying (*volant*). Any animal can be shown crowned, holding a weapon, chopped to pieces (*dechausee*), or with its tail between its legs (*coward*). If only part of an animal is shown, such as its head, it can either be *erased* (ending in a straight line), *couped* (ending in a ragged edge), or *cabossed* (facing the viewer).



bat volant



bee



boar's head cabossed



boar's head erased



cat



cock



dolphin naiant



eagle disclosed



eagle displayed



two-headed eagle



horse



horse's head



mole



mouse couchant



raven



serpent



serpent dechausee



stag's head



stag's head cabossed



talbot (hound)



toad



weasel rampant



wolf's head



wolf's head coupé

Monsters of all types, whether malicious or benign, are allowed the same poses as more mundane animals. Terminology follows the same scheme as that used for animals; i.e., predatory monsters use the same terms as predatory animals, while nonpredatory monsters use the same terms as nonpredatory animals. Flame-breathing creatures may be shown *incensed* (that is, using their breath weapons).



beholder



cockatrice



dragon



dragon's head



dragons intertwined



dragon turtle



gorgon incensed



griffon



harpy



hell hound incensed



illithid



lamia noble



mermaid & trident



manticore



medusa



minotaur



pegasus



peryton



phoenix



salamander



sea lion



sea serpent



sphinx



stirge



triton with trident & conch-horn



unicorn



wyvern



winged snake/couatl



water weird



will o'wisp

Plants are the simplest emblems, much favored by rangers, druids, elves, and halflings; the examples given here are the merest sampling of the many available.



heraldic rose



thistle



sheaf (*garbe*) of grain



oak leaf with acorns



vine leaves from branch coupé



dead tree

Heraldic devices may be purely symbolic. Such symbols are the favorites of clerics, who invariably incorporate their Immortal's holy symbol into their shields. Wizards enjoy the limitless abstract qualities of such shields. Following are a few examples; the possibilities for emblems of this kind are literally endless.



crescent



sunburst



rayed star (*estaille*)



tower



ship (cog)



fleur-de-lis



hourglass



balance (scale)



death's head (skull)



crown



harp



bag o' swag



spellbook



scroll



lightning bolt



maiden sidesaddle
on horse



helm



keys



sword



scimitar



dagger



axe



arrow



morning star in
mailed fist



besants
(coins)



annulets
(rings)



plume
(pen)



hammer



tankard



horn



hand



wheel



candle *incensed*



fork & spoon



potion bottle



pentangle



A Final Note

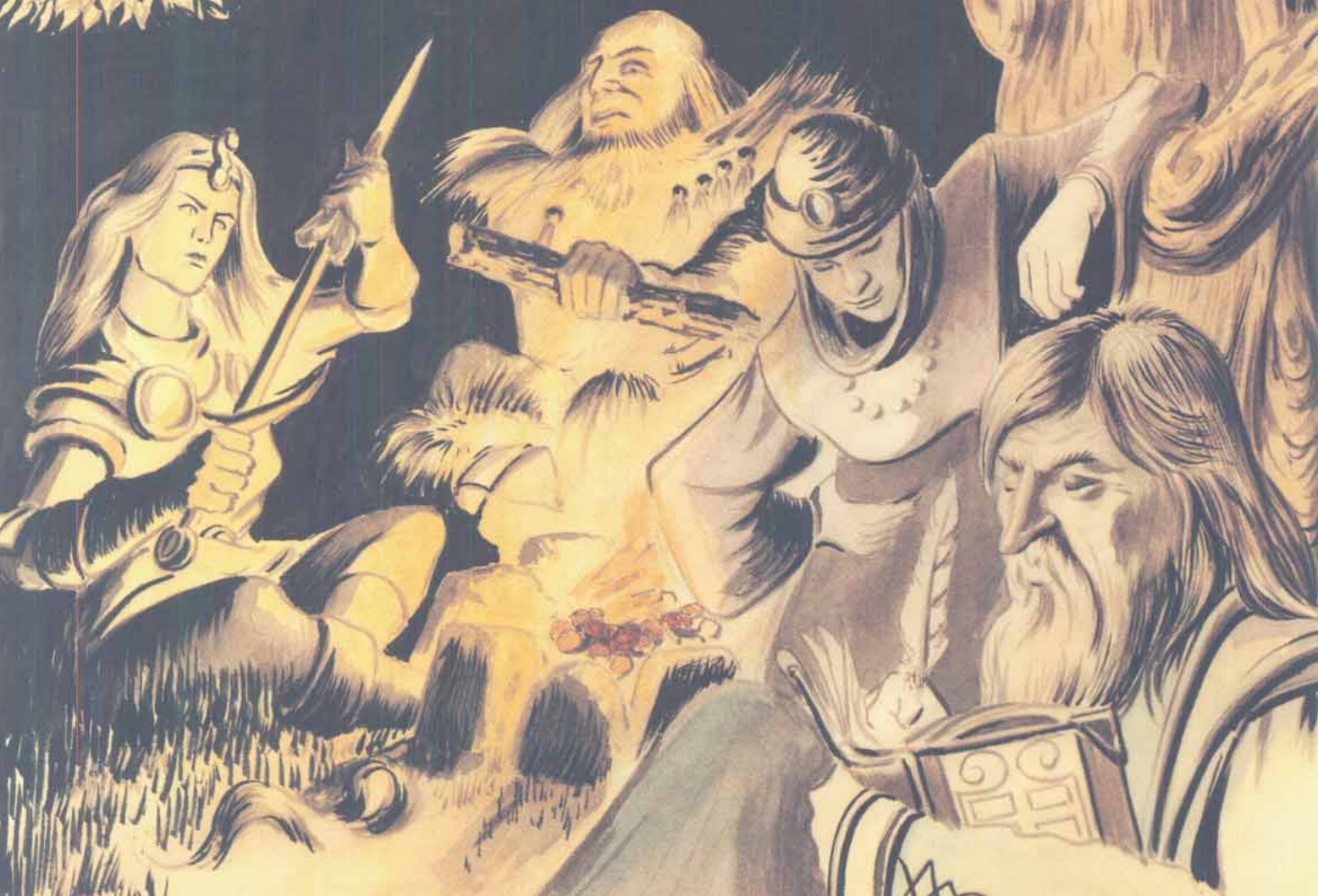
A heraldic device may be as simple as a shield painted a single solid color (for Sir Galedon, the Red Knight) or as intricate as a player cares to make it. In addition to the shield itself, the truly ambitious may add optional accoutrements such as a helmet above the shield (or a crown, for those of royal lineage), supporters on either side (for example, a lion and a unicorn, a matching pair of dragons, or a mermaid and merman), or a scroll beneath the shield bearing the character's motto ("Fortune Favors the Brave," "Think, then Strike," "Anything For Glory," and so on). The goal is to create an attractive, unified scheme that in some way represents the personality of the player character.

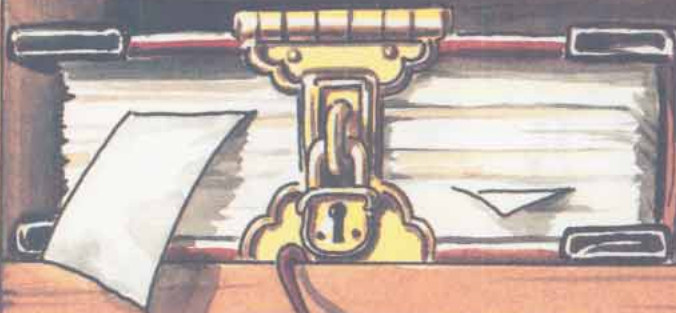


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Adventurer's Log





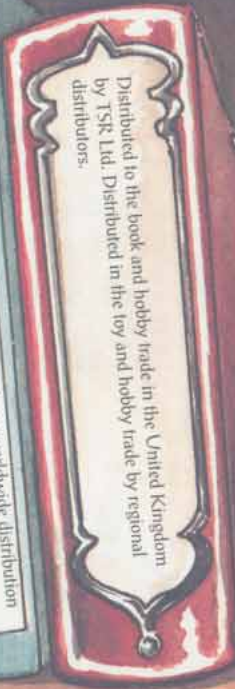
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 Typesetting by Angelika Lokotz
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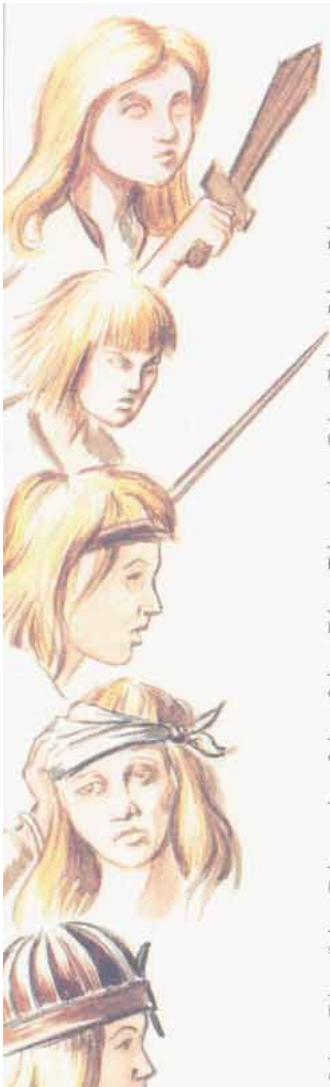
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2510XXX1902

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 TSA Ltd. 120 Church End Cherry Hinton Cambridge, CB1 9LB United Kingdom

Character Background



name

race

profession

greatest achievement

birthplace

hometown

current home

current age

parents

spouse

brothers & sisters

children



Family Tree

living: ♀

dead: †

current home:

manner of death:



Friends & Allies



name _____ class & level _____ alignment _____ armor class _____ experience _____

Str. _____ Dex _____ Con _____ Int _____ Wis _____ Cha _____

hit points _____ equipment _____

spells & special abilities _____



name _____ class & level _____ alignment _____ armor class _____ experience _____

Str. _____ Dex _____ Con _____ Int _____ Wis _____ Cha _____

hit points _____ equipment _____

spells & special abilities _____



name _____ class & level _____ alignment _____ armor class _____ experience _____

Str. _____ Dex _____ Con _____ Int _____ Wis _____ Cha _____

hit points _____ equipment _____

spells & special abilities _____



name _____ class & level _____ alignment _____ armor class _____ experience _____

Str. _____ Dex _____ Con _____ Int _____ Wis _____ Cha _____

hit points _____ equipment _____

spells & special abilities _____



name _____ class & level _____ alignment _____ armor class _____ experience _____

Str. _____ Dex _____ Con _____ Int _____ Wis _____ Cha _____

hit points _____ equipment _____

spells & special abilities _____



name _____ class & level _____ alignment _____ armor class _____ experience _____

Str. _____ Dex _____ Con _____ Int _____ Wis _____ Cha _____

hit points _____ equipment _____

spells & special abilities _____

Friends & Allies



name	class & level	alignment	armor class	experience	
Str	Dex	Con	Int	Wis	Cha
hit points	equipment				
spells & special abilities					



name	class & level	alignment	armor class	experience	
Str	Dex	Con	Int	Wis	Cha
hit points	equipment				
spells & special abilities					



name	class & level	alignment	armor class	experience	
Str	Dex	Con	Int	Wis	Cha
hit points	equipment				
spells & special abilities					



name	class & level	alignment	armor class	experience	
Str	Dex	Con	Int	Wis	Cha
hit points	equipment				
spells & special abilities					

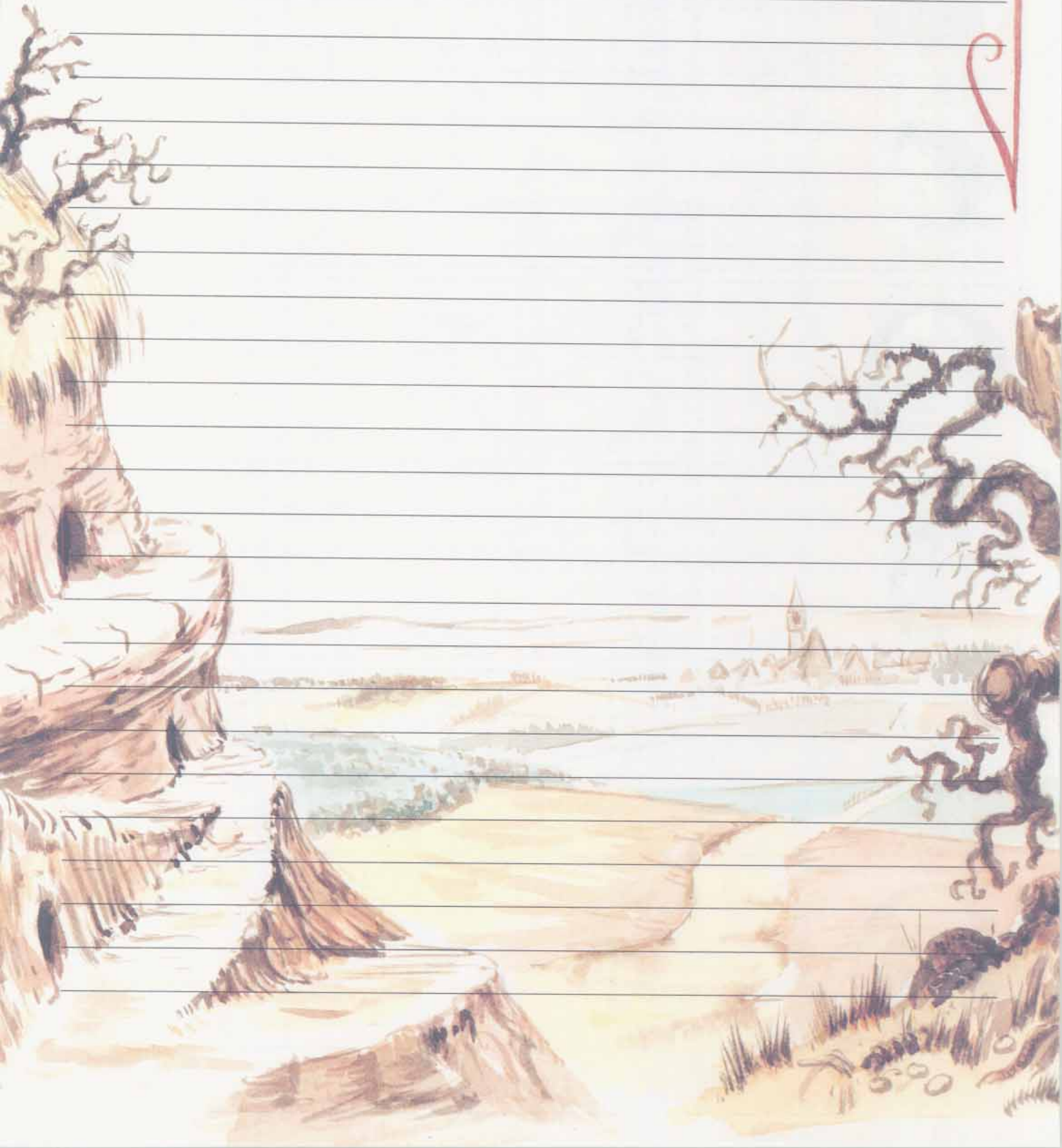


name	class & level	alignment	armor class	experience	
Str	Dex	Con	Int	Wis	Cha
hit points	equipment				
spells & special abilities					



name	class & level	alignment	armor class	experience	
Str	Dex	Con	Int	Wis	Cha
hit points	equipment				
spells & special abilities					

