



# Morningstar

## GAMEMASTER CAMPAIGN TRACKER

### Timekeeping

16 lunar months per year; five 6-day weeks per month; 480 days per year; 21 hours per day, divided into three 7-hour third-days

#### Seasonal and Monthly Calendar

<i>Winter:</i>	Lamilo	Jenurio	Folin	Teses
<i>Spring:</i>	Anellin	Zisis	Marbew	Psed
<i>Summer:</i>	Dalvaro	Kana	Tordel	Ganou
<i>Autumn:</i>	Gret	Kolto	Herew	Dust

#### Daily Lunar Calendar

Use hatch marks to note each day as it passes. When a full month has passed, mark it above, then start a new set of daily marks.

Toil Day      Wash Day      Drudge Day      Market Day      Feast Day      Games Day

Week 1	<i>New moon</i>	<i>Waxing crescent</i>	<i>Waxing crescent</i>	<i>Waxing crescent</i>	<i>Waxing crescent</i>	<i>Waxing crescent</i>
Week 2	<i>Waxing crescent</i>	<i>First quarter</i>	<i>Waxing gibbous</i>	<i>Waxing gibbous</i>	<i>Waxing gibbous</i>	<i>Waxing gibbous</i>
Week 3	<i>Waxing gibbous</i>	<i>Waxing gibbous</i>	<i>Full moon</i>	<i>Full moon</i>	<i>Waning gibbous</i>	<i>Waning gibbous</i>
Week 4	<i>Waning gibbous</i>	<i>Waning gibbous</i>	<i>Waning gibbous</i>	<i>Waning gibbous</i>	<i>Last quarter</i>	<i>Waning crescent</i>
Week 5	<i>Waning crescent</i>	<i>Waning crescent</i>	<i>Waning crescent</i>	<i>Waning crescent</i>	<i>Waning crescent</i>	<i>New moon</i>

#### Hourly Timekeeping

21 hours per day, divided into thirds:

“Blue”

*Midnight to dawn*

“Gold”

*Dawn to dusk*

“Magenta”

*Dusk to midnight*



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## GAMEMASTER SCREEN

Table 2-2: Population Increment to Change or Sustain a Spectrum by Passive Influence

Average HD or Level	Spectrum Strength					
	1	2	3	4	5	6
1	x	x	x	x	x	x
2	x	x	x	x	x	x
3	100	x	x	x	x	x
4	50	x	x	x	x	x
5	25	100	x	x	x	x
6	13	50	x	x	x	x
7	7	25	100	x	x	x
8	4	13	50	x	x	x
9	2	7	25	100	x	x
10	1	4	13	50	x	x
11	1	2	7	25	100	x
12		1	4	13	50	x
13		1	2	7	25	100
14			1	4	13	50
15			1	2	7	25
16				1	4	13
17				1	2	7
18					1	4
19					1	2
20+						1

### Brendirian Spell Legality

Legal	Illegal (Major Crime)	Basic Permit (Minor Crime)	Special Permit (Circumstantial)
Abjurations	Torture/curse spells	Calling (Conjuration)	Enchantments
Divinations	Necromancy	Creation (Conjuration)	
Figments		Evocations	
Glamers		Shadow magics	
Healing (Conjuration)		Summoning (Conjuring)	
Patterns			
Phantasms			
Transmutation			

# SPECTRUM STRENGTH

**Table 2-1: Spectrum Strengths and Their Effects**

*At spectrum level 1 or higher, spellcasters feel a subtle push to use spells that fall within the signature, and to avoid spells that are countersignature. Areas with a spectrum strength of 1 are the most common, and usually the longest lasting.*

*At spectrum level 2 or higher, all visitors sense the signature, and their thoughts drift towards the spectrum. The GM should subtly shift focus to the signature and countersignature in their descriptions of an area.*

*At spectrum level 3 or higher, all natives born into a region will show minor signs of being aligned with the signature. Architecture will be representative of the land's spectrum.*

*At spectrum level 4 or higher, entire societies will be shaped by the energies of signature. The indigenous civilization holds values and ideologies that promote the signature.*

