DUNGEONS & DRAGONS®

Arsenic and old Spellbooks

Campaign book

A Campaign by Emanuele Betti

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The rules in this handbook are based on D&D rules as described in the original handbooks in Basic, Expert, Companion, Master and Immortal sets, in the official Gazzetteer expansions, and in fan-made products, with a special mention of the works of Marco Dalmonte.

To play with this handbook you must have the original Basic, Expert, Companion and Master set rules for Dungeons & Dragons and the Gazzetteer 03: the Principalities of Glantri.

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INTRODUCTION

This book is a reference for the players who will take part in the campaign *Arsenic and old spellbooks*, set in the Principalities of Glantri.

CAMPAIGN STRUCTURE

The campaign *Arsenic and old spellbooks* is of a new concept of campaign: it is divided into separate books, or chapters, that may be played in sequence, but the Master may also decide to play just one single book every now and then, in his own campaign, or even to just add some of his own adventures to the campaign.

This concept is good for groups that tend to change players often: this way, at the end of each chapter it will be very easy to replace the lost players with new ones.

CAMPAIGN BOOK

This book is divided in four parts. The first one is about **CHARACTER CREATION**, where the rules for making up your own character will be explained. Together with this book, the players need the Characters handbooks, where the single classes are explained in detail, and the rules, skills and spells are analyzed one by one. In these handbooks, new sub-classes are introduced: some are taken from official expansions, and some more have been invented by the author or inspired by non-official sources.

The second part will go through all of the **RULES** of the game. Rules are explained and, in some case, expanded or changed. To play this campaign, the needed rules will be summarized in this book, so no reference needs to be made to other rules sets. A character sheet made to be specifically used with these rules will be published separately for the players to use as well. Many new rules about magic are introduced here.

The third part of the book is about the **SETTING** of the Campaign: the Principalities of Glantri. In this book the Principalities are described the way the characters know them. Players may use this description to develop their character, his background, ethnic origins, and to plan for a career in the future. It is highly recommended that the players become familiar with the setting to better role-play their characters.

The fourth and last part is the **MASTER REFERENCE** section. Here the DM will find instructions, suggestions and new rules to play the Campaign. New random treasure charts and magic items charts will be introduced.

THE BOOKS

As already explained, the Campaign is divided in Books, which are groups of 5 adventures connected by a storyline. These adventures may be set in a particular area, and also have particular characters in them. Each of the Books of the Campaign will expand the setting and the rules of the Campaign. Many new character classes, spells, monsters and magic items will be described in the Books. Many smaller areas of the Principalities will be described in greater detail, together with many new NPCs. In each of the Books, there will be 8 pre-rolled character that the players may want to pick and use straight away, instead of spending time to generate one. Pre-rolled characters are carefully balanced to match the Books where they are introduced.

ADVENTURING IN GLANTRI

As a player, you will soon learn that adventuring in the Principalities of Glantri is not at all like any other setting. The highly-magical setting, the division between Arcanes and Mundanes, the big influence of the Guilds in the society, the strong specialization of all of the characters, the bureaucracy and political plots all make for a campaign that unravels between the dangers and monsters of the adventures and the intense role-play of day-to-day life. Moreover, the absence of Clerics, Dwarfs and Halflings in the Campaign and the big focus on magic, make for the groups of characters not to be always balanced. It is common to have plenty of spellcasters and no proper tank. However it may look to you, this is the flavour of this campaign, and once you get used to it, you will find that the lack of balance in the group will bring up new ideas and interesting situations.

ABOUT RULES SET AND EDITION

This campaign is written to be played with the BECMI edition of Dungeons & Dragons. To make it clear, it is the Frank Mentzer edition divided in five boxed sets called Basic, Expert, Companion, Master and Immortal. From the initials of each set comes the collective name BECMI. This edition was published as an ntroduction to the game for teenagers before confronting with the bigger volume of rules of the Advanced Dungeons & Dragons, a parallel edition made for experienced players. As a Master, I find the BECMI edition one of the best ones to play, for the small number of rules that make the game fast and intuitive, and for the easy mechanics that are behind inventing new classes, monsters, spells and writing adventures.

The setting of the world of Mystara, where this Campaign is taking place, is very tightly bound to the BECMI rules, but if the Master prefers to use a different edition of the game to play this campaign, many of the features of the game will have to be reviewed and re-balanced. In particular, in the newest editions, characters have many more class options, more skills and powers and are, in general, less vulnerable.

OTHER RESOURCES

To play this campaign you also need the Gazzetteer of the Principalities of Glantri and the rest of the gazzetteer series. The Creature Crucible books have been used as well as a reference, and they may help too. An optional but very useful tool is my *Atlante geografico dei Principati di Glantri*, which is an Italian language full cartography of the Principalities on a 1,5 km per hex scale.

CHARACTER CREATION

This chapter will go thorugh the rules that govern character creation, from base stats to all of the skills and the equipment. Please note that in this book for each class there will be only a short summary. Classes will be better described in the *character handbook* series. Spells won't be described here either, as they will be described in the classes handbooks as well.

ABILITY SCORES

Ability scores are the base stats of a character. Each of them gives a numeric measurement of one of the basic features of the character. Their score is always in a range between 3 and 18, and once they are determined, it's very unlikely they will change at all. For this reason, determining the Ability scores of a character is very important.

Abilities may have average scores (9 to 12), high scores (13 to 18) and low scores (3 to 8). When a character has a low score in one ability, all of the actions connected with that ability will be harder for him than for other characters, and his chances of failure will be higher. On the other hand, having high scores means that a character will have higher chances of success and the actions connected with that ability will be easier.

In game mechanics, this translates in modifiers. When an ability has a high score, it will give the character a bonus on his rolls. When an ability score is low, the character will suffer a malus.

The abilities are described in detail in the following pages. Their modifiers are also described and summarized in tables for quick reference.

DETERMINING ABILITY SCORES

There are many ways to determine ability scores. The players may chose the one they prefer. Each of the methods listed below has upsides and downsides.

The players should not aim at having characters with only high stats, as they may be easier to play, but characters with some dumb stats may be much more fun to role-play. The fact that different characters have different abilities is what makes a group work well, because each of them has a role in the group.

A balanced character usually has ability scores that, all summed up together, range between 65 and 76 points. More than 79 or less than 62

points usually count for a character being very strong or very weak. The Master may decide to reduce some stats if a character has very high scores, or may allow to re-roll a character completely if the total is very low.

CLASSIC 3D6 ROLL

The player rolls 3d6 for each ability and writes down the total.

If the total of the scores is below 61, the character can be re-rolled.

DOUBLE 3D6 ROLL

The player rolls 3d6 twice for each ability scores, then he writes down the highest of the two scores.

4D6 ROLL

The players roll 4d6 for each ability, then picks the three highest scores and adds them up.

If the total points of a character generated with this method are 80 or more, the player must re-roll the whole character or decide with the Master how to reduce the scores so that the total does not exceed 79

PICK 68

The player has 68 points to split the way he prefers among the ability scores.

The character generated with this method must have at least 6 points in each ability score and may not have more than one 18 points score.

PICK 8

All the ability scores have a base of 8 points. The player rolls 1d6 7 times and notes down the numbers obtained.

The player may then add to the ability scores the obtained numbers. The player may not split the points obtained with only one die in two or more scores: the whole score of each die may only be added to one ability score. The player may add the scores of more than one die to a single ability.

This method gives the players a very personalized character with very limited maluses.

ADJUSTING THE SCORES

If using the Classic 3d6, Double 3d6 or 4d6 roll methods, a player may want to adjust the scores he rolled with the dice to get the character he wants. The other methods already give the player a fairly personalized character.

Once the player has decided what class of character he wants to play (see later, *Classes*), he may swap some points to improve the character's Prime requisites. To do so, he takes 2 points from any other ability and adds one point to the Prime requisite. The player may do this as many times as he wants, as long as he follows the following rules.

The player must take both the points that he's going to lose from the same ability. He cannot take one each from two different abilities.

Charisma cannot be reduced. Points must be taken from any of the other ability scores.

No ability can be reduced below 8 or increased above 18 by swapping points.

Only prime requisites can be improved. Points cannot be taken from one prime requisite to improve the other, if the character has two.

Once changes are made, they are permanent. Even if the character ends up with 61 points or less in the end, a character that's been adjusted should not be re-rolled.

ABILITIES

Here you can find the description of the abilities and their bonuses and maluses.

STRENGTH

Strength is the measurement of the character's Physical strength.

Strength bonus or malus applies to the chance to hit in melee combat and to the damage dealt with melee weapons and thrown weapons.

Strength bonus also applies to the "Open doors" roll, that is used to crush a door open.

The **OPEN DOORS** roll is just the roll of 1d6: if the character gets a 5 or a 6, he managed to slam the door open. Strength bonus may change the chances of success, but a natural 6 is always a success and a natural 1 always a failure.

When attempting an open doors roll, a character takes 1d4 points of damage himself. The amount of damage taken by Opening Doors can be reduced or increased depending on the character's Constitution. See Constitution for detalis.

STRENGTH MODIFIERS CHART		
SCORE	BONUS	APPLIED TO
3	-3	To hit rolls with melee weapons
4 - 5	-2	
6 - 8	-1	
9 - 12	-	Damage dealt with melee and thrown weapons
13 - 15	+1	
16 - 17	+2	Open doors rolls
18	+3	

INTELLIGENCE

Intelligence measures the character's ability to overcome problems with his mind and his learning ability.

Intelligence determines mainly the number of languages a character can speak and his or her skill in those languages.

Characters with low Intelligence usually know just their native language and may have problems understanding long words, complex sentences or even speaking.

Arcane spellcasters with high intelligence scores gain bonus spells at first level, as described below, based on their Intelligence score. Arcane spellcasters with low Intelligence scores do not get maluses, but may face trouble researching new spells or enchanting magic items (as described in the Classes handbooks).

The Intelligence general bonus is used to determine the score of General Skills based on Intelligence and for every other thing that needs an Intelligence modifier.

INTELLIGENCE MODIFIERS CHART		
SCORE	GENERAL	LANGUAGES AND BONUS SPELLS
3	-3	Languages: native language Problems speaking and understanding long sentences
4 - 5	-2	Languages: native language Problems understanding long sentences
6 - 8	-1	Languages: native language Problems understanding long words
9 - 12	-	Languages: native language
13 - 15	+1	Languages: native +1 language Spells: +1 first lv.per day
16 - 17	+2	Languages: native +2 languages Spells: +1 first lv. per day +1 second lv. per day
18	+3	Languages: native +3 languages Spells: +2 first lv. per day +1 second lv.per day

WISDOM

Wisdom is the ability to understand situations and apply the most suitable strategies to keep out of trouble.

Wisdom general modifier applies to saving throws against spells, staves and rods. The bonus or malus is applied to the die roll, and not to the saving throw score. It also applies to any other thing that needs Wisdom modifier.

Holy spellcasters with high wisdom scores gain bonus spells at first level, as described below. Holy spellcasters with low Wisdom scores do not get maluses, but may face trouble enchanting magic items

WISDOM MODIFIERS CHART		
SCORE	GENERAL	BONUS SPELLS
3	-3	-
4 - 5	-2	-
6 - 8	-1	-
9 - 12	-	-
13 - 15	+1	+1 first lv.per day
16 - 17	+2	+1 first lv. per day +1 second lv. per day
18	+3	+2 first lv. per day +1 second lv.per day

DEXTERITY

Dexterity is the measurement of both the agility of the character and his skill handling small things with precision.

Dexterity gives different modifiers to different checks. Please read carefully below.

Dexterity Initiative modifier only applies to individual initiative rolls, determining who acts first in a round of combat. If you use group initiative rolls, this does not apply.

Dexterity AC modifier applies to the character's AC, adding to his total AC.

Dexterity general modifier applies to the chance to hit with thrown or ranged weapons and to all other things that may be affected by Dexterity.

Dexterity swiftness modifier applies to thieves and mystics skills scores:
   Open Locks
   Remove Traps
   Pick pockets
   Catch Objects

DEXTERITY MODIFIERS CHART				
SCORE	INITIA-TIVE	AC	GENERAL	SWIFT-NESS
3	-2	+3	-3	-15%
4	-2	+2	-2	-10%
5	-1	+2	-2	-10%
6 - 8	-1	+1	-1	-5%
9 - 12	-	-	-	-
13 - 15	+1	-1	+1	+5%
16	+1	-2	+2	+10%
17	+2	-2	+2	+10%
18	+2	-3	+3	+15%

CONSTITUTION

The character's body structure determines his constitution and his ability to resist to wounds and hits.

Constitution modifier reduces the damage taken by a character who is attempting an Open doors roll, as explained for Strength score (see before).

It is also added to the Hit Points a character gains at every level until reaching level 9. The Constitution bonus only applies once per level and only up to level 9.

CONSTITUTION MODIFIERS CHART		
SCORE	HP PER LEVEL	DAMAGE TO OPEN DOORS
3	-3	+3
4 - 5	-2	+2
6 - 8	-1	+1
9 - 12	-	-
13 - 15	+1	-1
16 - 17	+2	-2
18	+3	-3

CHARISMA

This ability records the character's disposition towards other creatures: it measures leadership and the ability to bring other ones to one's side.

Charisma gives different modifiers to different checks. Please read carefully below.

Charisma reaction modifier is applied to determine the reactions of monsters and other characters towards the character. When a character speaks for the group, his or her character's Charisma score is used to determine the reaction towards the whole group.

Reaction rolls are rolls the Master makes every time the characters meet someone whose reaction is not clearly pre-determined and every time the characters engage some NPC into a talk.

ML stands for Morale and is the Morale score of the followers of the character the moment they join him. The number of followers is the maximum number of followers that a character with that Charisma score may have.