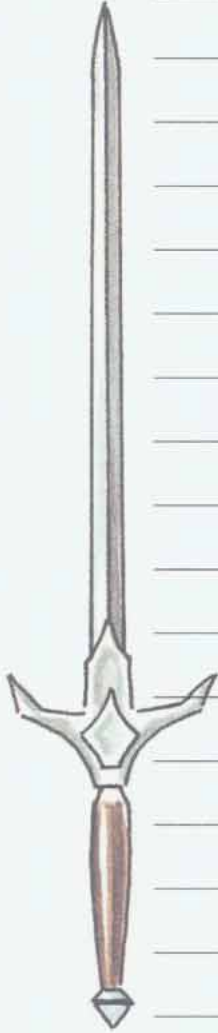
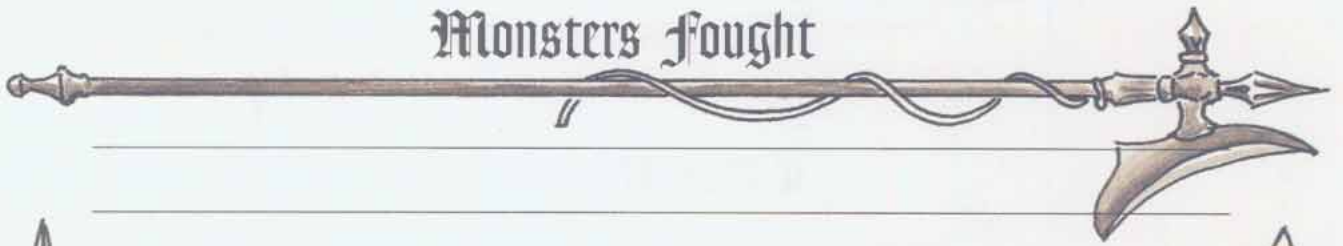
Adventures & Places Explored

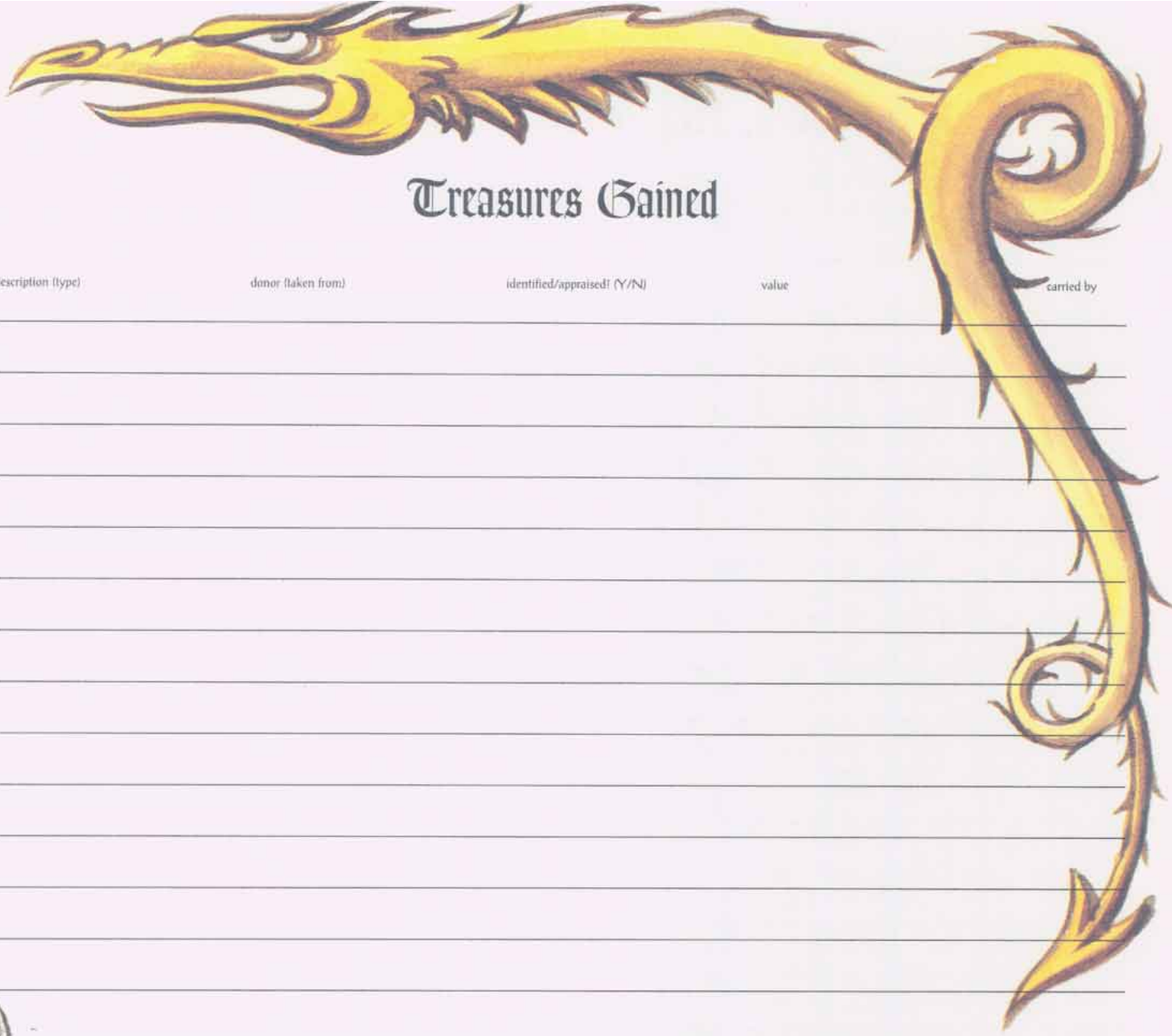


Adventures & Places Explored



Monsters fought





Treasures Gained

description (type)

donor (taken from)

identified/appraised (Y/N)

value

carried by



Book of Days
(Timeline of Events)



Book of Days (Timeline of Events)



A series of horizontal lines for writing, spanning the width of the page.

foes



NOW HIRING!

Successful Adventurer seeking
Dependable, Reliable, Trustworthy

HENCHMEN

Wanted:

Race:

Alignment:

Character Class:

Good Pay!
Decent Working Conditions!
Plenty of Adventuring Opportunities!

APPLY TO:

Hurry! Limited time offer! Work will be compensated.

No Orcs Need Apply

Diploma

Karameikan School of Magecraft

Hereby confers upon

the title of “Wizard,” signifying that he or she has completed the entire course of instruction offered at this, our School, and has mastered the essentials of

abjuration
alteration or transmutation
both conjuration and summoning
divination
enchancements and charms
both evocation and invocation
illusions and phantasms
and necromancy

as well as the rudiments of alchemy and spell creation.

After rigorous examination by the various Masters of the school, we find this Candidate’s knowledge of the particulars of our craft sufficient for him or her to continue his or her studies on his or her own.

Furthermore, the Candidate has submitted to and passed the Test, clearly signifying his or her readiness and competence to survive in the field.

In recognition of all these accomplishments, we declare that this Candidate is Apprentice no longer, and welcome him or her as a full-fledged fellow practitioner of the Art of Magic.

Signed,

Terari

Headmaster of the Karameikan School of Magecraft

Great School of Magic (Blantri)

FINAL REPORT CARD

STUDENT'S NAME _____ & PRINCIPALITY _____

<u>SUBJECT</u>	<u>GRADE</u>	<u>COMMENTS</u>
ENUNCIATION	_____	_____
PENMANSHIP	_____	_____
SOMATICS	_____	_____
MONSTER BIOLOGY & ECOLOGY	_____	_____
MEMORIZATION & MEDITATION	_____	_____
THEORETICAL METAPHYSICS	_____	_____
SPELL ARTISTRY	_____	_____
ALCHEMY	_____	_____
POLITICS	_____	_____
HISTORY OF MAGIC	_____	_____

SPECIAL PROJECT: _____

GENERAL COMMENTS: _____

Rhogene Zelipieti, MASTER OF ABJURATION
Jasírol Lightfellow, MASTER OF ALTERATION OR TRANSMUTING
Marchese Fulgur, MASTER OF CONJURATION & SUMMONING
Walter D. H., MASTER OF DIVINATION
Inguin di Carvenesi, MASTER OF ENCHANTMENTS & CHARMS
Berghor Lacten, MASTER OF EVOCATION & INVOCATION
Veron Chouure, MASTER OF ILLUSIONS & PHANTASMS
Bent Bam, MASTER OF NECROMANCY

Harold Haaskins
GRAND MASTER OF THE GREAT SCHOOL OF MAGIC

The Order of the Griffon



*Be It Known
to all good Citizens
of this, our beloved Land,
and to devoted followers
of the Church of Karamaikos everywhere, that*

*having sworn a most solemn Oath to uphold, serve, and protect the Church, the People, and
the Nation, is hereby proclaimed a Knight of the most right and excellent Order of the Griffon. Said
Knight henceforth has the right to wear the Badge of Our Order at all times and
to enjoy all the Privileges pertaining thereto.*

*All those who honor our beloved King, Church, and Country should render said Knight
any and all assistance in their Power so that he or she may fulfill his or her duties,
whatever said Mission may be.*

*Signed this _____ day of _____ month in the _____ year of our most excellent Sovereign
(long may he reign!), King Stefan Karamaikos.*

Lord Oliver Jowett

*Patriarch of the Church of Karamaikos
Master of the Order of the Griffon*

*Witnessed by Magdel
Church of Karamaikos
Assistant to Lord Oliver Jowett*

THE KINGDOM OF THIEVES

The bearer of this note, having proven his or her worth and skill at our Profession (and having paid his or her Guild dues in full), can be trusted. Aid him or her as you would a Brother or Sister of the Craft, and extend the courtesy you would pay to any other Professional. Introduce him or her to fellow members of our Guild in your town, and point out safe houses and places where recently acquired wealth may be sold quickly and for reasonable prices. Share information that could be used to mutual advantage—for example, plan joint ventures together.

Field of Expertise:	Evaluation			
	Poor	Average	Good	Superb
Pickpocket	_____	_____	_____	_____
Locksmith	_____	_____	_____	_____
Trap detector	_____	_____	_____	_____
Scout	_____	_____	_____	_____
Sneak	_____	_____	_____	_____
Eavesdropper	_____	_____	_____	_____
Lookout	_____	_____	_____	_____
Forger	_____	_____	_____	_____

Flameflicker

King of Thieves



P. S. Use the passwords to make sure that this note has not been intercepted and thus, fallen into the hands of those unfriendly to the continued free practice of our Craft. If caught in incriminating circumstances, eat this paper.

Cleric in Good Standing Church of Traladara

My dear brothers and sisters in the Church:

Hard are our labors, yet how rich will be our reward! This too-brief letter is to introduce you to _____, one of our fellow laborers, a tireless doer of good works, and a devout follower of Halav, Petra, and Zirchev.

Welcome the bearer of this note as you would a very brother (or sister). Ask of him (or her) aid or comfort if you need it; offer what aid or assistance lies in your power in return. Remember that we are as one family before the Immortals. Together let us strive toward the day when distinctions like "Thyatian" and "Traladaran" are forgotten.

All those who are not fellow clerics in the Church of Traladara, let them aid this servant of the Immortals after their own fashion, knowing that good done to others often returns to the giver in unexpected ways (and evil likewise).

Let the bearer of this note remember also to act at all times and in all ways as befits a representative of our church. Fight evil, comfort good, and set a good example to those who waver.

May the strength of Halav, the courage of Petra, and the wisdom of Zirchev be yours.

Aleksyev Nikelnevich
Patriarch of the Church of Traladara

Cleric in Good Standing Church of Karameikos

Be It Known
to all followers of the Church of Karameikos that

is a true and faithful cleric of our Church. Local parishioners are hereby ordered to render him or her all the respect, comfort, and assistance due a priest or priestess of his or her rank,

The bearer of this document is expected to obey the orders of higher-ranking Church officials at all times. In return, he or she should be obeyed without question by lower-ranking officials and, of course, the laity. Any deviation should be reported at once through the proper channels for disciplinary action.

In times of crisis, the authority conferred by this document is sufficient for the bearer to assume the role of representative of our Church, in the absence of any better-qualified spokesperson. All decisions made by the cleric at this time, including the imposition of Acts of Purification, have the full weight and authority of our Church behind them (subject to later review). However, he or she is not empowered to collect tithes, this being the prerogative of a special order within our Church.