*At spectrum level 5 or higher, the powerful energies begin to impose change upon the very essence of the creatures and beings that dwell in the spectrum region. If they haven't already, many creatures will evolve to fit their area, either gaining resistances or abilities befitting their region.*

*At spectrum level 6, no one can resist the power of the spectrum for very long. A saving throw must be made at an interval determined by the area's description and failure has strong consequences. DCs for these saving throws are usually at least 25. Areas with a spectrum strength of total are the most intense places in the world. Countersignature creatures will take 1 point of damage a day from being inside the area.*

Level	Strength	Spell DC Modifier	Spell Duration Modifier	Signature	Countersignature	Signature Situational Modifier
1	Weak	+1/-1 (5%)	None	Eschew Components	None	+1
2	Steady	+2/-2 (10%)	None	Silent Spell	None	+1
3	Strong	+3/-3 (15%)	Duration 2	Still Spell	Caster level -1	+2
4	Powerful	+5/-5 (25%)	Duration 3	Empower Spell	Caster level -2	+3
5	Overwhelming	+8/-8 (40%)	Duration 4	Enlarge Spell	Caster level -3	+4
6	Total	+20/-20 (100%)	Duration 5	Maximize Spell	Caster level -4	+6

**Spell DC Modifier:** This is the bonus given to signature spell DCs, followed by the penalty to countersignature spell DCs. This modifier is applied to Spellcraft, saving throws, and Concentration checks for any appropriate spells. Every +1 equals 5% added or subtracted from a percentile roll in the caster's favor (for signature spells) or disfavor (for countersignature spells) when the spell calls for a percentile roll to determine outcomes.

**Spell Duration Modifier:** Signature spell durations are multiplied by this number, and countersignature spell durations are divided by this number, to a minimum duration of 1 round. Durations of instantaneous, concentration, or permanent are unaffected unless otherwise noted.

**Signature:** These are feats which are considered to be applied to all signature spells in a given area. All effects are cumulative with the effects of lower strength.

**Countersignature:** These are the negative effects countersignature casters must contend with in a given area. When casting countersignature spells, the caster level is that much lower for the purposes of the affected spells alone. Note that this might make a given spell impossible to cast by that caster. For example, a 7th level wizard cannot cast *fireball* in an area that has an overwhelming Ignan countersignature, though *cone of cold* is unaffected.

**Signature Situational Modifier:** Signature runs deeper than an effect on magic. It affects everything in an area. Nonmagical deeds receive a general bonus when they fit within the signature at the GM's discretion.

# WEAPONS & ARMOR

## Weapons

Weapon	Cost	Dmg (S)	Dmg (M)	Critical	Range Inc.	Weight	Type
<b>Simple Weapons</b>							
Brendirian gladius	11 gp	1d4	1d6	18-20/x2	-	2 lbs.	S
<b>Martial Weapons</b>							
Dwarven hammersword	160 gp	-	3d4	x3	-	30 lbs.	S & B
Greatspear	20 gp	1d8	1d10	x2	30 ft.	10 lbs.	P
<b>Exotic Weapons</b>							
Ijamvian viper clamp	500 gp	1d6	1d8	x2	15 ft. (max)	4 lbs.	P
Macuahuitl (fanged sword)	35 gp	1d8	1d10	x3	-	10 lbs.	P & B
Spear, whip	20 gp	1d4	1d6	x2	-	8 lbs.	S & P
<b>Exotic Ranged Weapons</b>							
Triskatar crossbow	450 gp	1d8	1d10	19-20/x2	160 ft.	8 lbs.	P