The general modifier is used for general skills, and for anything else connected to Charisma that gets a straight bonus or malus

CHARISMA MODIFIERS CHART				
SCORE	GENERAL	N. FOLLO-WERS	ML	REACTION ROLLS
3	-3	1	4	-2
4 - 5	-2	2	5	-1
6 - 8	-1	3	6	-1
9 - 12	-	4	7	-
13 - 15	+1	5	8	+1
16 - 17	+2	6	9	+1
18	+3	7	10	+2

CHARACTER CREATION

CLASSES

After determining the Ability scores, the player needs to decide the class of his character. The class will determine the character's Hit Points, his ability with weapons and armors, his special abilities and skills, his level progression and his saving throws.

There are six basic character classes in this Campaign. These are:

Fighter
Magic-User
Thief
Mystic
Elf
Nagpa

Other traditional classes of characters, like Cleric, Dwarf and Halfling are not available in this setting. See *Setting* chapter for details.

More classes will be added in the Campaign Books, when needed. If the Master wants, characters of those classes may be played as well.

Normally, a group may have any number of characters of any class in it.

The only excepton is the Nagpa that, being such an extraordinary character, should always be only one in any group.

In the following pages there will be a summmary of the six basic classes, one per page, to help the players pick their favorite one. The characters are much better explained and analyzed in the Characters handbooks, though, and it is highly advised that players read at least the handbook of their own character, to get used to his features, skills and abilities.

FIGHTER

The Fighter is the character that is the best in combat, within the group. He doesn't have special abilities, doesn't cast spells and has no particular features, but he's the best at using any weapons and may wear every armor. His absence of skills allows the Fighter to focus on what he does best: fight.

GENERAL SKILLS

The Fighter has 3 general skills at first level, plus a number of bonus skills equal to his Strength bonus. If he has a malus on Strength, the number of skills he gets at level 1 is not reduced.

WEAPONS & ARMORS

Fighters may use any weapon and any armor, and they can use the shield. Fighters have base mastery in 4 weapons of their choice at first level, and they obtain new mastery slots at levels 3, 6, 9, 12, 15, 18, 21, 24, 27, 30, 33 and 36, and for every 250.000 XP after that.

MAGIC

Fighters cannot cast spells. They can only use basic magic items that everyone can normally use.

PRIME REQUISITE & XP

Fighter's Prime requisite is Strength. A High strength gives a Fighter a bonus on all the gained XP, but a low strength won't affect XP negatively.

STRENGTH SCORE	BONUS ON THE XP
3-12	None
13-15	+5%
16-18	+10%

HIT DICE

The Fighter's Hit Die is 1d8. After level 9, the Fighter gets +2 HP per level, and Constitution modifiers do not apply anymore.

FIGHTER'S EXPERIENCE TABLE

XP	LEVEL	HD	THAC0	XP	LEVEL	HD	THAC0
0	1	1D8	19	1.440.000	19	+2	7
2.000	2	2D8		1.560.000	20	+2	
4.000	3	3D8		1.680.000	21	+2	
8.000	4	4D8	17	1.800.000	22	+2	5
16.000	5	5D8		1.920.000	23	+2	
32.000	6	6D8		2.040.000	24	+2	
64.000	7	7D8	15	2.160.000	25	+2	3
120.000	8	8D8		2.280.000	26	+2	
240.000	9	9D8		2.400.000	27	+2	
360.000	10	+2	13	2.520.000	28	+2	2 (1)
480.000	11	+2		2.640.000	29	+2	
600.000	12	+2		2.760.000	30	+2	
720.000	13	+2	11	2.880.000	31	+2	2 (-1)
840.000	14	+2		3.000.000	32	+2	
960.000	15	+2		3.120.000	33	+2	
1.080.000	16	+2	9	3.240.000	34	+2	2 (-3)
1.200.000	17	+2		3.360.000	35	+2	
1.320.000	18	+2		3.480.000	36	+2	

FIGHTER'S SAVING THROWS TABLE

LEVEL	SAVING THROWS				
	DEATH RAY & POISON	MAGIC WANDS	PARALYSIS & TURN TO STONE	DRAGON'S BREATH	SPELLS, STAVES & RODS
1 – 3	12	13	14	15	16
4 – 6	10	11	12	13	14
7 – 9	8	9	10	11	12
10 – 12	6	7	8	9	10
13 – 15	6	6	7	8	9
16 – 18	5	6	6	7	8
19 – 21	5	5	6	6	7
22 – 24	4	5	5	5	6
25 – 27	4	4	5	4	5
28 – 30	3	4	4	3	4
31 – 33	3	3	3	2	3
34 – 36	2	2	2	2	2

MAGIC - USER

Magic-users are characters that study magic, and eventually learn how to cast spells. Their powers are weak at the beginning, but high level Magic-Users become very powerful. Magic-Users usually spend so much time on their studies that they neglect the Physical training, therefore they are quite weak when it comes to fighting.

GENERAL SKILLS

The Magic-User has 3 general skills at level 1, plus a number of extra skills equal to his Intelligence bonus and the bonus general skill *Reading and Writing*. If he has a malus on Intelligence, the number of skills he gets at level 1 is not reduced.

WEAPONS & ARMORS

Magic-Users are not good fighters. They cannot wear any armor except the Alphatian Silk tunics (which are extremely rare and expensive) nor use the shield. Magic-Users are allowed to use as weapons only Dagger, Two-handed Staff, Torch / Club.

Magic-users have Base mastery in 2 of these weapons at level 1, and receive a new mastery slot at levels 5, 10, 15, 20, 25, 30 and 35, and for every 500.000 XP gained after reaching level 36.

MAGIC - USER'S EXPERIENCE TABLE												
XP	LEVEL	HD	SPELLS PER LEVEL									THAC0
			I	II	III	IV	V	VI	VII	VIII	IX	
0	1	1d4	1	-	-	-	-	-	-	-	-	19
2.500	2	2d4	2	-	-	-	-	-	-	-	-	
5.000	3	3d4	2	1	-	-	-	-	-	-	-	
10.000	4	4d4	2	2	-	-	-	-	-	-	-	
20.000	5	5d4	2	2	1	-	-	-	-	-	-	
40.000	6	6d4	2	2	2	-	-	-	-	-	-	17
80.000	7	7d4	3	2	2	1	-	-	-	-	-	
150.000	8	8d4	3	3	2	2	-	-	-	-	-	
300.000	9	9d4	3	3	2	2	1	-	-	-	-	
450.000	10	+1	4	3	3	2	2	-	-	-	-	
600.000	11	+1	4	4	4	3	2	-	-	-	-	15
750.000	12	+1	4	4	4	3	2	1	-	-	-	
900.000	13	+1	5	4	4	3	2	2	-	-	-	
1.050.000	14	+1	5	4	4	4	3	2	-	-	-	
1.200.000	15	+1	5	4	4	4	3	2	1	-	-	
1.350.000	16	+1	5	5	5	4	3	2	2	-	-	13
1.500.000	17	+1	6	5	5	4	4	3	2	-	-	
1.650.000	18	+1	6	5	5	4	4	3	2	1	-	
1.800.000	19	+1	6	5	5	5	4	3	2	2	-	
1.950.000	20	+1	6	5	5	5	4	4	3	2	-	
2.100.000	21	+1	6	5	5	5	4	4	3	2	1	11
2.250.000	22	+1	6	6	5	5	5	4	3	2	2	
2.400.000	23	+1	6	6	6	6	5	4	3	3	2	
2.550.000	24	+1	7	7	6	6	5	5	4	3	2	
2.700.000	25	+1	7	7	6	6	5	5	4	4	3	
2.850.000	26	+1	7	7	7	6	6	5	5	4	3	9
3.000.000	27	+1	7	7	7	6	6	5	5	5	4	
3.150.000	28	+1	8	8	7	6	6	6	6	5	4	
3.300.000	29	+1	8	8	7	7	7	6	6	5	5	
3.450.000	30	+1	8	8	8	7	7	7	6	6	5	
3.600.000	31	+1	8	8	8	7	7	7	7	6	6	7
3.750.000	32	+1	9	8	8	8	8	7	7	7	6	
3.900.000	33	+1	9	9	9	8	8	8	7	7	7	
4.050.000	34	+1	9	9	9	9	8	8	8	8	7	
4.200.000	35	+1	9	9	9	9	9	9	8	8	8	
4.350.000	36	+1	9	9	9	9	9	9	9	9	9	5

MAGIC

Magic-Users may cast Arcane Magic and may research new spells. They may use every magic item that's allowed to Arcane spellcasters.

PRIME REQUISITE & XP

Magic-User's Prime requisite is Intelligence. A High Intelligence gives a Magic-User a bonus on all the gained XP, but a low Intelligence won't affect XP negatively.

INTELLIGENCE SCORE	BONUS ON THE XP
3-12	None
13-15	+5%
16-18	+10%

HIT DICE

The Magic User's Hit-Die is 1d4. After level 9, the Magic-User gets +1 HP per level, and Constitution modifiers do not apply anymore.

MAGIC - USER'S SAVING THROWS TABLE					
LEVEL	SAVING THROWS				
	DEATH RAY & POISON	MAGIC WANDS	PARALYSIS & TURN TO STONE	DRAGON'S BREATH	SPELLS, STAVES & RODS
1 – 5	13	14	13	16	15
6 – 10	11	12	11	14	12
11 – 15	9	10	9	12	9
16 – 20	7	8	7	10	6
21 – 24	5	6	5	8	4
25 – 28	4	4	4	6	3
29 – 32	3	3	3	4	2
33 – 36	2	2	2	2	2

THIEF

The thief is a character that has plenty of special abilities: he can move silently, find traps and even steal things from enemies and other characters. He is not strong in fighting, nor he has magic powers, but his many skills and abilities make of a thief a very important addition to any group of adventurers. If you like secrecy, deceiving and intrigues more than plain fights, the thief is the character for you.

SPECIAL ABILITIES

The thief has many special abilities. Most of them are reported in the thief's experience table in this page, and their use is checked by rolling 1d%: if the roll is lower or equal to the skill score, the thief succeeds in the use of that skill.

On top of the abilities in the experience table, the thief has another skill, called *Backstab*. If a thief manages to gain the surprise by attacking an enemy from behind, his attack gets a +4 bonus to hit and if he hits the target, the damage is doubled.

GENERAL SKILLS

The Thief has 3 general skills at first level, plus a number of bonus skills equal to his Dexterity bonus. If he has a malus on Dexterity, the number of skills he gets at level 1 is not reduced.

WEAPONS & ARMORS

Thieves always try not to wear metal armors, or any armor that may slow down their movements. For this reason, thieves are only allowed armors that don't give any malus to the movement rate, like Alphatian silk tunic, Leather armor and Elven silver mail, the first and the last being extremely rare and expensive.

For weapons, thieves don't use shields or any 2-handed melee weapons. They can normally use 2-handed ranged weapons, like bows and crossbows. First level thieves have Base mastery in 3 weapons of their choice, and they get new mastery slots at level 4, 8, 12, 16, 20, 24, 28, 32, 36 and for every 400.000 XP gained after reaching level 36.

MAGIC

Thieves cannot cast spells and can only use magic items that normally everyone can use.

PRIME REQUISITE & XP

Thief's Prime requisite is Dexterity. A High Dexterity gives a Thief a bonus on all the gained XP, but a low Dexterity won't affect XP negatively.

DEXTERITY SCORE	BONUS ON THE XP
3-12	None
13-15	+5%
16-18	+10%

HIT DICE

The Thief's Hit Die is 1d4. After level 9, the Thief gets +2 HP per level, and Constitution modifiers do not apply anymore.

THIEF'S EXPERIENCE TABLE											
			THIEF SKILLS*								
XP	LEVEL	HD	OL	FT	RT	CW	MS	HS	PP	HN	THAC0
0	1	1d4	15	10	10	87	20	10	20	30	19
1.200	2	2d4	20	15	15	88	25	15	25	35	
2.400	3	3d4	25	20	20	89	30	20	30	40	
4.800	4	4d4	30	25	25	90	35	24	35	45	
9.600	5	5d5	35	30	30	91	40	28	40	50	17
20.000	6	6d4	40	35	34	92	44	32	45	54	
40.000	7	7d4	45	40	38	93	48	35	50	58	
80.000	8	8d4	50	45	42	94	52	38	55	62	
160.000	9	9d4	54	50	46	95	55	41	60	66	15
280.000	10	+2	58	54	50	96	58	44	65	70	
400.000	11	+2	62	58	54	97	61	47	70	74	
520.000	12	+2	66	62	58	98	64	50	75	78	
640.000	13	+2	69	66	61	99	66	53	80	81	13
760.000	14	+2	72	70	64	100	68	56	85	84	
880.000	15	+2	75	73	67	101	70	58	90	87	
1.000.000	16	+2	78	76	70	102	72	60	95	90	
1.120.000	17	+2	81	80	73	103	74	62	100	92	11
1.240.000	18	+2	84	83	76	104	76	64	105	94	
1.360.000	19	+2	86	86	79	105	78	66	110	96	
1.480.000	20	+2	88	89	82	106	80	68	115	98	
1.600.000	21	+2	90	92	85	107	82	70	120	100	9
1.720.000	22	+2	92	94	88	108	84	72	125	102	
1.840.000	23	+2	94	96	91	109	86	74	130	104	
1.960.000	24	+2	96	98	94	110	88	76	135	106	
2.080.000	25	+2	98	99	97	111	89	78	140	108	7
2.200.000	26	+2	100	100	100	112	90	80	145	110	
2.320.000	27	+2	102	101	103	113	91	82	150	112	
2.440.000	28	+2	104	102	106	114	92	84	155	114	
2.560.000	29	+2	106	103	109	115	93	86	160	116	5
2.680.000	30	+2	108	104	112	116	94	88	165	118	
2.800.000	31	+2	110	105	115	117	95	90	170	120	
2.920.000	32	+2	112	106	118	118	96	92	175	122	
3.040.000	33	+2	114	107	121	118	97	94	180	124	3
3.160.000	34	+2	116	108	124	119	98	96	185	126	
3.280.000	35	+2	118	109	127	119	99	98	190	128	
3.400.000	36	+2	120	110	130	120	100	100	195	130	2 (1)

* Initials stand for the following skills:

OL: Open Locks
FT: Find Traps
RT: Remove Traps
CW: Climb Walls
MS: Move Silently
HS: Hide in Shadows
PP: Pick Pockets
HN: Hear Noises

THIEF'S SAVING THROWS TABLE					
	SAVING THROWS				
LEVEL	DEATH RAY & POISON	MAGIC WANDS	PARALYSIS & TURN TO STONE	DRAGON'S BREATH	SPELLS, STAVES & RODS
1 – 4	13	14	13	16	15
5 – 8	11	12	11	14	13
9 – 12	9	10	9	12	11
13 – 16	7	8	7	10	9
17 – 20	5	6	5	8	7
21 – 24	4	5	4	6	5
25 – 28	3	4	3	4	4
29 – 32	2	3	2	3	3
33 – 36	2	2	2	2	2

MYSTIC

The Mystic is a monk that studies martial arts in the monastery where he lives. He does not use weapons or armors, but his physical discipline allows him to fight almost as well as an armoured fighter. The mystic also has many physical and mental skills that make of him a very versatile character to have in any group. Mystics put their mental strength into their hits, ad they are able to hit with bare hands creatures that usually can only be hit by silver weapons. Moreover, they cause much more damage than normal people, when hitting with their hands and feet, and with the experience they learn to get faster and stronger.