Let _____ remember always his or her vows of Ordination, to serve the nation and its people, and to remain always an example for the laity. Let the shepherd behave not as a sheep but as a leader, moral and otherwise. Destroy evil-doers, chastize unbelievers, and exhort the believer to never deviate from the narrow path set before us by the teachings of our Church. Obey the Church in all things and your reward will be great, both here and hereafter.

signed,
Alfric Oderby

Letter of Marque

(Adventuring Group Incorporation Paper)

Whereas our beloved country is sorely beset with all manner of monsters; to wit: lycanthropes, humanoids, undead, dragons, and too many others to name; not to mention thieves, bandits, highwaymen, pirates, slavers, crazed wizards, evil clerics, would-be warlords, and other similarly unsocial folk, and

Whereas the persons listed below have expressed their willingness to right wrongs, rescue abductees, apprehend evildoers, and do what they could to help others, and

Whereas after close examination into their character I find these same persons to be trustworthy and reliable, both capable and willing to carry out this commission,

Therefore by the authority vested in me by our beloved king, Stefan I (long may he reign!) and by the authority of my office, I hereby declare that the undersigned are officially recognized as adventurers-at-large and charge them to support the realm and aid the common folk as best they may in the course of their travels:

Lord Fogrev Yard
MINISTER OF STATE

Last Will & Testament

I, _____, being at the present time of sound mind, hereby make known my wishes for the disposition of my worldly possessions in the event of my death or its equivalent¹.

In the matter of burial: should my body survive my demise uneaten and relatively intact, I leave the following instructions for its disposition.

Once the standard death duties for the place of my residence have been deducted from my possessions at the time of my demise, I bequeath the following:

- To my fellow adventurers, true companions in many a dangerous and sometimes profitable enterprise:

name

bequest

- To my family, always supportive of my adventuring career or who never thought I'd "make good":

name

bequest

• To the Church: Having long been a faithful follower in all things of the teachings of the church of _____, I hereby bequeath the sum of _____ to the church, requesting that a portion of it be used for the special purpose of _____.

- Other special bequests: _____

All goods, properties, possessions, and valuables not otherwise assigned become the property of _____, whom I hereby designate my chief heir. May they serve my heir well in his/her own adventuring career.

To see that all the provisions of this, my will, are carried out with dispatch, I hereby appoint _____ my Executor, with full authority to handle all my affairs and disburse my monies as instructed in this testament.

(Signature)

Witnessed:

¹ Translation into a state of undeath, petrification, polymorph into nonsentient form, being stranded on a distant plane of existence, or simple disappearance that extends beyond a period of seven years will be considered sufficient for this will to take effect.

BANK OF DAROKIN

LETTER OF CREDIT

PAYABLE ON DEMAND

This is to certify that the undersigned has funds deposited at our institution to the sum of _____ pieces of gold.

Once countersigned and properly witnessed, this Letter of Credit may be redeemed for that full amount at any branch of the Bank of Darokin (less a modest 2% finance charge and any local taxes that may apply), whether in Darokin City itself, Selenica, Glantri City, Mirros, or Thyatis City.

This Letter of Credit may also be assigned to a third party in lieu of cash or in-kind payments as part of a normal financial transaction; said third party may then redeem this Letter of Credit on his or her own behalf at a later date.

_____ th Day of _____ mont in the Year _____.

signature of depositor

countersign here

witness

witness

assignee

Fenicia Fauconbridge
Chief Financial Officer
Bank of Darokin
(Main Office)

witness

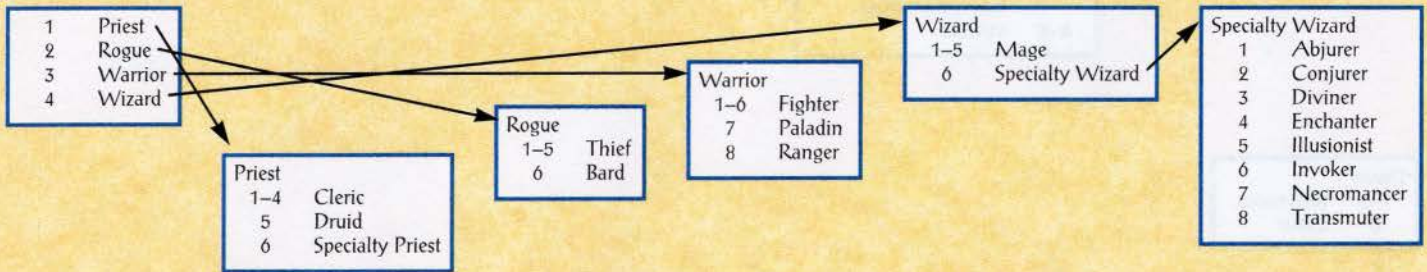


Family Matters

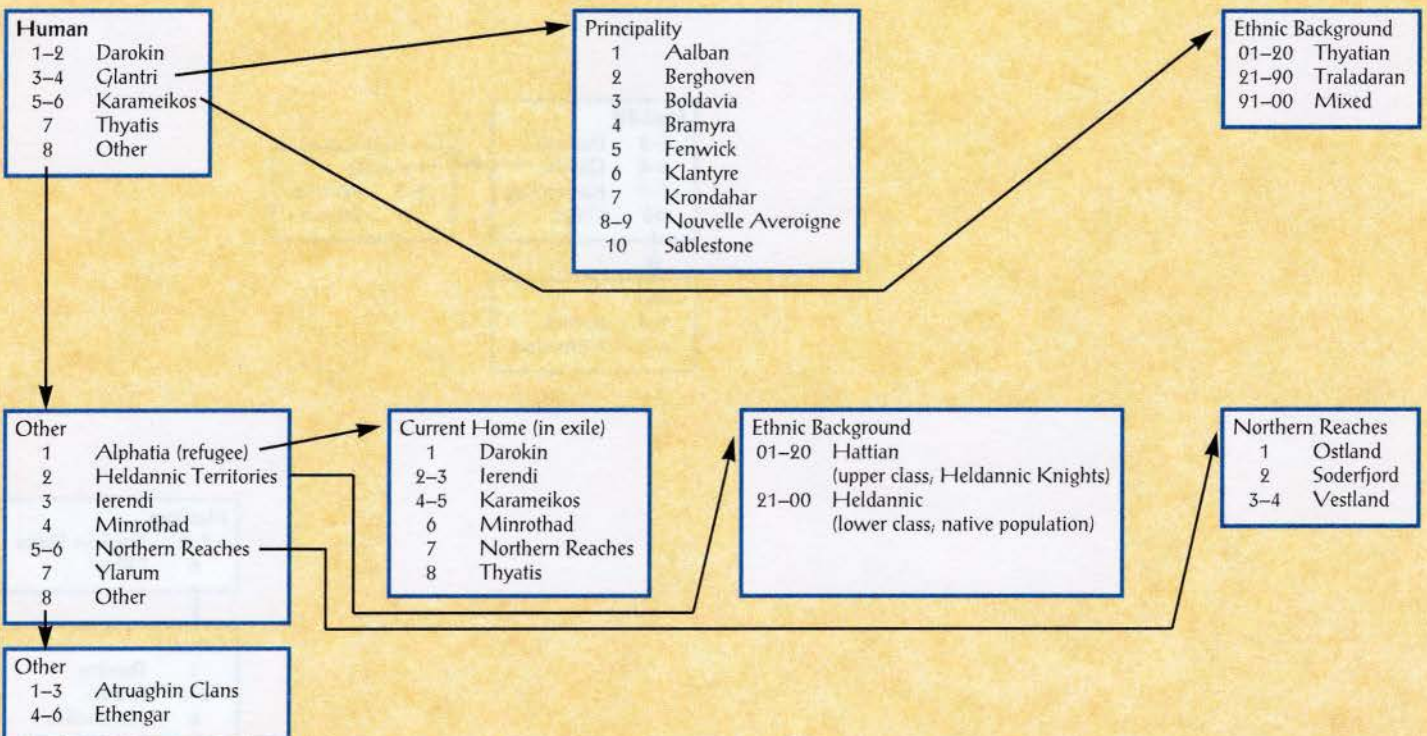
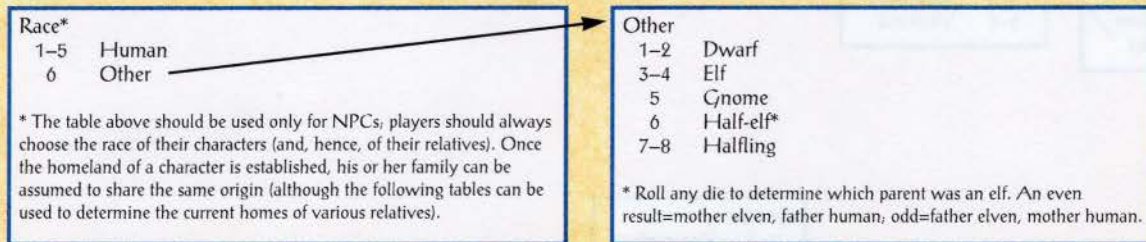
The following system is designed for players who wish to give their characters more background; it provides a way of generating an instant family for newly-created player characters (DMs can also use it for NPCs). It does not provide information for the character's age, height and weight, alignment, hobbies, personality quirks, and the like, as these should be determined by the player.

This optional system can be used in two ways: players can simply read the following tables and choose whatever options are most interesting, or players can roll twice for each entry, keeping the result that is most interesting. Ignore any results that are contradictory with what has already been established for the character.

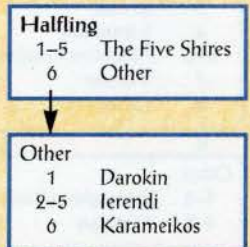
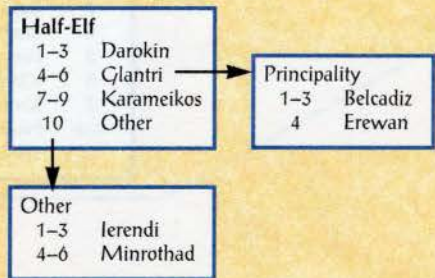
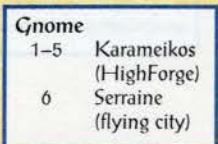
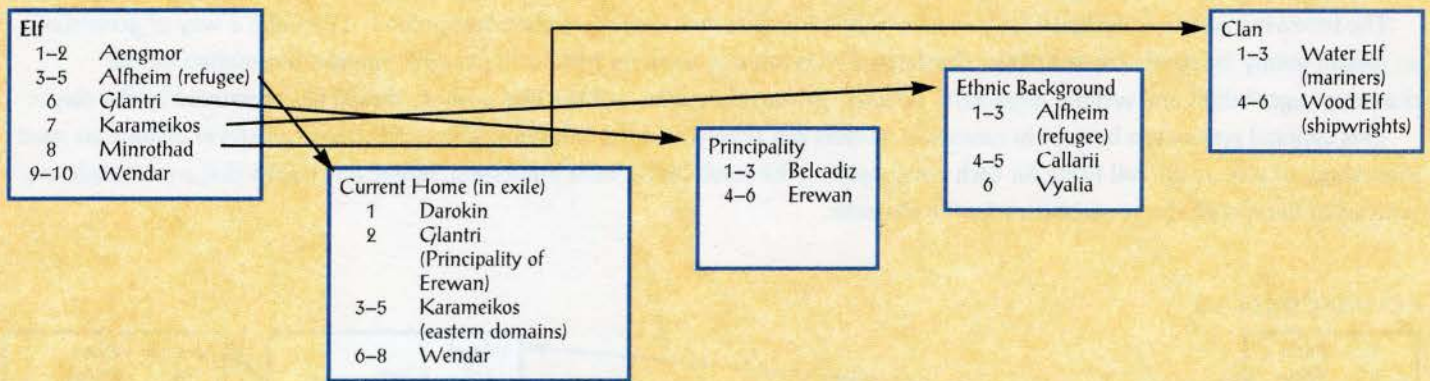
I. CHARACTER CLASS



II. HOMELAND



II. HOMELAND (continued)



III. PARENTS

A. Parent's Profession

01-30	Adventurer (roll on Character Class table)
31-80	Farmer
81-00	Other (roll on the following table)

These tables can be used for all adult relatives of a character. Professions tend to run in families; hence, there is a base 50% chance that a couple will share the same profession, and a similar 30% chance that a child will choose to follow in the same line of work as his or her parent(s). Roll once for each parent, roll separately for each child or sibling.

Certain races and nationalities will gravitate toward certain professions, for example, fishermen and farmers are rare among the dwarves, while miners, engineers, and blacksmiths are common. Nevertheless, individual personalities being what they are, any combination is possible. Feel free to add other professions appropriate to your campaign world.

Other	
01-02	Animal Trainer
03	Artist or Artisan (painter, sculptor, goldsmith, etc.)
04-13	Blacksmith
14-16	Carpenter/Woodworker
17-18	Carter/Hauler
19	Clergy*
20-21	Cobbler (shoemaker)/Leatherworker
22-24	Cooper (barrelmaker)
25-32	Criminal (assassin, guild enforcer, thug)
33	Engineer/Architect
34-35	Entertainer (actor/actress, dancer, musician, etc.)
36-38	Fisherman
39	Forester/Hunter/Gamekeeper
40	Gravedigger
41-48	Guard/Watchman
49-50	Innkeeper
51-53	Laborer
54	Locksmith
55-57	Mason/Bricklayer/Roadmender
58-60	Merchant (importer/exporter, caravan master, etc.)
61-62	Miner
63-64	Peddler
65	Potter
66-75	Sailor (includes pirate)
76	Sage
77	Scribe/Cartographer
78-87	Soldier/Mercenary
88-90	Storekeeper (choose type of shop)
91-93	Tailor
94-95	Tanner
96	Town Crier
97	Wainwright (wagonmaker)
98-00	Weaponsmaker (bowyer, fletcher, swordsmith, etc.)

* Any position relating to a church or temple other than an adventuring priest; e.g., housekeeper, groundskeeper, florist, etc.

III. PARENTS (continued)

B. Parent's Current Status*

01-45	Living
46-55	Missing
56-00	Deceased

* Roll once for each parent

Age modifier: If character is young (equivalent of human age 20 or below), subtract 20 from the roll; if character is old (equivalent of human age 60 or above), add 20 to the roll.

When using this table to determine the status of relatives other than parents, modify the roll by 20 points per generation, subtracting if the relative is of a younger generation than the character, and adding if the relative belongs to an older generation (no modifiers apply to members of the same generation—brothers and sisters, cousins, and the like). Regardless of modifiers, an unmodified roll of 01–05 always means that the relative is alive and an unmodified roll of 96–00 always means that the relative is dead.