## Armor

Armor	Cost	Armor Bonus	Max Dex	Check Penalty	Spell Failure	Speed (30 ft.)	Speed (20 ft.)	Weight
<b>Light armor</b>								
Feathered tunic or cloak	170 gp	+2	+12	0	0%	30 ft.	20 ft.	5 lbs.
Feathered tabard	200 gp	+3	+10	0	5%	30 ft.	20 ft.	5 lbs.
Feathered war suit	500 gp	+5	+8	0	15%	30 ft.	20 ft.	10 lbs.
Diamond studded leather	1,000 gp	+4	+5	-1	15%	30 ft.	20 ft.	15 lbs.
Diamond chain shirt	2,300 gp	+7	+6	0	20%	30 ft.	20 ft.	5 lbs.
<b>Medium armor</b>								
Lorica	300 gp	+6	+3	-4	35%	25 ft.	20 ft.	30 lbs.
Diamond scale mail	5,000 gp	+4	+5	-2	25%	30 ft.	20 ft.	10 lbs.
Diamond chainmail	2,000 gp	+10	+4	-2	30%	30 ft.	20 ft.	15 lbs.
Diamond breastplate	4,700 gp	+10	+5	-2	25%	30 ft.	20 ft.	10 lbs.
<b>Heavy armor</b>								
Diamond half-plate	8,000 gp	+14	+4	-3	40%	30 ft.	20 ft.	20 lbs.
Diamond full plate	20,000 gp	+16	+3	-4	35%	30 ft.	20 ft.	20 lbs.

## Normal Goods and Services

Item	Cost	Weight	Place of Origin
<b>Food and Drink</b>			
Dried fish (2 fish)	3 sp	1/2 lb.	anywhere
Lares (Brendirian alcoholic spirits)	8 gp	-	Brendir
Mulsum (honeyed wine)	10 gp	5 lbs.	Kenabu
Natron (fish preservative; 1 pouch)	5 sp	-	Wiresh
Palm wine	8 gp	4 lbs.	Wiresh
Figs	2 sp	-	warm dry regions
Olives	1 sp	-	Brendir
Grapes	1 sp	-	Brendir
<b>Drugs and Poisons</b>			
Arkendi ale (jug)	5 gp	5 lbs.	Arkend
Thukharukh	80 gp	-	Deranged subterranean signature areas
<b>Services</b>			
Bath, plebian	1 sp		
Bath, patrician	5 sp		
Bath, spa	10 sp or more		
Boarding house	12 gp/week*		
Carriage service, air	2 gp/ .25 mile		
Carriage service, land	1 sp/ .25 mile		
Courier	8 sp/day plus food and lodging		
Hostel	1 gp/night		
Massage	10 sp or more		
Resort palace or villa	15 gp/night and up		
Tenement	30 gp/month		

\*Remember that a Thraxian week is 6 days long.

## Flying Vehicles

Flying Vehicles	Size	Maneuverability	Speed	Payload	Cost – Buy/Rent
Latoman glider (single)	Huge (35 ft. wingspan)	Clumsy	50 ft.	300 lbs.	140 gp/10 gp
Latoman glider (double)	Huge (50 ft. wingspan)	Clumsy	40 ft.	600 lbs.	190 gp/30 gp
Ornithopter	Huge (70 ft. wingspan)	Average	90 ft.	1.5 tons	28,000 gp/-

## Sea Vessels

Water Craft	Size	Maneuverability	Speed	Payload	Cost
Dhow	Gargantuan	Average	265 ft./30 mph	35 tons	10,000 gp
Fip	Huge	Perfect	500 ft./57 mph	5 tons	15,000 gp*
Trireme	Colossal	Good	75 ft./8.5 mph	120 tons	50,000 gp
Hauler	Colossal	Clumsy	30 ft./3.4 mph	3,000 tons	3,000,000 gp
Kalo	Gargantuan	Poor	18 ft./0.3 mph	1,500 tons	50,000 gp

\* Does not include *holds of holding*.

## New Cleric Domains

### Blood

**Deities:** Atchetak, Guvan Hish, Terves, Kroshletch

**Granted Power:** Once per day, you may deliver a blood-boiling touch attack that does 1d4 + your level in damage to any creature with some form of blood. Unless specifically mentioned in the creature's description, the only creatures without blood for the purposes of this effect are constructs and undead.