SPECIAL ABILITIES

The Mystic has many special abilities. Most of them are reported in the experience table in this page, and their use is checked by rolling 1d%: if the roll is lower or equal to the skill score, the mystic succeeds in the use of that skill.

GENERAL SKILLS

The Mystic has 3 general skills at first level, plus a number of bonus skills equal to his Dexterity and Constitution bonuses added together. If he has a malus on Dexterity or Constitution, or both, the number of skills he gets at level 1 is not reduced.

WEAPONS & ARMORS

Mystics do not wear armors, do not carry shields and do not use weapons. Mystics may always decide to use weapons, but it goes against their teachings, and the Master may apply a malus on the XP if a mystic does so. Nevertheless, a level 1 Mystic has Base mastery in 4 weapons, but he cannot improve his mastery levels in any way.

MAGIC

Mystics cannot cast spells, and are only allowed to use magic items that everyone can use.

PRIME REQUISITE & XP

Mystics have two Prime Requisites: Dexterity and Constitution. A High score in both gives a Mystic a bonus on all the gained XP, but a low Dexterity or Constitution, or both, won't affect XP negatively.

HIT DICE

The Mystic's Hit Die is 1d6. After level 9, the Mystic gets +2 HP per level, and Constitution modifiers do not apply anymore.

MYSTIC'S EXPERIENCE TABLE

XP	LEVEL	HD	CW	MS	HI	HN	CO	AC	MOVEMENT	ATTACKS	DAMAGE	THAC0
0	1	1d6	87	20	10	30	61	6	36 / 12	1 (Silver)		19
2.500	2	2d6	88	25	15	35	62		39 / 13			
5.000	3	3d6	89	30	20	40	63	5	42 / 14			
10.000	4	4d6	90	35	24	45	64		45 / 15			17
20.000	5	5d6	91	40	28	50	65	4	48 / 16			
40.000	6	6d6	92	44	32	54	66		51 / 17		+1	
80.000	7	7d6	93	48	35	58	67	3	54 / 18	3 / 2 (+1)		15
150.000	8	8d6	94	52	38	62	68					
300.000	9	9d6	95	55	41	66	69	2	57 / 19			
450.000	10	+2	96	58	44	70	70					13
600.000	11	+2	97	61	47	74	71	1	60 / 20			
750.000	12	+2	98	64	50	78	72				+2	
900.000	13	+2	99	66	53	81	73	0	63 / 21	2 (+2)		11
1.050.000	14	+2	100	68	56	84	74					
1.200.000	15	+2	101	70	58	87	75		66 / 22			
1.350.000	16	+2	102	72	60	90	76	-1				9
1.500.000	17	+2	103	74	62	92	77		69 / 23			
1.650.000	18	+2	104	76	64	94	78				+3	
1.800.000	19	+2	105	78	66	96	79	-2	72 / 24	5 / 2 (+3)		7
1.950.000	20	+2	106	80	68	98	80					
2.100.000	21	+2	107	82	70	100	81		75 / 25			
2.250.000	22	+2	108	84	72	102	82	-3				5
2.400.000	23	+2	109	86	74	104	83		78 / 26			
2.550.000	24	+2	110	88	76	106	84				+4	
2.700.000	25	+2	111	89	78	108	85	-4	81 / 27	3 (+4)		3
2.850.000	26	+2	112	90	80	110	86					
3.000.000	27	+2	113	91	82	112	87		84 / 28			
3.150.000	28	+2	114	92	84	114	88	-5				2 (1)
3.300.000	29	+2	115	93	86	116	89		87 / 29			
3.450.000	30	+2	116	94	88	118	90				+5	
3.600.000	31	+2	117	95	90	120	91	-6	90 / 30	4 (+5)		2 (-1)
3.750.000	32	+2	118	96	92	122	92					
3.900.000	33	+2	118	97	94	124	93		93 / 31			
4.050.000	34	+2	119	98	96	126	94					2 (-3)
4.200.000	35	+2	119	99	98	128	95		96 / 32			
4.350.000	36	+2	120	100	100	130	96				+6	

* Initials stand for the following skills:

CW: Climb Walls

MS: Move Silently

HI: Hide

HN: Hear Noises

CO: Catch moving Objects

MYSTIC'S SAVING THROWS TABLE

LEVEL	DEATH RAY & POISON	MAGIC WANDS	PARALYSIS & TURN TO STONE	DRAGON'S BREATH	SPELLS, STAVES & RODS
1 – 3	12	13	14	15	15
4 – 6	10	11	12	13	14
7 – 9	8	9	10	11	12
10 – 12	6	7	8	9	10
13 – 15	6	6	7	8	9
16 – 18	5	6	6	7	8
19 – 21	5	5	6	6	7
22 – 24	4	5	5	5	6
25 – 27	4	4	5	4	5
28 – 30	3	4	4	3	4
31 – 33	3	3	3	2	3
34 - 36	2	2	2	2	2

DEXTERITY	CONSTITUTION	BONUS XP
3-12	any	None
13-15	13 +	+5%
16-18	16 +	+10%

ELF

Elves are members of an ancient and magic race: they can always cast spells, and at the same time they are good fighters, but to learn how to do both properly, they need more time and training than more specialized characters. They also live very long lives and are very connected with nature and animals. For this reason, elves usually live in the woods.

LEVEL PROGRESSION

Elves, like all the demi-humans, cannot reach level 36. Elves all progress the same way until level 10, then they can decide whether they want to specialize in magic or in fighting. The Experience table in this page only shows levels 1-10. More detailed experience tables will be given in the Elf Handbook.

SPECIAL ABILITIES

Elves can see in darkness with a power that's called *infravision*. It allows elves to see hot and cold things as different colours, but it may be used only when there's completely no light.

Elves are very sensitive, and may find hidden things, such as hidden treasures, secret doors and things like this, with a double chance than humans.

Elves are naturally immune to the paralysis induced by ghouls and thouls. They are normally affected by other types of paralysis.

ELF'S EXPERIENCE TABLE								
			Magie per livello					
PX	Livello	DV	I	II	III	IV	V	TPCA0
0	1	1d6	1	-	-	-	-	19
4.000	2	2d6	2	-	-	-	-	
8.000	3	3d6	2	1	-	-	-	
16.000	4	4d6	2	2	-	-	-	17
32.000	5	5d6	2	2	1	-	-	
64.000	6	6d6	2	2	2	-	-	
120.000	7	7d6	3	3	2	1	-	15
250.000	8	8d6	4	3	2	2	-	
400.000	9	9d6	4	4	3	2	-	
600.000	10	+2	5	4	3	2	1	13

ELF'S SAVING THROWS TABLE					
	SAVING THROWS				
LEVEL	DEATH RAY & POISON	MAGIC WANDS	PARALYSIS & TURN TO STONE	DRAGON'S BREATH	SPELLS, STAVES & RODS
1 – 3	12	13	13	15	15
4 – 6	8	10	10	11	11
7 – 9	4	7	7	7	7
10 +	2	4	4	3	3

GENERAL SKILLS

Elves live long lives, and learn many things. Thus, a first level Elf always has 6 general skills, plus the bonuses on both Intelligence and Strength, plus the bonus skill *Reading and writing*. If the elf has a malus on Intelligence or Strength, or both, the number of skills he gets at level 1 is not reduced.

WEAPONS & ARMORS

Elves can use any weapon, can carry the shield and may wear any armor.

A level 1 Elf has Base mastery in 4 weapons of his choice, and gets one new mastery slot at levels 3, 6, 9, 12, 15, 18, 20 and for every 250.000 XP gained after reaching level 20.

MAGIC

Elves may cast Arcane Magic and may research new spells. They may use every magic item that's allowed to Arcane spellcasters.

PRIME REQUISITE & XP

Elves have two Prime Requisites: Strength and Intelligence. A High score in both gives an Elf a bonus on all the gained XP, but a low Strength or Intelligence, or both, won't affect XP negatively.

STRENGTH	INTELLIGENCE	BONUS XP
3-12	any	None
13-15	13 +	+5%
16-18	13 +	+10%

HIT DICE

The Elf's Hit Die is 1d6. After level 9, the Elf gets +2 HP only at level 10, and Constitution modifiers do not apply anymore. Above level 10, Elves do not gain any more HP.

NAGPA

The Nagpa is a monster that looks like an old man with the head of a vulture. Usually Nagpas are seen as dangerous creatures, because of their Chaotic attitude, but their only goal is the research of knowledge. Even if sometimes their methods are not very nice, Glantrian Magic-Users appreciate Nagpas' pursue of knowledge, and tolerate them until they don't become a danger for them or their people.

For this reason, in the Principalities of Glantri it is possible to see Nagpas living among people, working in shops and even adventuring with humans and elves. Nagpas cannot cast spells, and are quite weak fighters, but they have many magic skills, general skills and knowledges.

LEVEL PROGRESSION

Nagpas are monsters, and they don't follow the normal level progression of humans and demi-humans. They start at level -8, with negative XP, and their stats grow until level 0, when they have the stats of a "normal monster" of their class. From that moment on, they gain levels normally. The maximum level a Nagpa can achieve is level 20.

SPECIAL ABILITIES

Nagpas have three magic abilities that they can use once per day each.

Darkness works exactly like the inverted version of the *light* arcane spell.

Fire allows a Nagpa to immediately ignite a flammable item within 18 m. The item will burn for 1d3 rounds, causing to whoever touches it 2d6 damage per round, that can be halved with a ST vs. Spells. The nagpa cannot ignite hair, but he can ignite clothes and wooden tools.

Paralysis can be used to paralyze all of the Lawful creatures within 3 m from the Nagpa for 1d4 rounds. It doesn't work on creatres that are Neutral or Chaotic.

GENERAL SKILLS

Nagpas have a huge knowledge of everything: at level -8 they get 8 general skills, plus the bonuses on both Intelligence and Wisdom, plus the bonus skill *Reading and writing*. If a Nagpa has a malus on Intelligence or Wisdom, or both, the number of skills he gets at level 1 is not reduced.

WEAPONS & ARMOR

Nagpas can use all of the one-handed weapons, the Two-handed staff, the Sling and the Crossbow with no limitations. They can also use bows, but with a -2 modifier to hit and to the damage caused with them. At level -8, Nagpas get the Base mastery of 2 weapons of their choice, and they gain one more mastery slot at levels -4, 0, 4, 8, 12, 16, 20 and for every 500.000 XP after reaching level 20. Nagpas cannot wear armors, except for the Alphatian silk tunic, which is very rare and expensive, and cannot carry a shield.

MAGIC

Nagpas cannot cast spells themselves, but they can use all of the magic items available to all of the spellcasters, both Arcane and Divine. This also means that they can cast both Arcane and Divine spells from scrolls. Nagpas don't need to *Read magic* to understand a magic scroll.

PRIME REQUISITE & XP

Nagpas have two Prime Requisites: Intelligence and Wisdom. A High score in both gives a Nagpa a bonus on all the gained XP, but a low Wisdom or Intelligence, or both, won't affect XP negatively.

HIT DICE

The Nagpa's Hit Die is 1d8. After level 7, the Nagpa gets +2 HP per level, and Constitution modifiers do not apply anymore.