Relatives who are "missing" may be dead, enspelled, imprisoned, kidnapped, possessed, insane, suffering from amnesia, polymorphed, or may simply be deadbeats or runaways who deserted their families and started over elsewhere. The DM should consider the existence of such relatives to be an open invitation to invent an adventure hook.

C. Cause of Death

1–5	Natural
6–7	Unnatural (See Handout 12)
8	Supernatural (See Handout 12)

Natural

01	bizarre accident (eaten by turtles, etc.)
02–06	childbirth*
07–08	choked to death while eating
09–28	disease/plague**
29–38	drowning/flood**
39–41	fall
42–46	fire
47–49	landslide or avalanche
50–59	old age
60–77	overwork
78–79	poison (bitten by natural creature)
80–84	shipwreck
85–94	starvation/famine**
95–96	struck by lightning
97–99	thrown from or run over by horse
00	storm (tornado, hurricane, sandstorm, blizzard)

* female characters only; roll again for male characters.

** the first of each of these groupings affects only a single person; the second an entire community, nation, or region.

Disease

01–03	brain fever
04–06	cholera
07–09	consumption*
10–13	fits (seizure)
14–15	the Grippe (influenza)
16–23	heart attack
24–38	infection
39	pleurisy
40–59	plague
60–69	pneumonia
70–71	rabies
72	rising of the lights
73–74	pox
75	scurvy
76–84	stroke
85–89	tetanus
90–92	tumor
93–95	typhoid
96–00	unknown disease

* includes tuberculosis

IV. SIBLINGS

A. Number of brothers and sisters.

Consult Table VI D, remembering to subtract the character from this total. For each sibling, roll a die to find out if he or she is older (odd result) or younger (even result) than the character. Then roll again to find out if the sibling is a sister (even) or a brother (odd). Finally, roll on Table III B to determine whether each sibling is living or dead.

B. Profession

1-30	Same as parent*
31-00	Roll on Table IIIA

* roll a die to determine which parent, odd=mother, even=father.

V. SPOUSE

<p>1-4 Character is single 5-7 Character is married 8 Character is widowed</p>	<p>Spouse's race 01-95 same as character* 96-00 different from character (player's choice)</p> <p>* for half-elven characters, "same race" indicates humans and elves as well as half-elves for purposes of this table.</p>	<p>Spouse's profession 01-50 same as character 51-00 different from character; roll on Table III A.</p>
--	---	---

VI. CHILDREN

The following table may be used if a character ever marries. Roll once for each year of marriage or cohabitation until either the maximum number of children for a couple of that race is reached (see Table VI D) or until the couple are no longer of childbearing age. Apply a +1 penalty to the roll for casual, short-term relationships (ships that pass in the night, one-night stands, brief passionate affairs).

<p>A. Chance of Childbirth 1-2 childbirth 3-6 no childbirth</p>	<p>B. Child's Health 1-5 child is born healthy 6-7 child is sickly but survives* 8 stillborn</p> <p>* if clerical healing is readily available throughout infant's first year, otherwise, child succumbs to infant mortality. A child who survives will eventually grow out of his or her poor health at either adolescence or adulthood.</p>	<p>C. Mother's Health 1-9 mother healthy 10 mother dies in childbirth*</p> <p>* clerical healing spells such as CURE SERIOUS WOUNDS can avert this tragedy if promptly applied.</p>
--	--	--

D. Average Number of Children Born to Couples of Various Races

If the maximum number is ever rolled, roll 1d10; if the result is 10, roll again on the table, adding the result to the first roll. A third roll on the table is possible only for humans; the maximum for all other races is double the size of the average family. Thus, dwarven couples typically have 1 to 3 children but may have as many as 6, while human couples usually have 1 to 6 children but may have as many as 18.

<p>1-3 dwarf 1-2 elf 1-2 gnome 1-4 half-elf 1-10 halfling 1-6 human</p>	<p>A Note on Family Size Since most families of dwarves have no more than three children, a dwarf PC will typically have, at most, two siblings, no more than two uncles or aunts on either side (plus their spouses, if any), and no more than three children. Exceptions are certainly possible: for example, an elf who married and outlived three human spouses might have as many as a dozen half-elven prodigy (although the eldest will probably have died of old age before the youngest has been born). The player and DM should work together in unusual cases to arrive at results that are both interesting and colorful but still make sense.</p>
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VII. OTHER RELATIVES & OPTIONAL RULES

<p>A. Other Relatives 1-2 aunt* 3 cousin 4-5 grandfather* 6-7 grandmother* 8 nephew 9 niece 10-11 uncle* 12 other**</p> <p>* Determine the relative's relationship by rolling any die, odd result=character's father's side (paternal), even result=maternal side. ** Other: roll again on this table, adding another generation to the result—i.e., an aunt becomes a great-aunt, a grandparent a great-grandparent, a nephew a great-nephew, and so on.</p>	<p>B. Legitimacy 01-90 legitimate 91-00 illegitimate*</p> <p>* It is possible for the child of a married couple to be the result of an extramarital affair, or to have been born before the parents married.</p>	<p>C. Twins Instead of rolling even/odd to determine whether a sibling is older or younger than the character, the player may first roll 1d100: a result of 100 indicates that the sibling is the PC's twin. A second consecutive roll of 100 indicates triplets. This optional rule can be similarly applied to any other relative. Thus, a character's spouse might have a twin, a couple may have twin children, etc.</p>
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IIIC. CAUSE OF DEATH (continued)

Unnatural 1 adventuring mishap 2 duel/brawl/ mugging 3 executed/martyred 4 marauding monsters 5 murder 6 suicide 7 torture 8 war	Method of Execution 1-2 beheaded 3-5 burned at stake 6 defenestrated/thrown off cliff 7 drawn & quartered 8 drowned (dunked, keelhauled, forced to walk plank, etc.) 9-12 hanged 13-14 pilloried/exposed to elements 15 pressed 16 shot by firing squad of archers or crossbowmen 17-19 stoned 20 SPECIAL (by spell)	Murdered 1-2 murdered by relative 3-4 murdered by villain (villain may become PC's nemesis) 5-6 murderer's identity unknown
Supernatural 1 angered diety (struck dead by bolt from the heavens, etc.) 2 became undead 3 activated CURSE 4 magical experiment went awry 5 meddled with artifact 6 petrified or polymorphed	Type of Undead 1-2 juju zombie 3-5 ghoul 6-8 shadow 9-10 wight 11-12 wraith 13 mummy 14-15 spectre 16-18 vampire 19 ghost 20 lich	

D. Step-parents

It is possible for a widowed parent to remarry; note that the character's stepmother or stepfather need not be of the same race as the character. If the parent and stepparent have children together, the character will have younger halfbrothers and/or halvesisters. Older stepsiblings from a previous marriage of one or both stepparents are also possible, as are older halfsiblings from a previous marriage of one or both natural parents.

1-3*	parent remarries
4-6*	parent remains single

* subtract 1 from the roll if parent was widowed as a young adult (equivalent of human age 35 or younger); add 1 to the roll if parent was widowed as an older adult (equivalent of human age 55+).

Had stepparent been previously married! **	
1	married before, no children
2-3	married before, children
4-6	never married before

** This table can also be used to determine whether one of the character's parents was married at some point before wedding the PC's other parent.

Stepparent's age	
1-4	same as parent
5-6	younger than parent
7-8	older than parent
9	much younger than parent (more than 10 yrs.)
10	much older than parent (more than 10 yrs.)

E. Fostering

01-70	character raised by parents
71-85	character raised by other relative(s)
86-95	character raised by nonrelative
96-00	character grew up on streets

Children in medieval cultures were often raised by persons other than their parents. Children of adventurers are commonly left in the care of a grandparent, uncle or aunt, older brother or sister, family friend, or (in the case of the rich) servants while their parents are away on adventures. A character who has been orphaned may be raised by another relative; roll on Table VII (substituting "brother" for nephew and "sister" for niece) to determine which one. Characters may also be apprenticed or indentured at an early age, adopted by nonrelatives (a childless couple, a village priest, a kindly old wizard in need of an apprentice, a parent's former henchman or adventuring partner, etc.), or abandoned to their own devices.

Rules for Specialist Wizards

Magic is divided into a number of different schools of thought. Spells fall into these schools depending on the nature of their effects. Thus, all spells that create protective effects are grouped into the school of abjuration, all spells that extract information about people or places belong to the school of divination, all spells that deliver creatures from far-off places are from the school of conjuration/summoning, and so on. In the individual descriptions in the *PLAYER'S HANDBOOK*, every spell is identified as belonging to a certain school. Some of the handouts in this packet also divide the spells into schools.

Wizards have the option of concentrating their studies on one particular school of magic. This gives them a variety of bonuses with regard to their chosen school, but also confers penalties to certain other schools. Such wizards spend so much time perfecting the magic of their own school that study of certain other schools suffers as a result.

Bonus Spells

All wizards are limited in the number of spells they may cast. A specialist wizard, however, is allowed to cast one extra spell per level, as long as the extra spell is from his or her specialty school.

Opposition Schools

Specialist wizards must focus their energy on their own chosen school and must completely ignore the study of certain other schools. A school whose magic is most unlike another school is called an opposition school. Every school has one or more opposition schools. A specialist wizard may never learn the magic of his or her school's opposition school.

Saving Throws

Specialist wizards develop resistance to the harmful effects of their school's magic. When another wizard casts a spell against a specialist wizard, the specialist gains a 1-point bonus to his or her saving throw if the spell is from his or her chosen school. For example, if Jerhann the Mage casts a *MAGIC MISSILE* (from the evocation school) against Serina the Evoker (a specialist in the evocation school), Serina gains a 1-point bonus to her saving throw.

Because specialists concentrate on their chosen school, their opponents suffer a 1-point penalty to saving throws against spells from the specialist's school. Thus, if Serina the Evoker cast a *MAGIC MISSILE* at Jerhann the Mage, Jerhann would suffer a 1-point penalty to his saving throw because Serina's spell was from her specialty school.

Ability Score Requirements

All specialist wizards must have a minimum Intelligence score of 9. Each school has other restrictions as well. Wizards with Intelligence scores of 16 or more gain a 10% bonus to experience points.

Following is a brief description of each school of magic and the bonuses and penalties associated with it. A more thorough discussion is found in the *PLAYER'S HANDBOOK*.

Abjuration

Spells of this school focus magical energies to provide protection. This may involve warding off certain types of creatures or weapons, or discouraging or dispelling enemies.

Specialist name: Abjurer.

Allowed Races: Only humans can be abjurers.

Ability Requirement: Must have minimum Wisdom of 15.

Opposition Schools: Alteration, illusion.

Alteration

Spells of this school allow the caster to channel energies to cause direct, specific changes in a creature or object. Alterations can affect form (*WRAITHFORM*), weight (*FEATHER FALL*), abilities (*STRENGTH*), and so on.

Specialist name: Transmuter.

Allowed Races: Humans, half-elves.

Ability Requirement: Must have minimum Dexterity of 15.

Opposition Schools: Abjuration, necromancy.

Conjuration/Summoning

This school involves magic that brings matter to the caster from another place. Conjuration spells produce various forms of nonliving matter. Summoning spells entice or compel various creatures to come to the caster.

Specialist name: Conjuror.

Allowed Races: Humans, half-elves.

Ability Requirement: Must have minimum Constitution of 15.

Opposition Schools: Greater divination, invocation/evocation.

Greater Divination

The spells of this school reveal information that would otherwise remain hidden. Greater divination spells reveal the existence of specific items, creatures, or conditions, as well as the past, present, and future.

Specialist name: Diviner.

Allowed Races: Humans, half-elves, elves.

Ability Requirement: Must have minimum Wisdom of 16.

Opposition Schools: Conjunction/summoning.

Enchantment/Charm

These spells allow a caster to influence the subject's behavior, emotions, or mental state. A caster may also give powers to a nonliving object. Enchantments and charms never affect the physical state of the target of the spell.

Specialist name: Enchanter

Allowed Races: Humans, half-elves, elves.

Ability Requirement: Must have minimum Charisma of 16.

Opposition Schools: Invocation/evocation, necromancy.

Illusion

Illusion spells bend reality to create apparent changes in the environment, in the caster, or in other persons or creatures.

These spells do not cause real changes in the subject but cause changes in the way the subject is perceived.

Specialist name: Illusionist.

Allowed Races: Humans, gnomes.

Ability Requirement: Must have minimum Dexterity of 16.

Opposition Schools: Abjuration, invocation/evocation, necromancy.

Invocation/Evocation

These spells bring forth spectral forces that the caster shapes into constructs of energy or constructs of matter. Evocation spells use the natural magical forces of the planes. Invocation spells call upon the intervention of powerful extradimensional creatures.

Specialist name: Invoker.

Allowed Races: Humans.

Ability Requirement: Must have minimum Constitution of 16.

Opposition Schools: Conjunction/summoning, enchantment/charm.

Necromancy

These spells deal with death and the dead. Such spells can drain vitality from living creatures and restore life functions to unliving creatures.

Specialist name: Necromancer.

Allowed Races: Humans.

Ability Requirement: Must have minimum Wisdom of 16.

Opposition Schools: Enchantment/charm, illusion.

Optional Rules for Spell Components

When a character casts a spell, something specific must be done to activate the spell. The character may utter a few words, make intricate gestures, crush a gemstone, or other activity. As a player, you do not need to know the specifics of spellcasting (it's all fictitious, anyway).

To better represent the mechanics of spellcasting, though, the DM may use the optional rules for spell components.

The actions required to cast a spell are divided into three groups: verbal, somatic, and material. The spell descriptions in the *PLAYER'S HANDBOOK* identify which elements are required for each spell.

Verbal components are simply words, a chant, or a song. Somatic components may be hand gestures or a pose struck by the caster. Material components are items such as feathers, flower petals, dead insects, and gems that usually disappear or are destroyed as the spell is cast.

If the DM chooses to use the spell components rules, a wizard must have material components prepared in order to cast a spell. This may be a simple task such as picking a few blades of grass,

or it may require that the wizard fashion a small symbol out of clay or wax. In any case, the wizard **CANNOT** cast the spell unless he or she has the material component.