#### Blood Domain Spells

- |                            |                     |
|----------------------------|---------------------|
| 1 <i>Deathwatch</i>        | 6 <i>Harm</i>       |
| 2 <i>Delay poison</i>      | 7 <i>Regenerate</i> |
| 3 <i>Contagion</i>         | 8 <i>Clone</i>      |
| 4 <i>Neutralize poison</i> | 9 <i>Implosion</i>  |
| 5 <i>Waves of fatigue</i>  |                     |

### Commerce

**Deities:** Machekeo, Lolot, Andrak, Mandravhi

**Granted Power:** You gain a +4 bonus to Appraise checks.

#### Commerce Domain Spells

- |                           |                               |
|---------------------------|-------------------------------|
| 1 <i>Identify</i>         | 6 <i>Symbol of persuasion</i> |
| 2 <i>Augury</i>           | 7 <i>Refuge</i>               |
| 3 <i>Glyph of warding</i> | 8 <i>Discern location</i>     |
| 4 <i>Sending</i>          | 9 <i>Demand</i>               |
| 5 <i>Raise dead</i>       |                               |

### Time

**Deities:** Keresia, Kroshletch, Tobragal

**Granted Power:** At first level, choose any spell you can cast. This spell's duration is doubled whenever you cast it. Every time you gain a level, you may opt to change this spell to another. This ability may not be applied to spells with a duration of instantaneous or permanent.

#### Time Domain Spells

- |                              |                          |
|------------------------------|--------------------------|
| 1 <i>Expeditious retreat</i> | 6 <i>Contingency</i>     |
| 2 <i>Restoral, lesser</i>    | 7 <i>Regenerate</i>      |
| 3 <i>Haste</i>               | 8 <i>Temporal stasis</i> |
| 4 <i>Modify memory</i>       | 9 <i>Time stop</i>       |
| 5 <i>Death ward</i>          |                          |

### Dream

**Deities:** Seram-Cor, Lelai, Sidrahl, Bengiva, Blue Mask, Pejjin

**Granted Power:** By sleeping within 15 feet of another person or entering the astral plane by some other method, you may share their dreams. You may choose to allow the subject to be aware of your presence, or not to be. This power allows two way communication if desired, even if the subject is unconscious because of damage or magical effects. A Will save negates (DC 10, harmless). If you are discovered in the dream of an unwilling target, and the target makes his Will save, you take 1d4 damage and you both wake up immediately.

#### Dream Domain Spells

- |                        |                             |
|------------------------|-----------------------------|
| 1 <i>Sleep</i>         | 6 <i>Programmed image</i>   |
| 2 <i>Gentle repose</i> | 7 <i>Greater scrying</i>    |
| 3 <i>Owl's wisdom</i>  | 8 <i>Symbol of insanity</i> |
| 4 <i>Scrying</i>       | 9 <i>Astral projection</i>  |
| 5 <i>Commune</i>       |                             |

### Pleasure

**Deities:** Comisius, Lelai, Gombunji, Bengiva, Mandrahvi, Megural, Pejjin

**Granted Powers:** Once per day, you can create small items and baubles such as food or wine worth no more than 5 gp. You may not create weapons or items to do harm.

#### Pleasure Domain Spells

- |                              |                              |
|------------------------------|------------------------------|
| 1 <i>Sanctuary</i>           | 6 <i>Heroes' feast</i>       |
| 2 <i>Calm emotions</i>       | 7 <i>Limited wish</i>        |
| 3 <i>Good hope</i>           | 8 <i>Charm monster, mass</i> |
| 4 <i>Freedom of movement</i> | 9 <i>Miracle</i>             |
| 5 <i>Atonement</i>           |                              |

### Prophecy

**Deities:** Keresia, Sidrahl, Blue Mask, Tobragal

**Granted Power:** You gain a +2 insight bonus to all initiative rolls.

#### Prophecy Domain Spells

- |                              |                               |
|------------------------------|-------------------------------|
| 1 <i>True strike</i>         | 6 <i>Legend lore</i>          |
| 2 <i>Augury</i>              | 7 <i>Greater scrying</i>      |
| 3 <i>Discern lies</i>        | 8 <i>Moment of prescience</i> |
| 4 <i>Divination</i>          | 9 <i>Foresight</i>            |
| 5 <i>Contact other plane</i> |                               |