NAGPA'S EXPERIENCE TABLE					
XP	Level	HD	Natural AC	THAC0	Anti-magic aura
-750.000	-8	1d8	8	19	
-742.500	-7	2d8		18	
-735.000	-6	3d8	7	17	
-720.000	-5	4d8		16	
-690.000	-4	5d8	6	15	
-630.000	-3	6d8		14	
-500.000	-2	7d8	5	13	
-250.000	-1	8d8		12	
0	0	9d8	4	11	
250.000	1	10d8		10	
500.000	2				
750.000	3	11d8		9	
1.000.000	4		3		5%
1.250.000	5	12d8		8	
1.500.000	6				10%
1.750.000	7	13d8*		7	
2.000.000	8	+2			15%
2.250.000	9	+2	2		
2.500.000	10	+2			20%
2.750.000	11	+2			
3.000.000	12	+2			25%
3.250.000	13	+2			
3.500.000	14	+2			30%
3.750.000	15	+2			
4.000.000	16	+2			35%
4.250.000	17	+2			
4.500.000	18	+2			40%
4.750.000	19	+2			
5.000.000	20	+2			45%

INTELLIGENCE	WISDOM	BONUS XP
3-12	any	None
13-15	13 +	+5%
16-18	16 +	+10%

NAGPA'S SAVING THROWS					
	ST				
LEVEL	DEATH RAY & POISON	MAGIC WANDS	PARALYSIS & TURN TO STONE	DRAGON'S BREATHE	RODS, SPELLS & STAVES
-8 — -7	13	14	13	16	15
-6 — -4	12	13	12	15	14
-3 — -1	10	11	10	13	11
0 — 1	9	10	9	12	10
2	7	8	7	10	7
3 — 8	6	7	6	9	6
9 — 15	5	6	5	8	5
16 — 20	3	4	3	6	2

HIT DICE AND HIT POINTS

Hit Points (HP in short form) are the numeric measurement of the character's health level. The player must record their number every time the character gets wounded or every time he gets healed. A character or a monster at 0 HP is not dead, yet, but he's passed out and, if not healed quickly, he will surely die. A character dies at -6 HP.

Characters may have up to 9HD: once they reach Name Level, they stop earning HD and only get some bonus HP at every level. Thus, there won't be a big increase in HP after 9th level, and characters of 9th and 12th level may actually have very similar scores.

PASSING OUT

A creature does not usually just die: there is always a short time when it's bleeding to death unconscious and, during that time, it may be saved by a tempestive healing. That's why characters at 0 HP are just passed out.

A passed out character with 0 HP will stay like that for up to 10 rounds. If nobody heals him in that time, then the character starts losing 1 HP per round and, by reaching -6 HP, the character is dead.

A character with his HP between -1 and -5 will immediately start losing 1 HP per round.

Characters that are passed out may only be revived after healing them to a positive HP score.

TOTAL HP AND HEALING

Total HP is the maximum score of HP that a character may have when he's perfectly healthy. Total HP score usually increases at every level up.

Actual HP is the number of HP the character has in this moment, and they may be reduced for damage taken from monsters, traps, poison and so on.

When a character gets wounded, the damage is subtracted from the HP of the character. When he gets healed, a number of HP is added back to the character's ones, up to his maximum.

A healing can never take the HP of a creature above its Total HP score.

Diseases may interfere with natural and even magical healing of wounds. If that happens, a creature must be cured the disease before having a chance to recover lost HPs.

RESTING

Resting, the characters may restore some HPs, but the rate at which the characters may restore their HP during an adventure depends on the environment where they are resting and how well they can rest.

If the characters have to rest without a proper shelter, in a fortune camp, the recovery rate is just 1 HP per night.

If the characters have at least a roof and are protected from bad weather, the recovery rate is 1d4 HP per night.

If the characters have a chance of sleeping in a proper bed for 8 hours in a row, without being awake for a watch or being interrupted in their sleep, they may recover 1d6+1 HP overnight.

And finally, a character that has a chance to rest properly, with nice food and a nice bed, usually at home or in a comfortable place, for one full day and two quiet nights, recovers all of his lost HP. In this case, the character must not be involved in any fight, must not cast spells or do any kind of action that may caus fatigue.

Recovering HPs this way is also called natural healing. Some diseases, poisons or curses may influence natural healing negatively or prevent it thoroughly. In that case, the adverse condition must be lifted before natural healing starts back as usual. Conditions that affect natural healing rates do not apply to magical healing.

HIT DICE AND LEVELS

Hit Dice (HD, in short) are the total number of dice that are rolled to determine a creature's HP. While characters' HD may reach up to 9 at their best (Nagpas 13), monsters may have a much higher number of HD. At the same time, characters also have a level that may reach up to 36.

As a general rule, if characters need to compare their HD or level with someone else's, characters match their HD with monsters, and their level with other characters. Nagpas, being both monsters and characters, may use either of them, always picking the one thatìs higher.

All characters usually start at first level with 1 HD and they gain one more HD per level, until they reach level 9, but there may be exceptions for special and unusual classes (like the Nagpa). The HD used for all of the monsters is 1d8, while only the strongest characters use that as a HD. Many characters use 1d6 or 1d4 instead.

Characters with high Constitution scores add the constitution bonus to their HD roll every time they get a new HD. After reaching level 9 (level 7 for Nagpa), the constitution bonus no longer applies, and all characters only get the bonus HP determined by their class.

SAVING THROWS

Saving Throws are used to try and avoid dangers or to reduce damage from area attacks and traps.

There is a total of 5 different saving throws, and each applies to a different situation. To do a saving throw, a character must roll 1d20. If the score of the die is higher or equal to the Saving Throw score, the save succeeded, otherwise it failed.

Consequences of succeeding or failing in a saving throw may vary a lot, and it will be the Master to determine them, most of the time.

PARALYSIS AND TURN TO STONE

This saving throw is applied against all of the effects that may block, slow down, paralyze or even petrify a creature. This includes monsters'

abilities, spells, fear, glue traps, weapons that entangle, and so on.

MAGIC WANDS

This save is applied to resist spells cast from magic wands only: these effects are usually quite unpredictable, and aimed at one target only, so they are not that easy to avoid. The same saving throw is applied to other situations in which a character is possibly taken by surprise with a very personal attack, for example magic traps and dart traps.

DEATH RAY AND POISON

This save is applied every time the character is in danger of being poisoned, and to resist to all of the spells and attacks that may cause instant death or energy drain. This saving throw also applies to traps that may be lethal if not avoided.

DRAGON'S BREATH

This saving throw is used to resist the breath weapons of dragons and other creatures, usually allowing the saving creature to half the damage taken. It may be also used to avoid or reduce the damage from traps that affect an area.

SPELLS, STAVES AND RODS

This saving thorw is applied whenever a creature is hit by magic, be it from a spell, a staff or a rod. Some magic traps, especially the ones that affect the mind, can be avoided with this saving throw. All of the effects that affect the mind, from any source, always require this saving throw to be avoided.

When rolling to save from Spells, Staves and Rods, a character must always add to his die roll the bonus or malus on his wisdom score. The wisdom modifier represents the will power of the character that's opposed to the vicious magic.

EQUIPMENT

The equipment is everything an adventurer carries on himself during an adventure. It includes the money, the weapons, the armors and all of the other items he may need.

Characters may carry more or less equipment on themselves, depending on their strength score and on the items' size and weight. The rules used to determine how much one character may carry go under the name of *Encumbrance rules*.

ENCUMBRANCE RULES

In the character sheet, in the carried equipment page, you can see a grid with 2 big columns' divisions and 5 rows' divisions. Rows divisions are connected with strength score: the stronger a character is, the more "space" he has in the inventory.

The 2 columns groups give you your character's movement rate: if you can fit all of your character's equipment in the left group, speed is normal, but if something comes out in the right group, speed is halved.

If something comes out at the bottom, ending up in a row your character should not use, the weight and encumbrance are too much and your character cannot move at all.

All the items are divided in different *encumbrance classes*, as listed below, depending on their size and shape. Small objects just take one slot. Bigger items can take 2, 3 or more slots.

What do I wear?

On the other side of the same sheet, there is a list of "positions" on the body: here everything that is worn by the character or anything he holds in the hands can be noted: this will not affect encumbrance and maximum amount of objects. The players must try and be realistic in storing items in these spaces. The Master may penalyze them if they try and cheat on

encumbrance by wearing too many things on their bodies.

There is even a space for "Belt slots" with six slots available. Often some characters want to have some useful stuff ready for emergencies: potions, wolfsbane, scrolls, or even rings can be stored in the belt so that the character can just use them without losing one round to take them out of the backpack.

In these slots, every character can store only items with an encumbrance class: A (see below) and only one per slot.

More informations will be given in the list below.

Encumbrance classes

The following encumbrance classes apply to the items in the game. If an item is not listed in any encumbrance class, it will be the Master to decide to which class it belongs.

Objects in this class are small and easy to carry along: $\boxed{A}$ potions, scrolls, oil flasks, tinder box, bags of nails, each food ration, each jewel, each empty bag, wolfsbane, holy water, garlic and in general every other small item you can think about.

$\boxed{B}$ This class is made for objects that are bigger, but still very easy to carry around: spellbooks, bags of sling berries, holy symbol, thieve's tools, small weapons like dagger, sling, blackjack, small hammer, candles and every magic wand. Spellbooks are usually smaller than other books, because they are made to be carried around. Most of the other books are much bigger and suit in a different encumbrance class.

This class contains most of the one-handed weapons, $\boxed{C}$ which are quite big and heavy. Here you can find hand-axe,

mace, short sword, warhammer, quivers of arrows or quarrels, magic rods, torches, clubs and even rope rolls (15 m each).

D — This class is just for the normal, long sword.

This class includes all the long weapons, like pole weapons, two-handed swords, poles, two-handed staves and, in general, all of those objects which are very long and thin.

E

F — All of the items which are tall as they are wide and of medium size fit in this cathegory. Helms, shields, books, cauldrons, wineskin and waterskin, boots or shoes, even chain rolls (3 m each) and bags with up to 2.000 coins each fit in here.

This is the biggest encumbrance class and all of the very big or oddly-shaped objects the characters may carry

G

along fit in here. Here you can find bows and crossbow, armors, cloaks, two-handed axes, and all of the other big objects the characters may find.

Huge objects

If the characters decide to carry along objects that are far too big to take with them, the Dungeon Master can give to those objects special encumbrance classes, making them as big as he decides.

No object bigger than 12 total slots can ever be carried by one character alone.

Every object bigger than 6 slots causes the character or group of characters that's carrying it to slow down to half their usual speed, even when the total encubrance of the character is not too much.

MONEY

Everything the characters may need to start their adventures, needs to be bought with money. Money will be very useful later on as well, to buy better equipment, pay for services and so on...

In the Principalities of Glantri 4 coin types are commonly used.

The Penny (Py)

It is a copper piece, and it is the smallest coin the characters may find or use. It's usually worth some very unexpensive item, like a parsnip or a cup of chamomile.

The Sovereign (Sv)

This is the silver piece, and it's worth 10 pennies. It is an average coin unit for poor people. One sovereign can buy a pint of beer, one chicken drumstick or something unexpensive like that. Usually, a commoner earns about 5 sovereigns per day in a humble job, while a farmer may earn no more than one per day.

The Ducat (Dc)

The ducat is the gold piece and is worth 10 silver Sovereigns, or 100 copper Pennies. It is used in cities, mainly, and one Ducat may buy a meal in a pub, a hen, some sweets or the cloth needed to sew a shirt. This coin is used a lot by merchants and in more expensive shops and venues.

The Crown (Cr)

Made of platinum and enchanted to shine, a Crown is the most precious coin in the Principalities and is worth a huge 50 Ducats each, or 500 Sovereign or even 5.000 Pennies. The Crown is used mainly by rich people to pay for luxury goods. If the magic that makes the coin shine wears off, the coin loses most of its value and is exchanged for the price of the metal only. In this case,

a disenchanted Crown is only worth 5 Ducats. The Crown is also the coin that's used as a base vallue in the administration of the feuds and the Nation itself.

Every character in the Principalities of Glantri gets 3d6 X 10 +150 Dc when it's created. This is much more than what characters usually have to start with elsewhere, but as you will learn soon, life in the Principalities is much more expensive than elsewhere.

Coins are usually stored in the coin pouch, that every character has. The coin pouch can also be used to store gemstones, that are very small.

A coin pouch can only fit up to 1.000 coins and gemstones inside. If a character wants to carry more money, he should carry on himself some empty bags to fill at the need. If he doesn't have any bags to fill, he may just store extra coins in pockets and in the backpack, recording them in the inventory, but in this case one space of the inventory will be full with just 200 coins.

Money exchange

Characters may want to exchange money in two cases: if they find money that they cannot spend, or if they have too many copper or silver coins and they want to make them easier to carry around or to protect.

In the first case, the coins the characters find may be very old, from an ancient civilization, or from another country. These coins are not usually accepted, and to be able to spend them they need to be exchanged for the currency in use.

Whenever the characters want to exchange their money, they need to go to a bank (there's a number of them in the biggest cities of the Principalities) or to an exchange agent or a merchant. These people usually charge 5% or 10% of the value of the coins exchanged as their commission, that

the Master may decide from time to time.

Other effective methods to reduce the encumbrance of treasures for the characters may be spending the smallest coins first, or using coins to buy jewels and gemstones, that have a high value and a small encumbrance

ARMOR

Armor is used by the characters to protect and reduce the chance to receive damages from enemies' attacks. Not all characters can use all armors, as specified in the class descriptions.

All armors have the same encumbrance when not worn, but when a character wears an armor, there's a big difference between wearing a soft light armor and wearing a heavy metal one. The different weight and comfort of wearing different armors is mirrored by the fact that heavier armors reduce the speed of movement of the characters wearing them.

Shield

Shields are not technically armors. They are carried in the off-hand of a character, while having a weapon in the good hand, to protect oneself from enemies' attacks.. Shields cannot be used if a character is using two weapons, one per hand, or a two-handed weapon like a halberd, a claymore or a crossbow.

Full armor

Used only by knights, it's not sold in shops, but it must be fitted on the knight for whom it is made. It is extremely heavy, and a knight wearing one of these armors would need the help of at least another two persons to get on his feet if grounded, and to put the armor on and take it off. The full armor is mainly used in tournaments and for official occasions, more than in adventures. Wearing or taking off this armor requires one whole turn.