For purposes of simplicity, most DMs assume that wizards are carrying common items such as flower petals, feathers, or sticks. For rare or exotic items, however, such as a drop of dragon's blood, it is perfectly acceptable that the DM require a wizard to go out of the way to locate such an item. A rare spell component may even serve as the object of a long-term quest.

The three types of spell components affect the conditions under which a wizard may cast a spell. A wizard who is tied up will be unable to cast a spell that requires a somatic component, he or she may be unable to reach any necessary material components. Likewise, a wizard who is bound and gagged will be unable to cast **ANY** spell, since he or she will be unable to speak or move.

Players and DMs should discuss together whether they would like to use this optional rule.

Abjuration

Specialist name: Abjurer.

Allowed Races: Only humans can be abjurers.

Ability Requirement: Must have minimum Wisdom of 15.

Opposition Schools: Alteration, illusion.

First level

alarm
armor
cantrip
charm person
chill touch
detect magic
detect undead
find familiar
friends
grease
hypnotism
identify
magic missile
mount
protection from evil/good
read magic
shield
sleep
taunt
Tenser's floating disc
unseen servant
wall of fog

Second level

bind
deepockets
detect evil/good
detect invisibility
ESP
flaming sphere
forget
glitterdust
know alignment/undetected alignment
locate/obscure object
Melf's acid arrow
protection from cantrips
ray of enfeeblement
scare
spectral hand
stinking cloud
summon swarm
Tasha's uncontrollable hideous laughter
web

Third level

clairaudience
clairvoyance
dispel magic
feign death
fireball
flame arrow
hold person
hold undead
lightning bolt
Melf's minute meteors
monster summoning I
non-detection
phantom steed
protection from evil/good
protection from normal missiles
sepia snake sigil
suggestion
vampiric touch

Forbidden Spells: affect normal fires, audible glamor, burning hands, change self, color spray, comprehend/confuse languages, dancing lights, enlarge/reduce, erase, feather fall, gaze reflection, hold portal, jump, light, mending, message, Nystul's magical aura, phantasmal force, shocking grasp, spider climb, spook, ventriloquism, wizard mark, alter self, blindness, blur, continual light/darkness, darkness 15' radius, deafness, fog cloud, fools' gold, hypnotic pattern, improved phantasmal force, invisibility, irritation, knock/lock, Leomund's trap, levitation, magic mouth, mirror image, misdirection, pyrotechnics, rope trick, shatter, strength, whispering wind, wizard lock, blink, delude, explosive runes, fly, gust of wind, haste, illusionary script, infravision, invisibility 10' radius, item, Leomund's tiny hut, secret page, slow, spectral force, tongues/babble, water/air breathing, wind wall, wraithform

Conjuration / Summoning

Specialist name: Conjurer.

Allowed Races: Humans, half-elves.

Ability Requirement: Must have minimum Constitution of 15.

Opposition Schools: Greater divination, invocation/evocation.

First Level

affect normal fires
alarm
armor
audible glamor
burning hands
cantrip
change self
charm person
chill touch
color spray
comprehend/confuse languages
dancing lights
detect magic
detect undead
enlarge/reduce
erase
feather fall
find familiar
friends
gaze reflection
grease
hold portal
hypnotism
identify
jump
light
mending
message
mount
Nystul's magical aura
phantasmal force
protection from evil/good
read magic
shocking grasp
sleep
spider climb
spook
taunt
unseen servant
ventriloquism
wizard mark

Second Level

alter self
bind
blindness
blur
continual light/darkness
darkness 15' radius
deafness
deppockets
detect evil/good
detect invisibility
ESP
fog cloud
fools' gold
forget
glitterdust
hypnotic pattern
improved phantasmal force
invisibility
irritation
knock/lock
know alignment/undetachable alignment
Leomund's trap
levitate
locate/obscure object
magic mouth
Melf's acid arrow
mirror image
misdirection
protection from cantrips
pyrotechnics
ray of enfeeblement
rope trick
scare
shatter
spectral hand
strength
summon swarm
Tasha's uncontrollable hideous laughter
whispering wind
wizard lock

Third Level

blink
clairaudience
clairvoyance
delude
dispel magic
explosive runes
feign death
flame arrow
fly
gust of wind
haste
hold person
hold undead
illusionary script
infravision
invisibility 10' radius
item
Leomund's tiny hut
Melf's minute meteors
monster summoning I
non-detection
phantom steed
protection from evil/good 10' radius
protection from normal missiles
secret page
sepia snake sigil
slow
spectral force
suggestion
tongues/babble
vampiric touch
water/air breathing
wind wall
wraithform

Forbidden Spells: magic missile, shield, Tenser's floating disc, wall of fog, flaming sphere, stinking cloud, web, fireball, lightning bolt

Greater Divination

Specialist name: Diviner.

Allowed Races: Humans, half-elves, elves.

Ability Requirement: Must have minimum Wisdom of 16.

Opposition Schools: Conjuraton/summoning.

First Level

affect normal fires
alarm
audible glamer
burning hands
cantrip
change self
charm person
chill touch
color spray
comprehend/confuse languages
dancing lights
detect magic
detect undead
enlarge/reduce
erase
feather fall
friends
gaze reflection
grease
hold portal
hypnotism
identify
jump
light
magic missile
mending
message
Nystul's magical aura
phantasmal force
protection from evil
read magic
shield
shocking grasp
sleep
spider climb
spook
taunt
Tenser's floating disc
ventriloquism
wall of fog
wizard mark

Second Level

alter self
bind
blindness
blur
continual light/darkness
darkness 15' radius
deepockets
detect evil/good
detect invisibility
ESP
flaming sphere
fog cloud
fools' gold
forget
hypnotic pattern
improved phantasmal force
invisibility
irritation
knock/lock
know alignment/undetactable
alignment
Leomund's trap
levitate
locate object
magic mouth
Melf's acid arrow
mirror image
misdirection
protection from cantrips
pyrotechnics
ray of enfeeblement
rope trick
scare
shatter
spectral hand
stinking cloud
strength
Tasha's uncontrollable hideous laughter
web
whispering wind
wizard lock

Third Level

blink
clairaudience
clairvoyance
delude
dispel magic
explosive runes
feign death
fireball
fly
gust of wind
haste
hold person
hold undead
illusionary script
infravision
invisibility 10' radius
item
Leomund's tiny hut
lightning bolt
Melf's minute meteors
non-detection
protection from evil/good 10' radius
protection from normal missiles
secret page
slow
spectral force
suggestion
tongues/babble
vampiric touch
water/air breathing
wind wall
wraithform

Forbidden Spells: armor, find familiar, mount, unseen servant, glitterdust, summon swarm, flame arrow, monster summoning I, phantom steed, sepia snake sigil.

Enchantment / Charm

Specialist name: Enchanter.

Allowed Races: Humans, half-elves, elves.

Ability Requirement: Must have minimum Charisma of 16.

Opposition Schools: Invocation/evocation, necromancy.

First Level

affect normal fires
alarm
armor
audible glamor
burning hands
cantrip
change self
charm person
color spray
comprehend/confuse languages
dancing lights
detect magic
detect undead
enlarge/reduce
erase
feather fall
find familiar
friends
gaze reflection
grease
hold portal
hypnotism
identify
jump
light
mending
message
mount
Nystul's magical aura
phantasmal force
protection from evil/good
read magic
shocking grasp
sleep
spider climb
spook
taunt
unseen servant
ventriloquism
wizard mark

Second Level

alter self
bind
blindness
blur
continual light/darkness
darkness 15' radius
deafness
deppockets
detect evil/good
detect invisibility
ESP
fog cloud
fools' gold
forget
glitterdust
hypnotic pattern
improved phantasmal force
invisibility
irritation
knock/lock
know alignment/undetected alignment
Leomund's trap
levitate
locate/obscure object
magic mouth
Melf's acid arrow
mirror image
misdirection
protection from cantrips
pyrotechnics
ray of enfeeblement
rope trick
scare
shatter
strength
summon swarm
Tasha's uncontrollable hideous laughter
whispering wind
wizard lock

Third Level

blink
clairaudience
clairvoyance
delude
dispel magic
explosive runes
flame arrow
fly
gust of wind
haste
Melf's minute meteors
monster summoning I
non-detection
phantom steed
protection from good/evil 10' radius
protection from normal missiles
secret page
sepia snake sigil
slow
spectral force
suggestion
tongues/babble
water/air breathing
wind wall
wraithform

Forbidden Spells: chill touch, magic missile, shield, Tenser's floating disc, wall of fog, flaming sphere, spectral hand, stinking cloud, web, feign death, fireball, hold undead, lightning bolt, vampiric touch

Illusion

Specialist name: Illusionist.

Allowed Races: Humans, gnomes.

Ability Requirement: Must have minimum Dexterity of 16.

Opposition Schools: Abjuration, invocation/evocation, necromancy.

First Level

affect normal fires
armor
audible glamer
burning hands
cantrip
change self
charm person
color spray
comprehend/confuse languages
dancing lights
detect magic
detect undead
enlarge/reduce
erase
feather fall
find familiar
friends
gaze reflection
grease
hold portal
hypnotism
identify
jump
light
mending
message
mount
Nystul's magical aura
phantasmal force
read magic
shocking grasp
sleep
spider climb
spook
taunt
unseen servant
ventriloquism
wizard mark

Second Level

alter self
bind
blindness
blur
continual light/darkness
darkness 15' radius
deafness
deepockets
detect evil/good
detect invisibility
ESP
fog cloud
fools' gold
forget
glitterdust
hypnotic pattern
improved phantasmal force
invisibility
irritation
knock/lock
know alignment/undetected alignment
Leomund's trap
levitate
locate/obscure object
magic mouth
Melf's acid arrow
mirror image
misdirection
pyrotechnics
ray of enfeeblement
rope trick
scare
shatter
strength
summon swarm
Tasha's uncontrollable hideous laughter
whispering wind
wizard lock

Third Level

blink
clairaudience
clairvoyance
delude
explosive runes
flame arrow
fly
gust of wind
haste
hold person
illusionary script
infravision
invisibility 10' radius
item
Leomund's tiny hut
Melf's minute meteors
monster summoning I
phantom steed
secret page
sepia snake sigil
slow
spectral force
suggestion
tongues/babble
water/air breathing
wind wall
wraithform

Forbidden Spells: alarm, chill touch, magic missile, protection from evil/good, shield, Tenser's floating disc, wall of fog, flaming sphere, protection from cantrips, spectral hand, stinking cloud, web; dispel magic, feign death, fireball, hold undead, lightning bolt, non-detection, protection from evil/good 10' radius, protection from normal missiles, vampiric touch.

Invocation / Evocation

Specialist name: Invoker.
Allowed Races: Humans.

Ability Requirement: Must have minimum Constitution of 16.
Opposition Schools: Conjuraton/summoning, enchantment/charm.

First Level

affect normal fires
alarm
audible glamer
burning hands
cantrip
change self
charm person
chill touch
color spray
comprehend/confuse languages
dancing lights
detect magic
detect undead
enlarge/reduce
erase
feather fall
gaze reflection
hold portal
identify
jump
light
magic missile
mending
message
Nystul's magical aura
phantasmal force
protection from evil/good
read magic
shield
shocking grasp
spider climb
spook
Tenser's floating disc
ventriloquism
wall of fog
wizard mark

Second Level

alter self
blindness
blur
continual light/darkness
darkness, 15' radius
deafness
deepockets
detect evil/good
detect invisibility
ESP
flaming sphere
fog cloud
fools' gold
hypnotic pattern
improved phantasmal force
invisibility
irritation
knock/lock
know alignment/undetachable alignment
Leomund's trap
levitation
locate/obscure object
magic mouth
mirror image
misdirection
protection from cantrips
pyrotechnics
rope trick
shatter
spectral hand
stinking cloud
strength
web
whispering wind
wizard lock

Third Level

blink
clairaudience
clairvoyance
delude
dispel magic
explosive runes
feign death
fireball
fly
gust of wind
haste
hold undead
illusionary script
infravision
invisibility 10' radius
item
Leomund's tiny hut
lightning bolt
Melf's minute meteors
non-detection
protection from evil/good 10' radius
protection from normal missiles
secret page
slow
spectral force
tongues/babble
vampiric touch
water/air breathing
wind wall
wraithform

Forbidden Spells: armor, find familiar, friends, grease, hypnotism, mount, sleep, taunt, unseen servant; bind, forget, glitterdust, Melf's acid arrow, ray of enfeeblement, scare, summon swarm, Tasha's uncontrollable hideous laughter, flame arrow, hold person, monster summoning I, phantom steed, sepia snake sigil, suggestion

Necromancy

Specialist name: Necromancer.

Allowed Races: Humans.

Ability Requirement: Must have minimum Wisdom of 16.

Opposition Schools: Enchantment/charm, illusion.

First Level

affect normal fires
alarm
armor
burning hands
cantrip
chill touch
color spray
comprehend/confuse language
dancing lights
detect magic
detect undead
enlarge/reduce
erase
feather fall
find familiar
gaze reflection
grease
hold portal
identify
jump
light
magic missile
mending
message
mount
protection from evil/good
read magic
shield
shocking grasp
spider climb
Tenser's floating disk
unseen servant
wall of fog
wizard mark

Second Level

alter self
continual light/darkness
darkness, 15' radius
deerpockets
detect evil/good
detect invisibility
ESP
flaming sphere
fog cloud
fools' good
glitterdust
irritation
knock/lock
know alignment/undetected alignment
levitate
locate/obscure object
magic mouth
Melf's acid arrow
protection from cantrips
pyrotechnics
rope trick
shatter
spectral hand
stinking cloud
strength
summon swarm
web
whispering wind
wizard lock

Third Level

blink
clairaudience
clairvoyance
delude
dispel magic
explosive runes
feign death
fireball
flame arrow
fly
gust of wind
haste
hold undead
infravision
item
Leomund's tiny hut
lightning bolt
Melf's minute meteors
monster summoning I
non-detection
phantom steed
protection from evil/good, 10' radius
protection from normal missiles
secret page
sepia snake sigil
slow
tongues
vampiric touch
water/air breathing
wind wall
wraithform

Forbidden Spells: audible glamor, change self, charm person, friends, hypnotism, Nystul's magical aura, phantasmal force, sleep, spook, taunt, ventriloquism, bind, blindness, blur, deafness, forget, hypnotic pattern, improved phantasmal force, invisibility, Leomund's trap, mirror image, misdirection, ray of enfeeblement, scare, Tasha's uncontrollable hideous laughter, hold person, illusionary script, invisibility 10' radius, spectral force, suggestion

Alteration

Specialist name: Transmuter.

Allowed Races: Humans, half-elves.

Ability Requirement: Must have minimum Dexterity of 15.

Opposition Schools: Abjuration, necromancy.

First Level

affect normal fires
alarm
armor
audible glamer
burning hands
cantrip
change self
charm person
color spray
comprehend/confuse languages
dancing lights
detect magic
detect undead
enlarge/reduce
erase
feather fall
find familiar
friends
gaze reflection
grease
hold portal
hypnotism
identify
jump
light
magic missile
mending
message
mount
Nystul's magical aura
phantasmal force
read magic
shield
shocking grasp
sleep
spider climb
spook
taunt
Tenser's floating disc
unseen servant
ventriloquism
wall of fog
wizard mark

Second Level

alter self
bind
blindness
blur
continual light/darkness
darkness 15' radius
deafness
deppockets
detect evil/good
detect invisibility
ESP
flaming sphere
fog cloud
fools' gold
forget
glitterdust
hypnotic pattern
improved phantasmal force
invisibility
irritation
knock/lock
know alignment/undetectable alignment
Leomund's trap
levitate
locate/obscure object
magic mouth
Melf's acid arrow
mirror image
misdirection
pyrotechnics
ray of enfeeblement
rope trick
scare
shatter
stinking cloud
strength
summon swarm
Tasha's uncontrollable hideous laughter
web
whispering wind
wizard lock

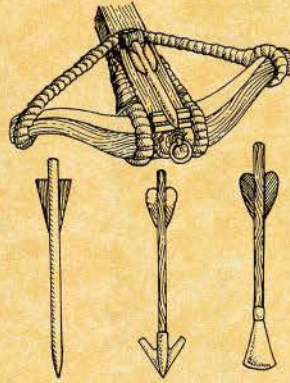
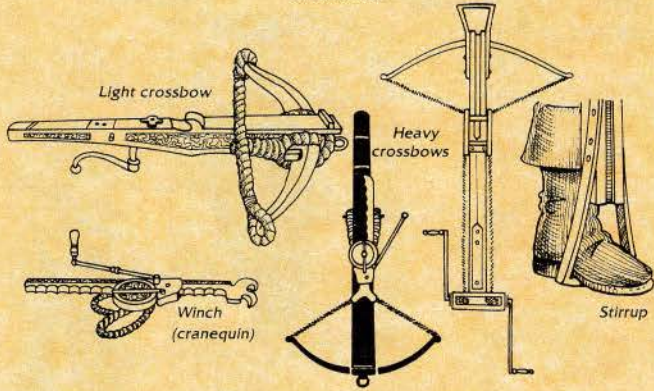
Third Level

blink
clairaudience
clairvoyance
delude
explosive runes
fireball
flame arrow
fly
gust of wind
haste
hold person
illusionary script
infravision
invisibility, 10' radius
item
Leomund's tiny hut
lightning bolt
Melf's minute meteors
monster summoning I
phantom steed
secret page
sepia snake sigil
slow
spectral force
suggestion
tongues/babble
water/air breathing
wind wall
wraithform

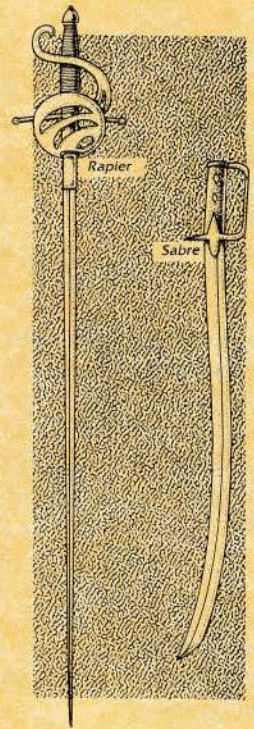
Forbidden Spells: chill touch, protection from evil, protection from cantrips, spectral hand, dispel magic, feign death, hold undead, non-detection, protection from evil/good 10' radius, protection from normal missiles, vampiric touch

Weapons

Crossbows

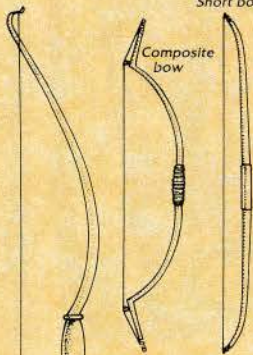


Swords



Bows

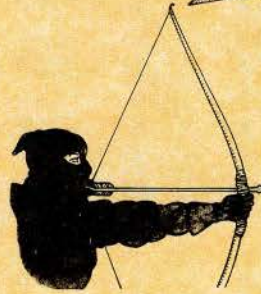
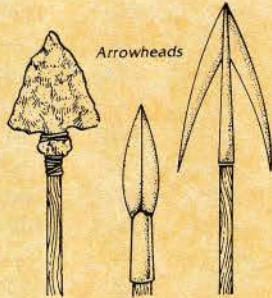
Short bow



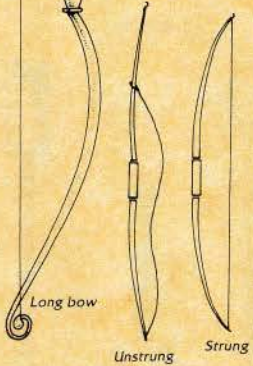
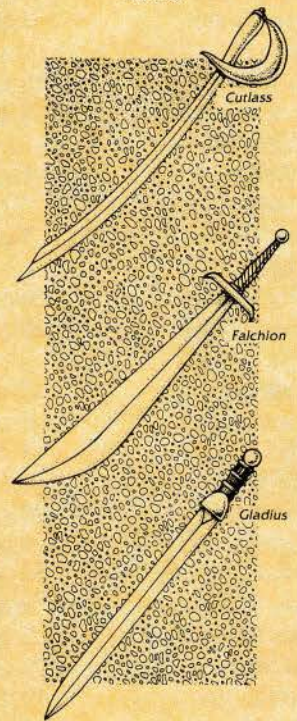
Arrow



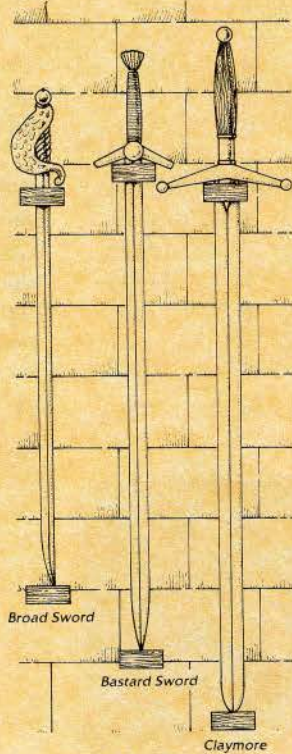
Arrowheads



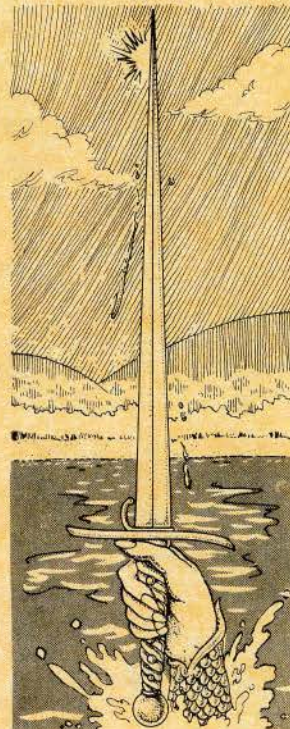
Swords



Swords



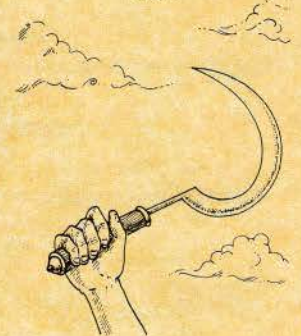
Long Sword



Khopesh

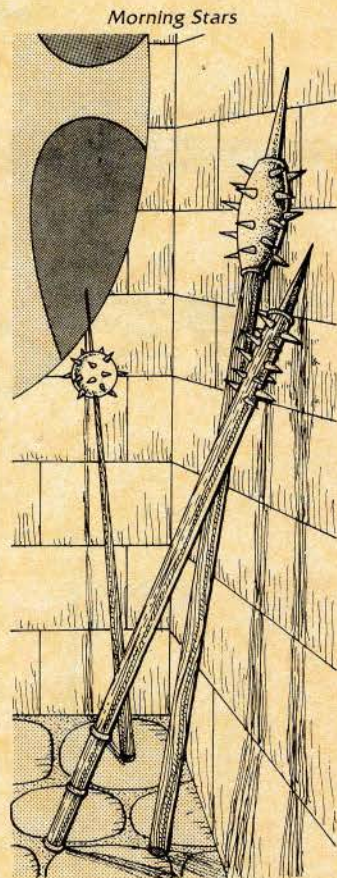


Sickle

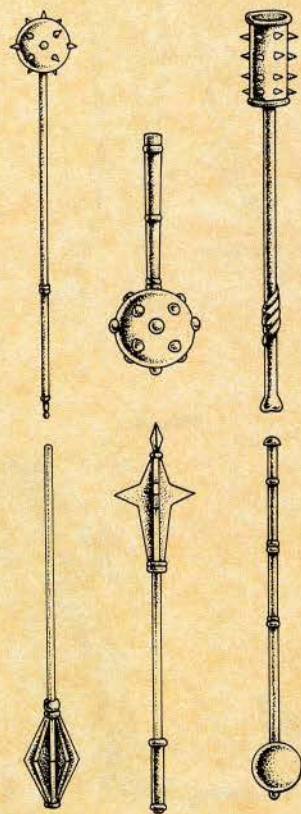


Master Weapons Chart

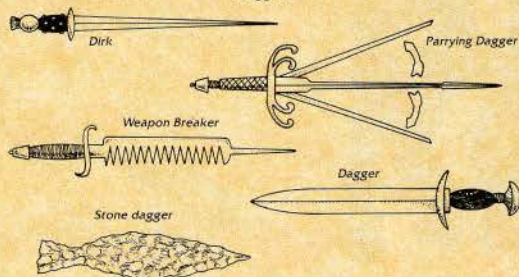
Item	Cost	Weight (lbs)	Size	Type†	Speed Factor	—Damage—	
						S-M	L
Battle axe	5 gp	7	M	S	7	1d8	1d8
Belaying pin	2 cp	2	S	B	4	1d3	1d3
Blowgun	5 gp	2	L	—	5	—	—
Barbed dart	1 sp	‡	S	P	—	1d3	1d2
Needle	2 cp	‡	S	P	—	1	1
Bolas	5 sp	2	M	B	8	1d3	1d2
Bow	—	—	—	—	—	—	—
Composite long bow	100 gp	3	L	—	7	—	—
Composite short bow	75 gp	2	M	—	6	—	—
Flight arrow	12/3 sp	‡	M	P	—	1d6	1d6
Long bow	75 gp	3	L	—	8	—	—
Sheaf arrow	6/3 sp	‡	M	P	—	1d8	1d8
Short bow	30 gp	2	M	—	7	—	—
Caltrop	2 sp	2/10	S	P	n/a	1	1d2
Chain	5 sp	3	L	B	5	1d4+1	1d4
Club	—	3	M	B	4	1d6	1d3
Crossbow	—	—	—	—	—	—	—
Heavy quarrel	2 sp	‡	S	P	—	1d4+1	1d6+1
Heavy crossbow	50 gp	14	M	—	10	—	—
Light quarrel	1 sp	‡	M	P	—	1d4	1d4
Light crossbow	35 gp	7	S	—	7	—	—
Dagger or dirk	2 gp	1	S	P	2	1d4	1d3
Dart	5 sp	1/2	S	P	2	1d3	1d2
Flail, Footman's	15 gp	15	M	B	7	1d6+1	2d4
Flail, Horseman's	8 gp	5	M	B	6	1d4+1	1d4+1
Gaff/Hook	—	—	—	—	—	—	—
Attached	2 gp	2	S	P	2	1d4	1d3
Held	5 cp	2	S	P	2	1d4	1d3
Hand/Throwing axe	1 gp	5	M	S	4	1d6	1d4
Harpoon	—	—	—	—	—	—	—
One-handed	20 gp	6	L	P	7	1d4+1	1d6+1
Two-handed	20 gp	6	L	P	7	2d4	2d6
Javelin	—	—	—	—	—	—	—
One-handed	5 sp	2	L	P	4	1d4	1d4
Two-handed	5 sp	2	L	P	4	1d6	1d6
Knife	5 sp	1/2	S	P/S	2	1d3	1d2
Lance @	—	—	—	—	—	—	—
Jousting lance	20 gp	20	L	P	10	1d3-1	1d2-1
Light horse lance	6 gp	5	L	P	6	1d6	1d8
Medium horse lance	10 gp	10	L	P	7	1d6+1	2d6
Mace, Footman's	8 gp	10	M	B	7	1d6+1	1d6
Mace, Horseman's	5 gp	6	M	B	6	1d6	1d4
Mancatcher**	30 gp	8	L	—	7	—	—
Morning star	10 gp	12	M	P/B	7	2d4	1d6+1
Net	5 gp	10	M	—	10	—	—