Alphatian silk robe

Alphatian spider silk is one of the most resistent materials that can be found. It is fresh to the touch, smooth and comfortable and can be easily used to make robes that even a magic user can wear and still protect from the attacks. Alphatian silk robes are extremely rare, though, and their price is huge.

Elven silver mail

Elves are masters in working silver. With this metal, they can make a chainmail that is so thin and comfortable, that the person wearing it would think it is silk. The elven silver mails do not even make any noise when they move, making them a perfect armor for thieves and elves. The elven silver mails are some of the most uncommon items in the world, and many adventurers die without being able to see even one of them. Their price is usually extremely high, but they are normally made for elven heroes and are not to be sold.

Dragon scale mail

This amazing mail is much lighter than a metal scale mail, but still it is very strong and resistant. Dragon scale mails can be made from any dragon's scales through a magic process, and each needs the skin and head of a whole dragon to be made. The dragon scale mail also protects whoever wears it from the breath weapon of dragons of the same type, allowing the wearer to half the damage taken automatically, and still be able to half it once more by succeeding in the saving throw.

Dragon scale mails are also very rare and expensive because the process to

ARMOR	COST	ENCUMBRANCE CLASS	PROTECTION	SPEED MODIFIER
SHIELD	20	F	-1	none
LEATHER ARMOR	40	G	-2	none
SCALE MAIL	80	G	-3	-3 (1) m
CHAIN MAIL	150	G	-4	-6 (2) m
BANDED MAIL	350	G	-5	-9 (3) m
PLATE MAIL	600	G	-6	-12 (4) m
FULL ARMOR	1.000	G	-9	-18 (6) m
ALPHATIAN SILK ROBE	Special	G	-1	none
ELVEN SILVER MAIL	Special	G	-4	none
DRAGON SCALE MAIL	Special	G	-6	-3 (1) m

make a dragon's skin into a scale mail is very long and needs a high level spellcaster to be completed.

Note

Alphatian silk robes, elven silver mails and dragon scale mails cannot be purchased in shops. They have been included in the list for completion, but they can only be found if the Master allows that in the campaign, or made if the characters find a way to get one. It will be the Master, depending on the situation, to determine how much any of those items may cost to the characters.

Other armors have not been described because they only protect people from strikes and have no special features.

WEAPONS

Characters need weapons to fight, attack enemies and kill them. Not all characters can use all the weapons, as explained in the description of the character classes.

Weapon Mastery

It is obvious that, when a character trains with a weapon, his skills with that weapon improve, he is able to use the weapon to perform different actions, and generally fights better. The weapon mastery is exactly the expression of the training a character has with each weapon. The downside of the weapon mastery is that, if characters may train

and get better with weapons, monsters and foes have this option as well.

Basic training

When a character is created, he already has a basic training in some weapons. Characters with stronger combat skills start with a bigger number of weapons they already know.

The basic training allows a character (or a monster) to use a weapon normally. To learn specific skills and get bonuses, the creature will need to proceed above basic training.

Unskilled fighting

If a character is using a weapon he has not even got a basic training in, he does not have a clue how to use it, and is possibly just bashing around with it. A character that is Unskilled in a weapon will suffer a -2 malus on his to-hit rolls with that weapon, and the basic damage of the weapon is halved (before adding magic and strength bonuses).

Training advantages

By training with weapons, characters may get different advantages. First, they fight better with the weapons, and they deal more damage and hit more easily.

Second, they learn how to use the weapons to perform different actions or obtain different effects.

Third, with two-handed weapons they lose the malus for Initiative and get a defensive bonus.

Fourth, for ranged weapons, the shooting range increases.

TO-HIT BONUS

Very simply put, for every mastery level above Base, the character gets a cumulative +1 on the to-hit roll, up to a maximum of +4 at Grand Master level.

DAMAGE BONUS

Depending on the base damage of the weapon, the character deals more damage with it in proportion to his mastery level. The following table explains the proportion.

MASTERY LEVEL	WEAPON'S BASE DAMAGE			
	UP TO 1D4	1D6	1D8	1D10
Base	-	-	-	-
Skilled	+1	+2	+2	+3
Expert	+2	+4	+4	+6
Master	+3	+6	+6	+9
Grand Master	+4	+8	+8	+12

MANEUVERS AND SPECIAL EFFECTS

Some weapons allow the user to do special attacks or get special effects when attacking. These are always specified in the description of the weapon itself. In the description it will also be explained at what mastery level the special effects or maneuvers can be used. After the description of the weapons, a short description of all of the special effects and maneuvers will be given.

TWO-HANDED WEAPONS

Normally, two-handed weapons are heavy and hard to use. If they are used by characters that only have a basic training, they give them a -2 to their Initiative rolls. Unskilled characters automatically lose initiative.

If a character gets Skilled mastery in a two-handed weapon, that malus is reduced to -1.

When a character gets to Expert mastery in a two-handed weapon, the malus is cancelled. Moreover, from Expert mastery on, the weapon gives the character a protection bonus of -1 that adds up to his AC.

SHOOTING RANGE BONUS

Shooting range increases of 1,5 / 3 / 4,5 m per level above Base mastery for thrown weapons.

Shooting range increases of 3 / 6 / 9 m per level above Base mastery for missile weapons.

Some weapons have in their description a shooting range of 0 / 0 / 0. Those weapons are not usually thrown to enemies, but characters with a mastery level above Base may do that, at very low distances.

FIGHTING WITH TWO WEAPONS

All characters may decide to fight with two weapons, if they want. To do so, they have to use as a off-hand weapon a weapon that they know at least at Base mastery.

When using a second weapon in the off-hand, that weapon is used at one mastery level below. It means that a character that's got Base mastery in a weapon used in the off-hand will end up using it as if he was Unskilled.

The off-hand weapon can be used to make one extra attack in the same round, with a -2 modifer on the die roll, but doesn't allow a character to carry a shield. Long Sword, Javelin, Spear and Trident cannot be used as off-hand weapons.

TRAINING TO IMPROVE MASTERY LEVEL

To improve in weapon mastery or to get a Base mastery in a new weapon, characters need to train with teachers.

Training takes time and costs money, and it's not guaranteed that the training will be successful.

When training with weapons, the character needs to find a teacher first. The teacher must have at least the mastery level that the character wants to achieve, or higher. To find a suitable teacher may not be always easy, because Masters are quite rare and Grand Masters are very rare. The DM may ask a character to start an adventure only to find a teacher to reach the highest mastery levels.

When a suitable teacher is found, the character needs to pay for the training. Standard costs are written in the table in this page. Note that instead of

money, the teachers may ask for an item or a magic item of the same value, or may ask a character to make them a favour and embark in some adventure.

When the character pays for his training, the training begins. The training time is specified in the table as well. At the end of the training, the student has to undergo an exam with his teacher. The basic chance of success is given in the table and needs to be chacked by rolling 1d%. If the number obtained is lower than the success rate, the training is successful, otherwise the student will have to repeat the training and try again.

The success rate may be improved if the student :

1 - Has High Intelligence, Dexterity or Strength. Bonuses on these Abilities are added to the Success rate. Maluses are not taken into consideration.

2 - Has already trained for this mastery level and failed. Each time the student repeats the training, his success rate is increased by 5%.

IMPROPER WEAPONS

Improper weapons are all of those objects that a character may pick up and use to strike an attack, like a broken chair, the arm of a broken statue, a frypan, and so on.

Every character may always use improper weapons at Base mastery, but the mastery for Improper weapons can never be improved.

Improper weapons may deal any damage from 0 to 1d10 and may be 1-handed or 2-handed. These details must be decided by the DM whenever it is needed.

THROWN OBJECTS

Characters can always throw objects to their enemies. Every character is considered having Base weapon mastery for throwing items that are not weapons. Things like holy water, molotov cocktails and the likes are items to be thrown with Base mastery.

Thrown objects may deal any damage from 0 to 1d8 and can always be thrown with one hand. The damage must be decided by the DM whenever it is needed, if the character is not using a standard item.

WEAPONS DESCRIPTION

ONE-HANDED WEAPONS			
WEAPON	COST	ENC. CLASS	BASE DAMAGE
NET	7	F	0
WHIP	7	F	1d2
BLACKJACK	5	B	1d2
BOLAS	5	B	1d2
SLING	2	A	1d4
CESTUS	5	A	1d4
DAGGER	3	B	1d4
CLUB	2	C	1d4
HAMMER	7	C	1d6
MACE	8	C	1d6
JAVELIN	10	E	1d6
SPEAR	5	E	1d6
SHORT SWORD	8	C	1d6
TRIDENT	10	E	1d8
AXE	10	C	1d8
LONG SWORD	10	D	1d8

Net

Net is used to *Entangle* enemies from Base mastery. For every mastery level above base, the saving throw to resist being entangled suffers a cumulative malus of -1, up to -4 at

Grand Master level.

A Net does not make any damage at Base mastery, but it makes the bonus damage at higher mastery levels. Net can be used hand-to-hand or it can be thrown at enemies.

Range: 0 / 0 / 0

Whip

Like the net, the whip can be used to *Entangle* enemies from Base mastery. For every mastery level above base, the saving throw to resist being entangled suffers a cumulative malus of -1, up to -4 at Grand Master level.

The whip can be used in hand-to-hand combat to hit enemies up to a distance of 3 m, but cannot be thrown.

Blackjack

Blackjack is used to *Knock out* enemies from Base mastery. For every mastery level above base, the saving throw to resist being knocked out suffers a cumulative malus of -1, up to -4 at Grand Master level. Blackjack can only be used in melee fights.

Bolas

If bolas hit an enemy, they can *strangle* him since Base mastery. For every mastery level above base, the saving throw to resist being strangled suffers a cumulative malus of -1, up to -4 at Grand Master level. In the same way, the unmodified die roll needed to strangle an enemy falls by 1 point at every new mastery level from 20 at Base mastery, down to 16 at Grand Master level.

Range: 3 / 6 / 9

Sling

The sling is a simple missile weapon that shoots metal berries to enemies and consists in a scrap of leather that's rotated until the moment to release the berry. The sling cannot be used in melee combat and needs berries to be used. In absence of berries, a character may try and collect stones more or less of the same size to use.

WEAPON TRAINING TABLE							
MASTERY LEVEL SOUGHT	TIME NEEDED	WEEKLY COST	CHANCES OF SUCCESS BASED ON TEACHER'S MASTERY LEVEL				
			BASE	SKILLED	EXPERT	MASTER	GRAND MASTER
Base	1 week	50	30	60	80	100	100
Skilled	2 weeks	100	-	30	60	80	100
Expert	4 weeks	200	-	-	30	60	80
Master	8 weeks	350	-	-	-	30	60
Grand Master	12 weeks	500	-	-	-	-	30

From *Skilled* mastery level, a sling may *stun* enemies hit at short range. From Master level, it may *stun* enemies at medium range as well.

Range: 6 / 12 / 18

Cestus

This glove-like weapon can be used in the off-hand without losing one mastery level and may only be used in melee fight.

Dagger

Short, sharp and balanced, the dagger can be used to stab people, but also it can be thrown with precision to enemies. The Dagger may cause *double damage* from Skilled mastery level, when hitting the enemy with an unmodified roll of 20. The unmodified die roll needed to deal double damage falls by 1 point for every mastery level above Skilled, from 20 at Skilled mastery, down to 17 at Grand Master level.

Range: 3 / 6 / 9

Club

Clubs are short wood weapons, sometimes reinforced with metal bars or nails. They are only used in melee fights.

When using a torch to fight, Club weapon mastery is used. Torches deal an extra 1d4 fire damage on top of Club's normal damage.

Hammer

A hammer is a metal blunt weapon that's well balanced and easy to throw. It may be also used in hand-to-hand combat.

Range: 3 / 6 / 9

Mace

A mace is a metal weapon similar to a hammer, but with a round-ish head, made mainly for melee fights. It may *stun* enemies from Skilled mastery level when used in hand-to-hand combat. In case of necessity, a mace can be

thrown at enemies as well, but it's not as easy to throw as a hammer.

Range: 0 / 0 / 0

Javelin

A javelin is a smooth and well balanced lance that's made especially to be thrown. It may be used in hand-to-hand combat as well, but it's much more efficient on long distances. If used at Skilled mastery level or higher, the Javelin may cause *double damage*, when hitting the enemy with an unmodified roll of 20. The unmodified die roll needed to deal double damage falls by 1 point for every mastery level above Skilled, from 20 at Skilled mastery, down to 17 at Grand Master level.

Range: 6 / 12 / 18

Spear

A spear is a short infantry lance with a metal blade on the tip. It can be easily thrown and can be used in hand-to-hand combat as well. It can also be *set against a charging* enemy.

Range: 3 / 6 / 9

Short sword

A short sword is a shorter version of a sword, often used as a off-hand weapon. It is made for melee fights, but in case of necessity, a short sword can be thrown at enemies like a big dagger, but it's not as easy to throw as a dagger.

From *Skilled* mastery level, a short sword can be used in hand-to-hand combat to *disarm* enemies and to *deflect* attacks.

Range: 0 / 0 / 0

Trident

A trident is a weapon inspired to farmers' forks and used both in melee fights and thrown to enemies. If thrown to enemies, it may reach quite far distances. In hand to hand combat, the trident may be used to *skewer* creatures with up to 4 HD, plus 4 Hd per mastery level above Skilled, to a

maximum of 16 HD at Grand Master level.

Range: 6 / 12 / 18

Axe

The normal axe is a curved blade mounted on a long wood or metal stick. It is balanced enough to be thrown at enemies with precision, and can also be used effectively in hand-to-hand combat. In melee fights, it can be used to *disarm* enemies from Skilled mastery level.