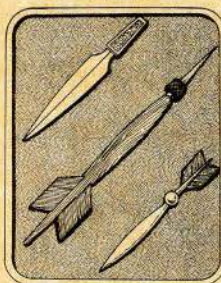
Maces



Daggers

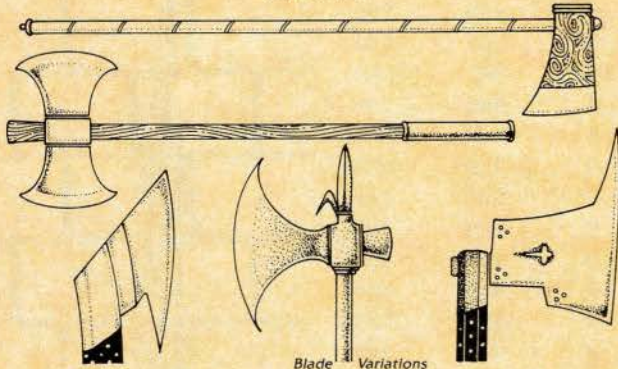


Darts



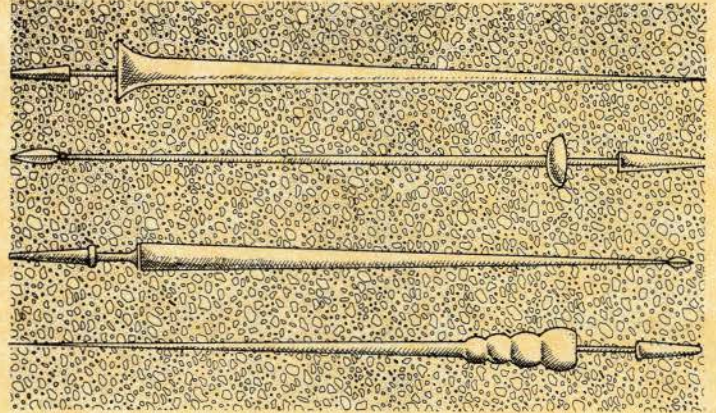
Weapons

Battle Axes

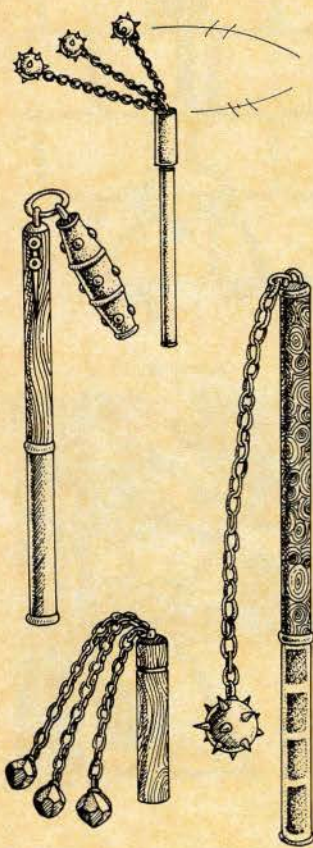


Blade Variations

Lances

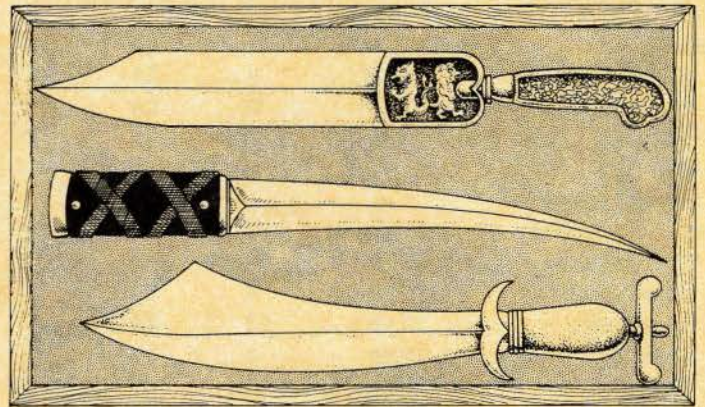


Flails

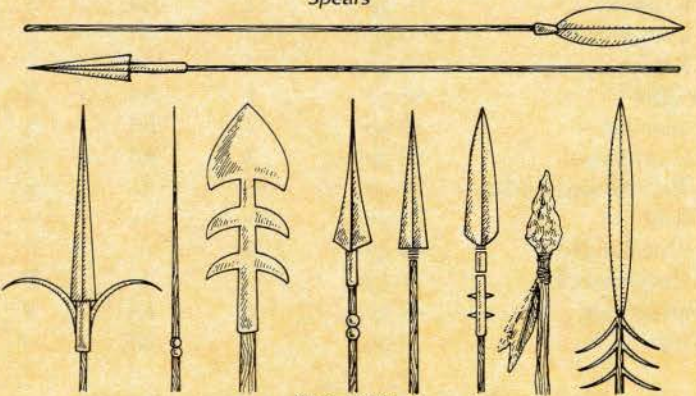


Javelins

Knives

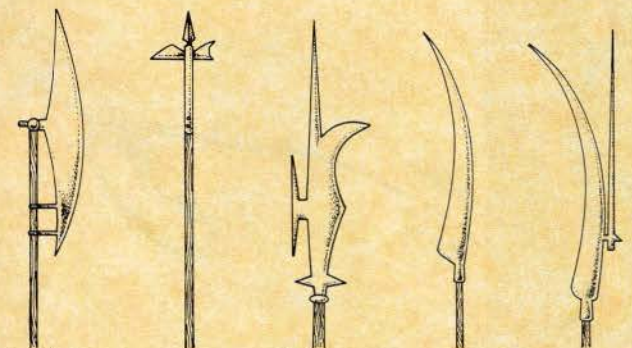


Spears



Spear Heads

Pole Arms



Bardiche

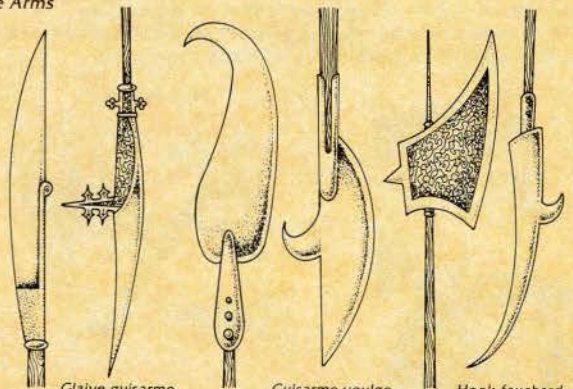
Bec de corbin

Bill-guisarme

Fauchard

Fauchard-fork

Pole Arms



Glaive

Glaive-guisarme

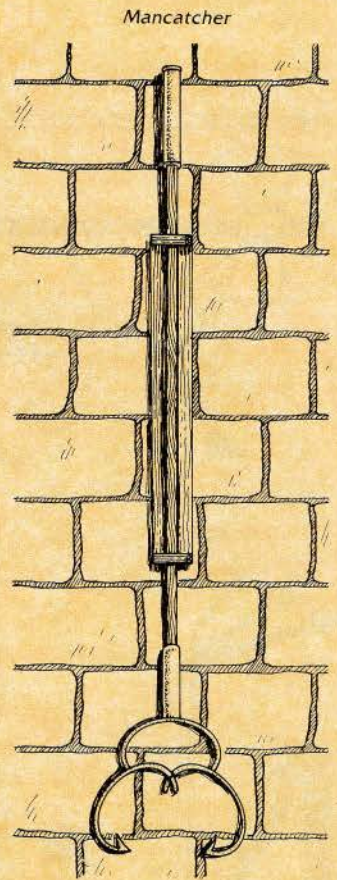
Guisarme

Guisarme-voulge

Halberd

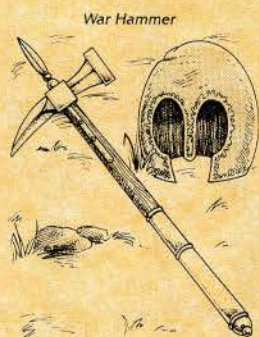
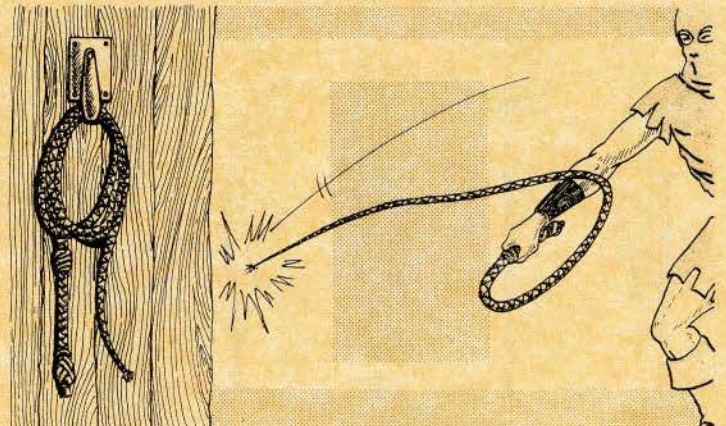
Hook-fauchard

Item	Cost	Weight (lbs)	Size	Type†	Speed Factor	—Damage—	
						S-M	L
Polearm	—	—	—	—	—	—	—
Bardiche	7 gp	12	L	S	9	2d4	2d6
Bec de corbin	8 gp	10	L	P/B	9	1d8	1d6
Bill-guisarme	7 gp	15	L	P/S	10	2d4	1d10
Fauchard	5 gp	7	L	P/S	8	1d6	1d8
Fauchard-fork	8 gp	9	L	P/S	8	1d8	1d10
Glaive*	6 gp	8	L	S	8	1d6	1d10
Glaive-guisarme*	10 gp	10	L	P/S	9	2d4	2d6
Guisarme	5 gp	8	L	S	8	2d4	1d8
Guisarme-voulge	8 gp	15	L	P/S	10	2d4	2d4
Halberd	10 gp	15	L	P/S	9	1d10	2d6
Hook fauchard	10 gp	8	L	P/S	9	1d4	1d4
Quarterstaff	—	4	L	B	4	1d6	1d6
Sickle	6 sp	3	S	S	4	1d4+1	1d4
Sling	5 cp	‡	S	—	6	—	—
Sling bullet	1 cp	1/2	S	B	—	1d4+1	1d6+1
Sling stone	—	1/2	S	B	—	1d4	1d4
Spear	—	—	—	—	—	—	—
One-handed	8 sp	5	M	P	6	1d6	1d8
Two-handed #	8 sp	5	M	P	6	1d8+1	2d6
Stiletto	5 sp	1/2	S	P	2	1d3	1d2
Sword	—	—	—	—	—	—	—
Bastard sword	—	—	—	—	—	—	—
One-handed	25 gp	10	M	S	6	1d8	1d12
Two-handed	25 gp	10	M	S	8	2d4	2d8
Broad sword	10 gp	4	M	S	5	2d4	1d6+1
Claymore	25 gp	10	M	S	8	2d4	2d8
Cutlass	12 gp	4	M	S	5	1d6	1d8
Drusus	50 gp	3	M	S	3	1d6+1	1d8+1
Falchion	17 gp	8	M	S	5	1d6+1	2d4
Khopesh	10 gp	7	M	S	9	2d4	1d6
Long sword	15 gp	4	M	S	5	1d8	1d12
Rapier	15 gp	4	M	P	4	1d6+1	1d8+1
Sabre	17 gp	5	M	S	4	1d6+1	1d8+1
Scimitar	15 gp	4	M	S	5	1d8	1d8
Short sword	10 gp	3	M	P	3	1d6	1d8
Two-handed sword	50 gp	15	L	S	10	1d10	3d6
Trident	—	—	—	—	—	—	—
One-handed	15 gp	5	L	P	7	1d6+1	3d4
Two-handed	15 gp	5	L	P	7	1d8+1	3d4
Warhammer	2 gp	6	M	B	4	1d4+1	1d4
Whip	1 sp	2	M	—	8	1d2	1



- * This weapon inflicts double damage against charging creatures of L or greater size.
- ** This weapon can dismount a rider on a successful hit.
- @ This weapon inflicts double damage when used from the back of a charging mount.
- # This weapon inflicts double damage when firmly set to receive a charge.
- † The "Type" category is divided into bludgeoning (B), piercing (P), and slashing (S).
- ‡ These items weigh little individually. Ten of these weigh one pound.

Whip



Wizard Character Sketches



Low



Medium



High



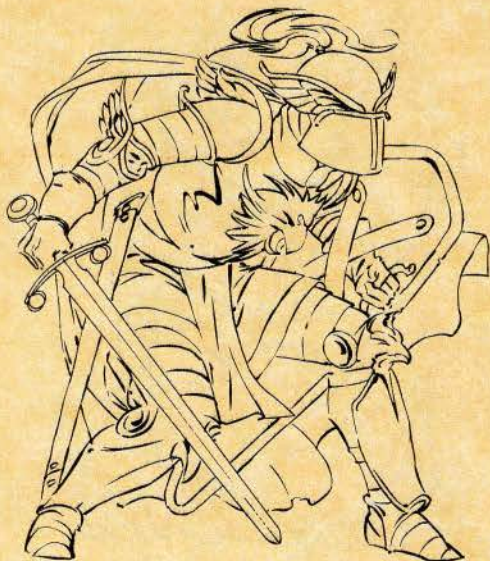
Warrior Character Sketches



Low



Medium



High



Thief Character Sketches



Low



Medium



High



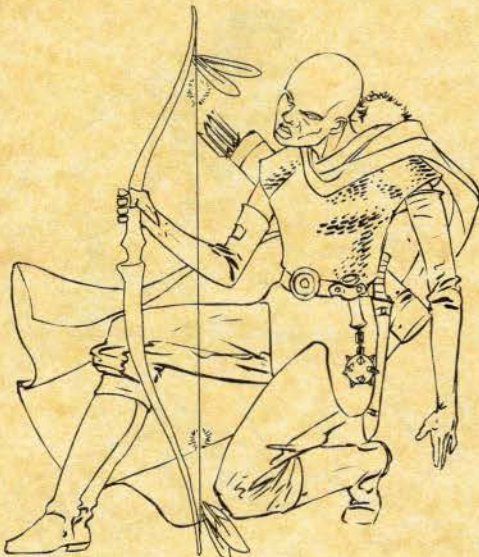
Cleric Character Sketches



Low



Medium



High





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 EQUALS 56 MILES



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True Love (Requited)

You fall deeply in love with the person of your dreams. For now, there may be obstacles to your life together, but you feel confident that your beloved will wait faithfully for you until the happy time that you can spend the rest of your lives together.

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True Love (Unrequited)

You've fallen deeply in love, but your devotion is not returned by your beloved. That person may be friendly or scornful, or even in love with someone else. In any case, the person you love gives no sign of ever reciprocating your feelings.

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Passion!

The character this card is played on is suddenly smitten with overwhelming physical attraction for another character (usually the one who played the card). The character does not lose control of his or her actions, but will not be able to harm the object of his or her affection. The smitten character will seek to win the approval of the beloved character. This condition lasts 1d8+4 months.

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Friends in High Places

You have a childhood friend or a relative who is a famous adventurer, a member of nobility, or is in an important position in the church hierarchy. This friend might be willing to do a favor for you for old times' sake.

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Friends in Low Places

You have a childhood friend or a relative who is a servant in the local castle, a member of the local thieves' guild, or the like. He or she might be willing to do you a favor for old times' sake.

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"I've Been to the Mountaintop"

Your PC has a vision of a face-to-face meeting with his or her personal deity (if the PC has no favored deity, the DM should choose one). Your character is convinced that he or she has been entrusted with a vital mission. Whether the meeting is genuine or the result of a hallucination or trick is up to the DM.

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Stricken

Your character contracts an obscure disease, he or she loses one point of Constitution every three days. The character dies if Constitution drops to zero. The DM must advise the player of the character's weakening condition after losing no more than 1d4 Constitution points.

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Roots

Your PC discovers relatives that were previously unknown. If your character knows his or her parents and siblings, the PC learns that he or she was actually a founding and discovers his or her true family. An orphaned character discovers his or her lost parents. Roll on the Family Matters Tables to determine the parents' occupations and the number of brothers and sisters.

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The Bureau de Exchange du Mal

Your PC discovers a strange magic shop where customers can exchange any curse, phobia, or similar malady with another character. Such an exchange is risky, however; a character may come away with a true bargain or some nasty, unexpected side effects. The DM rolls 1d10: an even number indicates a favorable exchange, while an odd number means the character gains a condition worse than the one given up.

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Philanthropy

Your character contracts a reverse form of kleptomania; he or she is seized by an overwhelming desire to give something to everyone he or she encounters (even friends and family, if the victim has not seen them since the day before). Thrifty characters afflicted by this malady will carry a large quantity of copper pieces.

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A Change of Heart

An ally becomes an enemy, or an enemy becomes an ally. This card can cause a henchman to defect to the opponents' side temporarily (DM rolls 1d6; 1,2=hours; 3,4=days; 5,6=weeks; DM then rolls 1d6 for the number of hours, days, or weeks). At the DM's discretion, the NPC's new allegiance may not be immediately apparent.

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Child of Fortune

For the next 24 hours, everything seems to go right for the character. Fortune, however, is fickle, and this unexpected run of luck may fail suddenly if the character begins to take foolish chances. This good luck may manifest as a 1- or 2-point bonus to die rolls, extra treasure found, good weather, or other benefit of the DM's choice.

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Message in a Bottle

The character discovers a message containing a plea for rescue from some hapless captive. The DM should determine the identity and condition of the captive. The difficulty of the rescue, and hence the reward of success, should depend on the level of the PCs.

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Hello, May I Be of Service?

The character temporarily becomes extremely charismatic. Longtime companions will notice no change, but new acquaintances will be eager to please the PC in any way that does not violate their alignment. The effect lasts one to seven days. The character is not immediately aware when the power ends.

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Can I Help You With That?

The character's personality shifts temporarily; he or she becomes extremely obliging, hospitable, and eager to help friends and companions, new acquaintances, and even complete strangers in any way possible. Behavior reverts to normal after 5d6 days.

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Switch

Two player characters in the same party exchange abilities. For example, a wizard might gain a fighter's combat skills while forgetting how to cast spells; the fighter, in contrast, would suddenly gain spellcasting abilities but forget how to use his or her broadsword. The duration of the exchange is 1-6 days.

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Learn a New Skill

The character meets an NPC willing to teach any one new nonweapon proficiency of the player's choice. The character must study with the teacher for 4-6 weeks; at the end of that time, he or she gains one bonus proficiency.

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Adrenalin/Last Ditch Effort

The PC temporarily boosts a single ability score by +3, gaining all the benefits of the new score (better bend bars/lift gates rolls, higher percentage chance to learn new spells, etc.). This represents an all-out effort, drawing upon every energy reserve. The effect lasts one full minute; afterward, the character suffers a backlash (a headache, aching muscles, etc.) for one hour.

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Clue

The character discovers an important clue that can help him or her unlock the villain's masterpiece. The significance of the clue may not be evident at the time it is found, but eventually, it should enable the PC and his or her friends to solve the mystery.

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Rival

The character acquires a rival who seeks to best him or her. This may be a friendly contest between a PC and NPC to see who can perform the most good deeds, a bitter feud between two adventuring parties, or anything in between. The player using this card must invent a reason for the rivalry; the DM will decide if other motives are present as well.

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The Two of Me

A perfect double of the character instantly appears when this card is drawn. The twin has the same personality and all the memories of the original—in fact, neither the double nor the original will know who is who. Possessions are distributed between the two, and both twins remain under the player's control. Each functions as a separate character.

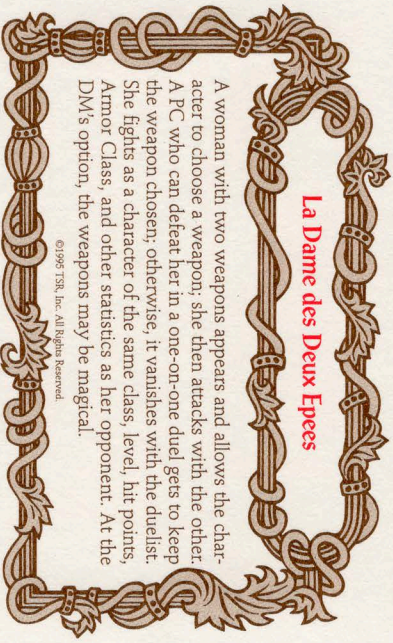
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Touch of Magic

This card enables its possessor to temporarily imbue a single normal item with magic. This usually takes the form of giving a weapon a +1 bonus, but at the DM's option, it can have other effects such as causing the item to glow or make noise. The dwearer wears off after one hour.

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La Dame des Deux Epees

A woman with two weapons appears and allows the character to choose a weapon; she then attacks with the other. A PC who can defeat her in a one-on-one duel gets to keep the weapon chosen, otherwise, it vanishes with the duelist. She fights as a character of the same class, level, hit points, Armor Class, and other statistics as her opponent. At the DM's option, the weapons may be magical.

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The Gift of Wings

A pair of fully functional wings sprouts from the character's back; the wings can be feathered or leathery (DM's choice). The wings do *not* come with an instinctive knowledge of flight; the character must learn to use them by trial and error.

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Treasure Sense

The PC gains the ability to "smell" treasure; when concentrating, he or she becomes aware of the general direction of the nearest quantity of gold or gems. The treasure-sense operates in a straight line, and does not indicate the best route to reach the stash. The treasure-sense can be as general (all treasure) or specific (certain type of coin, gems only, and so on) as the DM desires.

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A New Leaf

A resurrected villain who didn't enjoy his or her glimpse of the afterlife seeks out the PCs and wishes their help in changing his or her ways. The former villain asks to join the PCs and adventure with them in order to make up for past misdeeds. Backsliding will be a continual problem, so the new allies must be wary.

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"The Napoleon of Crime!"

After defeating a foe, the PCs find evidence that he or she was merely an agent of some mastermind whose plots were responsible for several of the party's previous adventures. The mastermind's identity and ultimate goal must be determined by the DM.

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Your Reputation Precedes You (Good)

All the NPCs in the next village you visit are as helpful as possible in all your dealings with them. Innkeepers extend you credit, clerics heal you without fee, and admirers follow you around, hanging on your every word.

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Phobia

You have an unreasoning fear of something—heights, enclosed spaces, a specific type of creature, darkness, etc. Any time you are faced with the object of your fear, you must make a successful Wisdom check or be petrified in terror. The phobia lasts 1d6+6 months.

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Personality Reversal

Your character's personality undergoes a drastic shift. The rash become cautious, the cowardly bold, the pinn sultry, the shy gregarious. Misers give away money; paladins become surly.

The player and DM should agree on one personality trait that is reversed. Alignment does *not* change. The change can be permanent or can wear off after 1d12 months.

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Your Reputation Precedes You (Bad)

All the NPCs in the next village you visit are hostile toward you and assume the worst of you, no matter what you do. Inns refuse you lodging, merchants test all coins you pay them to make sure they are genuine, dogs bark at you, and small children and old ladies throw stones at you.

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Afoul of the Law

Some misdeed in your past catches up with you. The local constabulary tries to arrest you and bring you to trial. If you have always been a paragon of virtue, it is possible that you have been framed.

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The Grateful Dead Man

Someone whom your PC helped in the past returns as a revenant. He or she will adventure with your character as an unflinchingly loyal henchman until the revenant feels the debt has been repaid in full (typically after one adventure). Everyone but the PC will see the revenant-companion as he or she appeared in life.

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Prophecy

A wandering soothsayer seeks out your character and delivers a dire warning of doom—perhaps an injury, the death of a loved one, or even the manner in which the character will die. The only way to prevent the prophecy is to strictly avoid the circumstances described.

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Mistaken Identity

Your character is mistaken for an NPC with a completely different personality. The NPC's friends will take the PC into their confidence and treat him or her like their absent friend. The DM must determine the details of the NPC, the NPC's relationship to the character, and whether or not the mistake is discovered.

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"Suffer a Sea-change"

Your character's race, species, sex, alignment, appearance, or age changes. (The DM may choose one trait or may roll 1d6.) The change is permanent, except that the character reverts to original form for 24 hours every new moon. If the DM allows, the reversion may be cured through a *remove curse*, *wish*, or similar spell.

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Along Came Jones

The PCs are mistaken for another adventuring group of roughly double their current experience level. Townspeople treat them with exaggerated respect; potential foes will likely be cowed by their (false) reputations. Eventually the truth will surface, but in the meantime, the short-term benefits may be great.

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Child of Ill Fortune

For the next 48 hours, everything seems to go wrong for the character. This run of bad luck stops short of certain death, but petty annoyances quickly mount up to give the victim a thoroughly uncomfortable time. This bad luck may manifest as a 1- or 2-point penalty to die rolls, skimpy treasure found, bad weather, or other penalty of the DM's choice.

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Pacifist

The character is suddenly convinced that killing is wrong; he or she will avoid combat whenever possible. If forced into battle (for example, in self-defense or to protect others), he or she will try to knock opponents unconscious rather than slaying them, and will bind their wounds afterward. The pacifism usually lasts 3-14 (1d12+2) days.

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The Curse of Blood

Your character is cursed by a dying foe; shortly thereafter, he or she develops hemophilia. From that point on, any time the character suffers an injury that results in bleeding, the character loses one additional hit point per injury. Lost hit points can be healed normally, but the curse can be removed only through a *remove curse* or similar spell.

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The Silver Lining

Snatch a victory from the jaws of defeat. This card can be used by a player to change one minor event in order to gain a modicum of success from an otherwise disastrous adventure. The DM may use the card to allow a defeated villain to leave behind some nasty surprise to discomfort his triumphant foes, or may allow a villain to make a narrow escape.

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The Midas Touch

Every nonliving item the character touches turns to gold (there is a 99% chance that it is fool's gold). Weapons and armor become heavy and soft; sleep (on solid gold bedding) becomes nearly impossible; even eating and drinking require a major effort.

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The Curse of Memory

Your character's memory is impaired; after each period of sleep (whether a full night or a short nap), the PC must make a saving throw vs. spell. Failure means the character forgets all events since the previous period of sleep. Memories from before the onset of the curse remain intact. A character who fails to keep a diary might wake up in a dungeon or other predicament with no idea how he or she got there.

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An Ace Up Your Sleeve

Fortune favors you; just when all seems lost, you get a lucky break that allows you to escape from certain doom. There may be a price to pay—i.e., a character miraculously escaping a death-trap may have to abandon equipment or treasure—but the penalty will be worth the chance to escape alive.

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Oil over Troubled Waters

This card enables the person it is played upon to act against an emotional state—to gain courage, take heart, face his or her fears, calm down, or generally regain control, even if in a battle-rage.

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Second Chance

The character may reroll any one result on the dice, but he or she must then abide by the result of the second roll. This can apply to an attack roll, saving throw, ability check, proficiency use, or any other die roll.

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Henchman

The character gains a henchman. This could be a hireling, a captive rescued in the course of the previous adventure, an intelligent animal, or even a defeated foe who was spared on the condition of swearing allegiance and atoning for his or her misdeeds. The henchman's loyalty to the PC should be determined normally.

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Sleepwalker

The character discovers clear evidence that he or she is occasionally sleepwalking. The cause of this behavior must be decided by the DM: it could be the result of a curse, a failed attempt to magically contact the PC, a guilty conscience, a dual personality, or simple natural causes (indigestion, family history, etc.).

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Ghost

The character becomes intangible at random intervals. A successful Intelligence check is required to consciously activate, maintain, or reverse this condition. Intangible characters can communicate and walk through walls. They cannot fly, nor can they touch or move solid objects.

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Animal Companion

The character acquires an animal companion native to the region at the time the card is played. The animal will be loyal to the character as long as it is well treated. The creature's intelligence is slightly above average for its species, enabling it to learn a few simple tricks.

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Me, Myself, and I

The character develops 1d3 additional personalities that emerge at random intervals. The new personalities may or may not share the same alignment, memories, or character class of the original.

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Ah Yes, I Remember It Well

The character gains total recall; henceforth, he or she is blessed with perfect memory. This memory can apply to either visual or audible elements, but not both. In either case, the character will be able to perfectly remember sights or sounds.

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Mental Cartography

The character's sense of direction becomes unerring; he or she remembers every twist and turn of any passage traversed. This ability does not work when the character is asleep or unconscious, and it wears off after 2d4+6 days.

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Bounty

Some enemy has put a price on the character's head. Bounty-hunters begin to ambush the character, seeking to collect the reward. Discovering the enemy who offered the reward will be difficult; getting the bounty cancelled will be even more difficult.

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