Range: 3 / 6 / 9

Long Sword

The long sword has a long blade and is thin and sharp. It is designed for melee fights, but expert swordsmen can throw it effectively to enemies when they need. From *Skilled* mastery level, a long sword can be used in hand-to-hand combat to *disarm* enemies and to *deflect* attacks.

Range: 0 / 0 / 0

TWO-HANDED WEAPONS			
WEAPON	COST	ENC. CLASS	BASE DAMAGE
BLOW GUN	5	C	1d2
SHORT BOW	15	G	1d4
LONG BOW	40	G	1d6
CROSSBOW	30	G	1d6
STAFF	5	E	1d6
GREAT MAUL	10	G	1d8
BATTLE AXE	12	G	1d10
CLAYMORE	15	E	1d10
HALBERD	10	E	1d10
PIKE	8	E	1d10
WAR SCYTHE	10	E	1d10
KNIGHT'S LANCE	15	E	1d10

Blow gun

A Blow gun is a long rigid pipe that's used to shoot darts to enemies. Darts are usually full of *poison*, so that the enemies get poisoned when they get hit. There's different kinds of poison that can be used on it.

The saving throw against the poison of the darts suffers a malus of -1 for

each mastery level above Base, up to -4 at Grand Master level.

A blow gun is completely useless in melee fights.

Range: 3 / 6 / 9

Short bow

This weapon is ideal for short characters like halflings and dwarfs. It has a good shooting range, but deals less damage than longbows. From Skilled mastery level, it may *Delay* the action of the victim hit at short range. From Master level it may *delay* enemies at medium range as well.

Range: 12 / 24 / 36

Long bow

This weapon is usually carried by elves and humans. It allows to shoot to a very long distance and deals a fair amount of damage. From Skilled mastery level, it may *Delay* the action of the victim hit at short range. From Master level it may *delay* enemies at medium range as well.

Range: 15 / 30 / 45

Crossbow

This weapon is a mechanic bow that shoots quarrels to enemies. The crossbow has a shorter range than bows and needs one whole round to recharge the quarrel, but it deals a nice damage and it can be easily used by almost all characters.

From *Skilled* mastery level, a crossbow may *stun* enemies hit at short range. From Master level, it may *stun* enemies at medium range as well.

Range: 9 / 18 / 27

Staff

A staff is a long stick of wood or metal, or both, normally between 160 and 220 cm long, and it is a blunt weapon. It is the only 2-handed weapon that magic-users may use and from Skilled mastery level on, it may be effectively used to *deflect* attacks.

A staff can never be thrown.

Great Maul

A great maul is a huge 2-handed hammer. It is far too heavy to throw, and is only used to smash skulls in hand-to-hand combat.

From Skilled mastery level, a great maul may *stun* enemies and, with an unmodified roll of 20, it deals *double damage*. For every mastery level above Skilled, the unmodified roll required to activate the double damage decreases by 1 point, down to 17 at Grand Master level.

A great maul can only be used in melee combat.

Battle axe

The two-handed axe is a vicious weapon that can kill very quickly. It is not designed to be thrown, but in case of necessity, characters with a good training may use it that way as well.

From Skilled mastery level, the battle axe may *delay* the actions of its victims. From Master level, both in hand-to-hand and ranged combat, the battle axe may *stun* the creatures it hits.

Range: 0 / 0 / 0

Claymore

A Claymore is a huge two-handed sword. It is far too heavy to be thrown, so it is only to be used in hand-to-hand combat.

From Skilled mastery level, a character may use the claymore to *stun* enemies and to *deflect* their attacks.

Halberd

A halberd is a cross between a lance and an axe, mounted on a pole that's usually at least 2 meters long. A character that's Skilled in this weapon or better, may use it to *hook* enemies or to try and *disarm* them.

The halberd can only be used in hand-to-hand combat.

Pike

A pike resembles a spear, but the blade on its tip is quite long and the pole holding it is at least 2 meters. A

character that's Skilled in this weapon may use it to *deflect* the enemy's attacks.

The pike can only be used in hand-to-hand combat.

War Scythe

A War scythe has a slightly curved blade mounted on a pole that's at least 2 meters long. From Skilled mastery on, a war scythe may *delay* the actions of the enemies it hits. From *Master* level, it may also be used to *deflect* attacks.

The war scythe can only be used in hand-to-hand combat.

Knight's lance

A knight's lance is a wooden lance that's long about 3,5 meters and can only be used by a mounted Figther or the like. It can be used to *charge* the enemies, and in that case if it hits it automatically deals double damage.

The knight's lance can only be used in hand-to-hand combat.

MANEUVERS AND SPECIAL EFFECTS
In alphabetical order

Charge

A character using a knight's lance and charging for at least 20 m deals double damage if he hits the target.

Deflect

At every round, on top of his normal attacks, a character may use this weapon to deflect one attack and avoid the damage. To deflect the attack the character must save vs. Death Ray.

Delay

The creature hit by this weapon must save vs. paralysis. If the save fails, on the next round the victim will automatically be last in the initiative order.

Disarm

This weapon can be used to try and disarm an enemy. Only enemies holding weapons can be disarmed.

Disarm must be declared instead of all of the character's attacks in one round. If the disarm attack hits the target, the victim may try and avoid losing the weapon by rolling less than his Dexterity score on 1d20. If used by a fighter level 10 or above, the victim suffers a malus on his Dexterity roll of -1 for every 7 levels of the fighter, up to -5 for a 35th level fighter or higher.

Double damage

If the attacker hits the target by rolling an unmodified 20, the weapon deals double damage. The unmodified roll needed to activate the double damage is reduced by 1 for every mastery level above the one when double damage is gained ifrst.

Entangle

If the attack hits the target, the target needs to save vs. Death ray, otherwise he's entangled and cannot move, attack, or cast any spells. The only thing an entangled creature may do is to try and repeat the saving throw to free himself. For every mastery level above base, the saving throw to resist being entangled suffers a cumulative malus of -1, up to -4 at Grand Master level.

Hook

A character must declare that he wants to hook an enemy instead of doing his normal attacks. The attacker still needs to roll to hit but, if the enemy is hit, the damage dealt is the minimum he can do. Instead, the enemy must save vs. paralysis, otherwise he will be grounded.

A grounded enemy needs one whole round to go back on his feet. While grounded, a creature has a -4 on all of his save rolls, a -2 to hit and whoever attacks him has a bonus of +4 on the hit roll.

Knock out

Using a blackjack it is possible to knock out victims taken by surprise and with less HD or levels than the attacker.

If the victim has more HD or levels, or is not taken by surprise, the effect is reduced to *Stun* (see later).

If the conditions for knocking out apply and the attack hits the target, the victim must save vs. Death ray, otherwise he will immediately pass out.

For every mastery level above Base, the saving throw suffers a cumulative -1 malus, up to -4 at Grand Master level.

Poison

When hit by a poisonous dart, a victim must save vs. poison, otherwise he will suffer the effects of the poison used on the darts.

The saving throw against the poison of the darts suffers a malus of -1 for each mastery level above Base, up to -4 at Grand Master level.

Poison may have a higher or lower toxicity or cause different effects. Characters may use for their darts any poison they find in adventures, or they can try and buy some, but this is illegal in most of the places. It will be up to the Master to determine what kind of poison is available and at what cost, where his campaign is set. A paralyzing poison may be easily be available for a fair price.

A potion of poison is usually enough to poison 10 darts.

Set vs. Charge

When a character with a spear is being targeted by a charging enemy, he may decide not to move and set the spear against the chargng enemy. The spear can only be set if the character is aware of the charging enemy. The character needs to roll to hit as usual and, if he hits, the damage dealt to the enemy will be doubled. This also means that if the charging enemy hits the character, the character takes duble damage.

Skewer

A character must decide he wants to try and skewer an enemy instead of doing his normal attacks. If he does so, and the attack hits, the trident gets stuck in the creature and takes 1d4+4 rounds to be removed. Until the trident is not removed, it stays there and keeps dealing 1d6 damage per round.

A character may only skewer creatures with 4 HD or less at Skilled mastery level. The HD increase to 8 at Expert level, 12 at Master level and 12 at Grand Master level. If the HD of the creature are higher than the character may skewer, the action is resolved like a normal attack. If the target of the skewer attack is another character, levels are used instead of HD.

Strangle

If bolas hit with an unmodified roll of 20, the victim must save vs. Death Ray or the bolas will be choking him to death. A strangled victim is paralyzed and suffers 2d6 damage per round until the bolas are removed from his neck, or until he dies. If the saving throw is successful, the victim is only paralyzed for 2d6 rounds.

For every mastery level above base, the saving throw to resist being strangled suffers a cumulative malus of -1, up to -4 at Grand Master level. In the same way, the unmodified die roll needed to strangle an enemy falls by 1 point at every new mastery level, from 20 at Base mastery, down to 16 at Grand Master level.

Stun

This effect only applies to targets that are same size of the attacker or smaller. A victim hit by such an attack must save vs. Death ray, otherwise he may only move at half speed and cannot attack or cast spells . Stunned creatures suffer a malus of 2 points on AC and all of the saving throws.

A stunned creature may repeat the save at every round to go back to normal.

For every mastery level above the one when the character can use this effect first, the saving throws suffers a cumulative -1 malus.

ADVENTURE EQUIPMENT

All the other items that characters may want to carry along when adventuring are considered adventure equipment. The lists presented here give you a basic selection of items, but the Master is free to add any item he wishes to them.

NOTES TO THE EQUIPMENT

Backpack or saddlebag

A backpack or a saddlebag is needed for a character to be able to take along his belongings. The bag is represented in the inventory by the "carried equipment" table. When not

ADVENTURE EQUIPMENT		
ITEM	COST	ENC. CLASS
Backpack or saddlebag	5	F
Empty bag	2	A
Garlic	5	A
Grappling hook	25	F
Healer's bag	50	F
Holy water	25	A
Iron nails (12)	1	A
Lantern	10	F
Mallet and stakes (3)	3	Special
Mirror	5	F
Oil flask	2	A
Pole	1	E
Rope (15 m)	1	C
Small hammer	2	C
Special rations (preservable, 7 each)	15	A each
Spellbook	50	B
Standard rations (non preservable, 7 each)	5	A each
Thieves tools	25	B
Tinder box	3	A
Torches (7 each)	1	C each
Water flask	1	A
Waterskin	2	F
Wine flask	3	A
Wineskin	7	F
Wolfsbane	10	A

worn, the bag has an encubrance class F, but when worn by a character the Encumbrance is not counted.

Empty bag

An empty bag can be carried around to fill it with coins at the need. An empty bag has an encumbrance class A in the inventory, but it can be filled with coins and then its encumbrance class becomes F. A bag can hold up to 2.000 coins or gemstones.

Garlic

The smell of garlic keeps vampires at bay. A vampire must check his morale to try and approach a person that's got garlic on himself.

Grappling hook

The grappling hook can be fixed to a rope to help people climb a wall. A grappling hook can be thrown to grab a hold on some protruding item with a common throw attack. Range of the grappling hook depends on the size of the rope, but it may never exceed 12 / 24 / 36. Everyone may climb a wall using a rope attached to a grappling hook with a 70% chance of success. Thieves get a +50% on their Climb Walls skill using rope and grappling hook.

Healer's bag

A healer's bag is filled with herbs, bandages and ointments and can be used by people who has the general skills *First aid* or *Natural healing* to perform their healings. The items in the healer's bag are enough to be used 10 times. Characters may top up the items in the bag with *Science: Herbalism* general skill, collecting herbs in the fields and in the woods. The Master may always deny an attempt of finding healing herbs.

Holy water

May be used as a weapon: thrown to undead creatures, it causes 1d8 points of damage.

Iron nails (12)

A bag with 12 long nails that can be used, with a small hammer, to secure a rope to a wall.

Lantern

Burns oil flasks and gives light. It can be left on the ground or hanged somewhere during fights, leaving the hand free for a weapon or a shield.

Each flask of oil gives light for 2 hours when burned in a lantern. The lantern gives light in a 9 m radius.

Mallet and stakes (3)

A wooden mallet and 3 ash wood stakes. Stakes can be used to secure ropes and tents on the ground, or as a weapon to try and kill vampires by pushing them through their heart. They need a to-hit roll for improper weapon with a -4 malus aiming to the heart and, if the vampire is hit, the character needs to roll under his strength to push it through the heart. If the strength roll fails, it only deals 1d2 damage.

Mallet has encumbrance class B, while each stake has encumbrance class A.

Mirror

It can be used in adventures to look over a corner without being noticed, but also to reflect the petrifying stare of a medusa, or the hypnotic gaze of a warlock... Usually a save is needed to use it to reflect stare weapons.

Oil flask

Each oil flask can be burned in a lantern and gives light for 2 hours. Moreover, oil flasks can be used as molotov cocktails by adding a piece of cloth into it, and in that case they can be thrown at enemies with a base throw attack to cause 1d8 fire damage. There's a 50% chance that something hit by a molotov cocktail keeps on burning on the next round and each following round, causing the same damage again.

Pole

A 3 m long wood pole that can be used to jump over obstacles, hit things that are quite far away and activate traps from a distance.

Rope (15 m)

A standard roll of rope 15 m long can be used to tie one person or monster, to secure someone that's climbing a

wall, but also with a grappling hook or with nails and hammer to create a safe way to climb a wall. A rope is always very useful.

If a player wants, he may buy a 30 m roll of rope for 3 Dc and an encumbrance class F, or a 45 m roll of rope for 5 Dc and encumbrance class G. No ropes are sold longer than 45 m.

Small hammer

A small hammer is only used to fix nails in the wood or in the stone. If used as a weapon, it has the same stats as a normal hammer, but the base damage dealt is 1d3 only.

Special rations

Special rations are preservable rations that characters may buy and consume in a long time. Usually special rations preserve for up to 6 months. They are sold in packs of 7, and each ration has an encumbrance class A. One ration is enough for a character for one day.

If characters come across fresh food during their adventures, that is normally considered standard rations. Food can be cooked with the *cooking* general skill to become preservable, which means special rations.

Spellbook

A spellbook is where the Arcane spellcasters record their spells. A spellbook used by adventurers usually has 50 pages and each page can hold one spell. Spellcasters with lots of spells usually have a bigger spellbook at home where they record them all, and take a smaller one into adventures to carry a lighter weight, but they may be forced to pick which spells to write in thhe adventuring book.

A big spellbook to keep at home has up to 200 pages and an encumbrance class G if carried around. Its cost is usually 250 Dc. Magic users usually have more than a copy of their spellbook, to be safe in case they lose the one they usually carry around.

Standard rations

Standard rations are non preservable rations that characters may buy and consume in a short time. Usually standard rations go off in one week time.. They are sold in packs of 7, and each ration has an encumbrance class A. One ration is enough for a character for one day.

If characters come across fresh food during their adventures, that is normally considered standard rations. Food can be cooked with the *cooking* general skill to become preservable, which means special rations.

Thieves tools

A thief using these tools to try and open locks or remove traps gets a bonus of +10% on the ability score.

Tinder box

It's used to light up fires. It usually takes 1d6+1 rounds to start a fire using a tinder box. If used in fights, for example to light a molotov cocktail, it needs a Dexterity check to work. If the roll is higher than the character's Dexterity, the fire didn't start and another attempt needs to be made on the next round.

Torches

Torches can be used to make light in a 9 m radius. Each torch burns for 4 hours, then it must be discarded. A torch cannot be put down during fights like a lantern, or it will go off. On the other hand, a torch can be used as a weapon with the stats of a Club, dealing 1d4 extra damage for the fire at every hit. Torches are sold in packs of 6, and each torch has encumbrance class C.

Water flask

The water flask holds one liter of water, and is usually enough for a character for one day. The empty flask can be re-filled with any liquid.

Waterskin

A waterskin holds up to 5 liters of water, that may be enough for 5 days for one person. Once emptied, the skin can be filled up again with water or any other liquid.

Wine flask

The wine flask holds one liter of wine, and is usually enough for a character for 2 days. The empty flask can be re-filled with any liquid.

Wineskin

A wineskin holds up to 5 liters of wine, that may be enough for 10 days for one person. Once emptied, the skin can be filled up again with water , wine or any other liquid.

Wolfsbane

The wolfsbane is a plant that, harvested and dried out, leaves out a strong smell and is irritating for werewolves and other were-creatures. It may be used in hand-to-hand combat as an improper weapon, or thrown as a common thrown item. If it hits a were-creature, the target must save vs. Poison or run away for 2 turns. The wolfsbane doesn't cause any proper harm, but only skin irritation.

TRANSPORT AND ANIMALS

Not exactly equipment, but characters may want to have some ways to get around, like a horse, a cart, a donkey or something even more exotic. The animals and transports given here are the most common ones in the Principalites of Glantri. Should the players ask for something different, the Master will decide whether that thing is available, and its cost and features.

ENCUMBRANCE CAPACITY AND PASSENGER CAPACITY

Transports and animals have an encumbrance capacity and a passenger capacity.

Encumbrance capacity is given in standard capacity units, which are 50 encumbrance slots in a 5 X 10 grid. The encumbrance capacity is given for the transport or animal without any passenger, and is reduced of one unit per passenger. The encumbrance grids are filled exactly like the carried equipment grid in the character sheet. If a transport is filled 50% or more than its standard capacity units, including passengers, the movement speed is halved.

Passenger capacity is the maximum number of people that a transport or animal may hold. Each creature with a size between halfling and ogre is a passenger and occupies one standard capacity unit. Some transports may carry less passengers than the number of units they may hold. It may depend on the shape of the transoport or the animal. In that case, when there is already the maximum number of people on, the transport or animal can still be fitted with goods up to its total capacity.

Note that encumbrance for bardings, protections and bridles is given for carried items. The encumbrance is zero, when they are on the animal, like armors for humans.

HANDCART AND WAGON SPEED

Handcart and wagon's speed is determined by the animals pulling them. It is specified in the description which is the number of animals required. The speed of the handcart or wagon is always the same as the animals pulling them. If they are very heavy (see above), their speed is halved.

Bridles and saddle

These items are needed to be able to ride any donkey or horse. Without them, a character would suffer a -3 on his riding general skill and would need to check on the skill at every turn. A fail means that the character cannot ride anymore for the rest of the day.

Donkey

A donkey may carry a big amount of goods on it, if fitted with 2 saddlebags and a donkey-back basket. If the basket is taken away, the donkey may carry along one person and the two saddlebags full of items.

Donkey-back basket

This basket is made to be fitted on the back of the donkey so that it can be filled with goods and is safely secured to the animal.

Donkey leather barding

Quite unusual, but a donkey can be fitted with a leather barding to reduce its AC. This is usually done for donkeys that are used as mounds for adventurers, especially small ones like halflings.

Goat

Two goats can be fitted to pull a handcart. One goat alone can only pull the handcart if it's empty.

Handcart

A handcart is a small flat cart fitted with two wheels. It is quite small and it may carry along no more than one passenger. It can be pulled by two goats, one donkey or any one horse.

Hawk, trained

A character with the general skill *falconeer* may use that skill to give instructions to a trained hawk and get its support in combat and hunting. See the general skills, later on, for details.

Horse, Draft

A draft horse may pull a handcart alone, and two of them are enough to pull a wagon. These strong horses are tough and sturdy, but they are not suitable for fights and are quite slow.

Draft horses are quite good as mounds as well, because they can be fitted with saddlebags and they can carry along two passengers and full bags together.

Horse, Riding

Riding horses are slender and fast. They are used to reach the destination as fast as possible, and sometimes they are used in races as well.

Riding horses can be fitted with saddlebags, but they get tired very quickly if they are carrying heavy stuff. They can carry two persons for a short

ANIMALS AND TRANSPORT				
ITEM	COST	ENCUMBRANCE CAPACITY	PASSENGERS CAPACITY	MOVEMENT SPEED
HOUND	25	-	-	36 (12)
HORSE, RIDING	75	2	2	72 (24)
HORSE, WAR	250	3	2	36 (12)
HORSE, DRAFT	40	4	2	27 (9)
DONKEY	30	4 (SEE BELOW)	1	18 (6)
HAWK, TRAINED	10	-	-	108 (36)
GOAT	10	-	-	18 (6)
HANDCART (2 WHEELS)	100	5	1	SPECIAL
WAGON(4 WHEELS)	200	10	4	SPECIAL
DONKEY-BACK BASKET	10	2	-	-
SADDLEBAGS COUPLE	20	2	-	-
RIVER BOAT, SMALL	1.000	10	4	SPECIAL
RIVER BOAT, MEDIUM	4.000	20	10	SPECIAL

ANIMAL BARDING AND PROTECTION				
ITEM	COST	ENCUMBRANCE CLASS	PROTECTION BONUS	MOVEMENT REDUCTION
HORSE LEATHER BARDING	150	G	-2	-
HORSE METAL BARDING	500	G	-4	-6 (2)
HORSE JOUSTING BARDING	1.500	G	-6	-12 (4)
DONKEY LEATHER BARDING	75	F	-2	-
HOUND LEATHER COAT	40	F	-2	-
BRIDLES AND SADDLE	25	G	-	-

time, but they are much better mounds for a single knight.

Horse, War

Warhorses are strong horses especially trained to fight with their knights. They are usually fitted with some barding and may carry more weight than riding horses.

A warhorse may carry two full saddlebags and one passenger, or one full saddlebag and two passengers, at his maximum capacity.

Horse Jousting barding

A jousting barding is made of three layers of chainmail, metal plates and decoartive cloth on top. It is usually only put on warhorses for jousting tournaments, as it is very heavy and reduces the speed of the animal quite a lot.

Horse leather barding

This barding is quite light in weight and can be fitted on all horses. It is the ideal barding for a riding horse, as it doesn't reduce its speed.

Horse metal barding

A metal barding for horses is usually fitted on warhorses when adventurers take them along in adventures, to protect them from monsters' attacks. It may be used effectively on draft horses as well.

Hound

A hound is a trained dog that is used for hunt, but it may also be trained to fight along with an adventurer, or to protect a place.

A character would need *Animal training: dogs* to effectively command a hound around. See the general skills, later on, for more details.

Hound leather coat

Hounds cannot really be fitted into armors, but a leather jacket made on purpose may protect them from some dangers without reducing their freedom of movement or their speed.

Riverboat

A riverboat is a small boat made to go on rivers, where the water is shallow and the flow is quite intense. There are two sizes of riverboat available, and of course the smallest one is easier to use even in small streams of water. Small riverboats get a +2 on the sailing general skill tests needed.

The speed of a riverboat depends on the direction of the boat: if going upwards against the flow, the boat only moves at a speed of 18 (6). If it goes with the flow, the speed is 72 (24). For riverboats, the encumbrance capacity does not affect speed.

Saddlebags couple

Saddlebags are always coupled and are fitted on both sides of a donkey or a horse. They allow to carryv along items for a total of 2 capacity units.

Wagon

A Wagon is a big covered cart that can only be pulled by horses. The wagon needs at least 2 horses to be pulled, but it may fit up to 4. If pulled by 3 animals, the speed does not half until 60% of the capacity is reached. If pulled by 4 horses, the speed halves only if 75% of the capacity of the wagon is filled.

A wagon may also be used to sleep inside, fitting up to 2 persons in it.

ARMOR CLASS

Armor Class (AC for short) is the measurement of protections and defensive skills of the character. The base AC of a human or demi-human with no armor at all is normally 9.

NOTE: Mystics and Nagpas have class features that allow them to have a lower AC naturally.

The lower the Ac becomes, the harder it is to hit an enemy and cause some damage. The highest possibe AC is 10. If a character has maluses piling up and taking his AC above 10, everything that exceeds 10 is not taken into consideration.

The lowest possible AC for mortals is -10. Below that point, only Immortal creatures may go. It is possible to get an AC below -10 by using time-limited resources, like spells, potions or similar things, but the permanent AC of a character may never get below that threshold.

Shields and armors have a Protection score that is subtracted to the base AC to determine the total AC of the character. Dexterity modifiers may also bring the AC score up or down.

Other things that may change a character's AC are two-handed weapons, magic items, spells, and particular environmental situations that have to be decided by the Master.

Objects and creatures that cannot move, if not differently specified, do not have an AC and may always be hit without a to-hit roll.

CHARACTER CREATION

GENERAL SKILLS

General skills are skills that everyone can learn, and are based on ability scores to determine their initial score. There is many different general skills, and players may choose the ones they prefer for their characters.

INITIAL GENERAL SKILLS

Players can chose the skills they prefer for their characters.

At 1st level (level -8 for Nagpas), characters have a different amount of skills, based on their class and Prime Requisite scores. The table in this page shows each class's initial skills. As already explained, if a character has bonuses for his prime requisite scores, he may add that number to the number of initial skills. Characters with two prime requisites add both. Characters with negative modifiers on their prime requisites are not affected negatively.

Skills' initial scores are determined by adding the connected ability modifier to a base of 10. Thus, a character with Intelligence 18 (modifier +3) will have an initial score of 13 in all of the Intelligence skills the player will chose.

If a character tries to use a skill for which he has no points, the master may decide to still allow the test, if it is a skill that anyone may try to use without training, but in that case the skill score will be equal to half the score of the ability that's connected to the skill, round down. This means that a character with 13 points of Dexterity may try to use a Dexterity skill with a score of 6. If he had the same general skill, the score would be 11.

IMPROVING SKILLS

At each new level, a character earns 3 skill points that he can use to improve skills he already has. Skill points can be added separately to each skill the character wants to improve, but only to those skills the character has used (even if he didn't succeed) during the last adventure.

INITIAL SKILLS AT 1ST LEVEL			
CLASS	SKILLS	BONUS SKILLS	PRIME REQUISITES
Thief	3	None	Dexterity
Magic-user	3	Reading and writing	Intelligence
Mystic	3	Acrobatics	Dexterity Constitution
Fighter	3	None	Strength
Elf	6	Reading and writing	Strength Intelligence
Nagpa	8	Reading and writing	Intelligence Wisdom

Up to 3 skill points can be added to one skill at each new level. Unused skill points (for example, if a character didn't use any skills in an adventure) can be stored to be used later. Skill points can be used to improve languages as well (see later - Languages), in the very same way.

LEARNING NEW SKILLS

When a character wants to learn a new skill, he has to pay 3 skill points to get it. A character can learn a new skill only if there is someone around who can teach it to him. The teacher may ask for a payment to teach the skill.

The new skills are learned at base score (10 + ability modifier) and can be improved as usual.

MAXIMUM SKILLS SCORE

Skills can score as high as 25: that's complete mastery of a skill, and means that, no matter how tough the task is, the character will usually achieve his goal. That doesn't mean the skill always gives an automathic success, though: a natural 20 on the roll is always a failure.

Moreover, remember that even if you are very skilled, some things are just impossible and will always result in a failure, no matter how high your skill score is.

STRENGTH SKILLS

Strength skills are muscle-based and are used to break things, lift weights or punch noses. There's not a big number of Strength skills, and they are usually only taken by fighters and characters that rely very much on their strength.

STRENGTH SKILLS
Brawl
Muscles
Swim
Trample
Wrestle

BRAWL

This skill helps characters involved in brawls, when everybody hits everybody, usually bare-handed. In a brawl, whoever gets to 0 HP passes out. A roll for this skill must be made whenever the character joins a brawl. A success doubles the amount of damage the character makes in the brawl, by allowing him to use objects, like chairs, bottles and other things, in the brawl.

If a character uses Brawl skill and Acrobatic skill together, the Master may allow him to do very coreographic actions (like hanging from a chandelier or jumping on someone from the top of a wardobe), thus giving him a bonus on his AC, THAC0 or saving throws. This bonus is to be determined by the Master depending on the situation, but it is usually between +1 and +3.

MUSCLES

A character may use this skill before performing any action involving the use of strength, like crushing doors and

lifting heavy weights. A success allows the character to add +2 to his strength score for the strength check.

SWIM

A character with this skill can swim. A check on this skill is needed whenever a character tries to swim in conditions that are not the best. For example, he may need to check for swimming with heavy clothes, in streams of water flowing very fast, during a storm, being very tired, carrying a heavy object or another person, and so on. Swimming speed of a character with this skill is 3 / 1 m for each point in this skill's score, but may be reduced if the character carries heavy things or wears heavy clothes, at the Master's discretion.

TRAMPLE

This is the skill that allows a person to hit an opponent with his head or his shoulder and hurt him. The attacker often takes a little damage as well. The character has to charge for a full round in a straight line, running for at least 6 m before attacking, so whoever is using this skill will be the last in the initiative order, attacking at the end of the round.

The character makes a normal to-hit roll. Only if the attack hits the opponent, a roll on the skill is required. If the roll scores a success, the target takes 1d4 damage plus the attacker's strength bonus, plus an amount of extra damage equal to the difference between the skill score and the score obtained with the roll. The attacker takes 1d4 damage as well.

If the skill roll fails, the target takes only 1d4 damage plus the strength bonus, but the attacker takes a damage equal to the difference between the roll and the skill score.

WRESTLE

Whoever has this skill may use it before rolling for his wrestling score with the normal rules. If the skill use is successful, the wrestling score will be

increased by the difference between the skill score and 10 for the whole fight. If the difference is 0 or lower, the bonus to the wrestling score will still be a minimum of +1 point.

INTELLIGENCE SKILLS

INTELLIGENCE SKILLS
Appraise
Art (chose one)
Astronomy & astrology
Cartography
Clerical magic
Cramming
Disguise
Engineering
Fire-building
Gambling
Geography (chose area)
History (chose area)
Knowledge of City
Knowledge of the Clan Relic
Knowledge of Immortals
Knowledge of Magic
Knowledge of Monsters
Knowledge of Nature
Knowledge of Sea and rivers (chose area)
Knowledge of Society (chose area)
Labor (chose one)
Library search
Lip reading
Magical engineering
Military tactics
Non-human cultures
Planar geography
Poetry
Profession (chose one)
Reading and writing
Sailing
Science (chose one)
Sense of direction
Ship-building
Survival (chose terrain)
Tracking
Weather forecast

Intelligence is the ability upon which most of the general skills are based. This is because all of the skills that require some kind of knowledge or learning need a high intelligence. Most of the characters will end up picking

some Intelligence skills, for one reason or another. All of the labor and professional skills are also included in this huge group.

APPRAISE

The skill allows the character to precisely estimate the monetary value of an item, a jewel or a magic item. To appraise the value of a magic item, though, the character must exactly know which powers the item has.

ART

This skill helps the character to create pieces of art. It can be combined with craft (see later) or other skills to make masterpieces. Whoever picks this skill must chose one form of art. It can be painting, sculpture, embroidery, drawing, artistic crafts, or any other art form.

ASTRONOMY AND ASTROLOGY

This skill helps the character to recognize the stars in the sky and can be used to find the direction overnight. It even tells the character how stars and planets influence people and can be used to make horoscopes. The characer can also recognize constellations and understand stars movement patterns.

CARTOGRAPHY

This skill is used to read complicated maps and to draw precise maps of areas that the character has seen before, or even to copy maps. To write a map of the place where the character is, there is no need for a skill test.

CLERICAL MAGIC

Only arcane spellcasters may learn this skill and use it to identify and use clerical magic items by studying their magic energies. This skill can be used to identify clerical magic items or to try and use their powers.

If the skill roll is a success, the spellcaster can actually use the item properly. If the roll is a fail, the object is

destroyed and the spellcaster takes a magic damage from it. The damage is 1d8 per level of the spell he was trying to use or 1d8 per charge of the item that exploded, if it has any charges. Scrolls are considered items with charges in this case, with a charge for each spell on the scroll.

CRAMMING

The character is able to cram things into his bags maximizing the space he can use. A correct use of this skill while packing takes 1 full turn, but allows the character to use one extra row of his inventory without being slowed down by the excessive encumbrance.

DISGUISE

A character with this skill can alter his own look so that other people will not recognize him, by using wigs, clothes and make-up. A skill check is due every time a disguised character tries to deceive someone about his true identity. The Master may apply maluses or bonuses to this skill depending on how many items the character is using to try and change his or her look, and how familiar is the other person with the character.

ENGINEERING

To get this skill, a character must be able to read and write first.

This skill is essential for a character who wants to project and build a bridge, or a building. A roll in Engineering is required everytime the character makes the blueprints for a building of any kind to ensure it will not fall.

A second roll on the skill may be used to give the building or the structure a higher chance to resist when subject to damage and attacks, which is about 1% extra hit points per each point in the skill's score, in game terms.

Engineering can also be used to identify architecture styles, understand who is the most possible author of the blueprint of a building, or where in a building the best places for secreet doors and secreet hideouts can be found.

FIRE-BUILDING

The character knows how to build a campfire in normal conditions. This skill can be checked to give the character a chance to build a campfire when there is no dry wood or when a tinder box is not available, or even to start a fire that can burn down a building or that burns slower or faster than usual.

GAMBLING

Used normally, this skills allows a character to play card games and other chance games having a higher chance to win.

This skill can even be used to cheat on games. In this case, the skill score gets a -3 malus. A success doubles the money the character may win. A fail for 5 poits of difference from the required score or more means the character has been spotted cheating. A fail for 4 or less points just turns out into losing the game.

GEOGRAPHY

This skill gives a character the detailed knowledge of the geography of a nation of his choice. Geography includes land peculiarities, rivers, lakes, cities, climate, animals and plants of the chosen nation.

The most obvious choice for characters in the Principalities is the knowledge of the geography of the Principalities themselves, but any other nation can do, especialy if a character is someone who may have studied it a lot on the books or may have travelled abroad. This skill can be taken any number of times to gain the knowledge of the geography of more nations.

HISTORY

This skill gives a character the detailed knowledge of the history of a nation of his choice, including famous characters, battles and events.

The most obvious choice for characters in the Principalities is the knowledge of the history of the Principalities themselves, but any other nation can do, especialy if a character is someone who may have studied it a lot on the books. This skill can be taken any number of times to gain the knowledge of the history of more nations.

KNOWLEDGE OF CITY

The character with this skill has a deep knowledge of a city and its secrets: hideouts, black market, prostitutes and best taverns, hostels, statues and gardens have no secrets for a character who rolls a success on this skill. The skill must be taken for a specific city or town, but can be taken any number of times, to know more than one city. This skill may also allow a character to know more vaguely the closest villages to the city he knows, but the skill roll in this case will suffer a -3 modifier.

KNOWLEDGE OF CLAN RELIC

At level 5 elves can apply to become assistant treekeepers in their clan, if they have always been faithful to the clan. Once they start their apprenticeship, this skill is taught to them. It is the knowledge of how the Tree of Life works and how its powers can be used by treekeepers and assistants. No characters except for elves level 5 or higher that are accepted as assistant treekeepers may learn this skill.

KNOWLEDGE OF IMMORTALS

To get this skill, a character must be able to read and write first.

The character knows most of the Immortals worshipped in the world and can recognize their followers, their temples and their symbols. The character may know legends connected to those Immortals and even the history of their mortal life, before ascending to Immortality.

KNOWLEDGE OF MAGIC

To get this skill, a character must be able to read and write and must have some magic skills, be it an arcane spellcaster, an arcane knight or a thief who can use at least magic scrolls.

This skill allows a character to understand the basic use of a magic item and to identify the energy that activates it. Knowledge of Magic won't tell the user if an object is magic or not, but if the character already knows it's magic, it can be used to identify its use.

It can be used to identify any magic weapon or armor which only has an attack or AC bonus. With other magic items, the identification won't be that precise, and may only identify the type of magic that has been used on it.

Knowledge of magc may even be used to identify a spell that's being cast if the character using this skill knows that spell as well, or to identify potions that the characters knows how to make himself or has in his equipment.

KNOWLEDGE OF MONSTERS

To get this skill, a character must be able to read and write first.

A character with this skill may use it to identify the monsters he finds in his adventures and remember some of their most important traits and skills.

A character can only identify monsters with a number of HD not higher than his skill score minus 8. Characters with 8 or less on this skill can only identify monsters with less than 1 HD. For this skill, bonuses to HD do not count. For example, an ogre has HD 4+3, but is considered a 4HD monster for this skill.

This skill does not identify normal or giant animals.

KNOWLEDGE OF NATURE

This skill may be used like knowledge of monsters to identify normal or giant animals or vegetable monsters (see monster lore above for details).

Moreover, this skill gives the character a knowledge of plants and animals, their usual habitats and their life. It can be used in the woods to understand what kind of animals live here, to find edible plants and mushrooms, to identify animals' lairs, and so on. This skill can even be used to understand unusual signs as a danger. When used up to 12 km from the area where the character grew up, this skill gets a +2 bonus on its score.

KNOWLEDGE OF SEA AND RIVERS

A character with this skill knows everything he needs to safely sail in the sea or the rivers and lakes. He knows what kind of creatures live in that water, how deep the water is and how dangerous, and any particular feature that may be of use.

A character that takes this skill must chose one country's rivers and lakes or a sea that he will know. The same character may chose this skill any number of times to learn about new areas. This skill does not substitute sailing, that is used to actually govern a ship, but it may give a sailor a bonus of +2 on his or her sailing skill.

KNOWLEDGE OF SOCIETY

A character with this skill has a deep knowledge of the society of a nation. This includes famous characters, common traditions, usual behaviour, fairytales, legends, festivals and foods. A character may take this skill many times to learn every time about the society of a different nation. Non-human (or elf, dwarf or halfling) nations can not be studied with this skill, but with the *non human cultures* skill.

LABOR

This skill may help characters to earn some money between the adventures. A character with this skill must chose one job that is usuallly very practical.

Some examples of labor are:

Blacksmith	Lumberjack
Miner	Bricklayer
Masseur	Carpenter
Painter	Seaman
Charcoal burner	Shoemaker
Mover	Docker
Cabinet-maker	

More labors can be added to the list. A character can chose only one labor every time he takes this skill, but may chose the skill any number of times to get more labors. Labors typically earn a character between 5 sovereigns and 5 ducats per day.

LIBRARY SEARCH

To get this skill, a character must be able to read and write first.

A character with this skill knows how to research books in a library and how to organize a library. A character with this skill who tries to find something in a library needs much less time to achieve his goal. Moreover, if successfully used by a spellcaster who is researching a new spell, it gives the magic research a bonus of +1 for every 4 points on this skill's score.

LIP READING

A character with this skill can understand what a character is saying only by the movement of the lips, even without hearing the words that are being pronounced. The character still needs to understand the language that's being used in the conversation and must be able to see the mouth of the speaker.

MAGICAL ENGINEERING

This skill can only be taken by Arcane spellcasters and is very useful for high level ones. Whenever a character who has got this skill spends one week studying a magic item, he can use this skill to reproduce the item more easily, if the skill check is a success. This skill adds 1% to the success odds in the enchantment per each point of the skill's score. Moreover, if a spellcaster with this skill tries to enchant a big item (like a flying vessel or something similar) and rolls

on this skill succesfully when drawing the blueprint, he gets a +5% bonus on all of the die rolls he needs for the whole process.

MILITARY TACTICS

A character with this skill is a good leader in war. If he is leading troops in battle, he may roll on this skill before the battle: if he gets a success, he may add his whole skill score to the BV of his unit. If he is leading the whole army, he may add his skill score to all of the units in the army, rolling once before every single battle.

NON-HUMAN CULTURES

This skill gives a character the knowledge of the society and the uses of non-humans, like goblins, lizardmen and ogres, or even elves, dwarves, nagpas and halflings. This includes their most common war tactics, worshipped Immortals and magic level, but also traditions, legends and festivities. This skill may be very useful when trying to bargain or to talk to monsters or in any diplomatic context among different races.

PLANAR GEOGRAPHY

This skill may only be taken by Arcane spellcasters. This skill gives a character the basic knowledge of the closest planes of existence (Astral, Ethereal, Elementals) and the creatures that live in them. This knowledge includes the magic and the skills a character needs to survive or to travel through these planes.

When a character gets this skill to its maximum score (25), he may take it again as *External planes geography* to get to know one of the other planes. *External planes geography* can be chosen any number of times, but every time a different plane of existence must be chosen.

POETRY

To get this skill, a character must be able to read and write first.

This is the skill used to write poetry and to rhyme. It's surely not a very useful skill in adventures, but may be useful to win the heart of a princess or to show off in front of some noblemen.

PROFESSION

To get this skill, a character must be able to read and write first.

A profession is a job that requires some kind of studies and mental activity, and can be used to earn money between the adventures. Usually a Profession gives a higher income than a Labor. Some examples of Profession are:

Lawyer	Chef
Philosopher	Jeweller
Butler	Magistrate
Writer	Spokesman
Scribe	Composer
Accountant	Debt collector

More professions can be added to the list. A character can chose only one profession every time he takes this skill, but may chose the skill any number of times to get more professions.

A profession typically earns a character between 5 ducats and one crown per day, depending on the experience and the fame of the professional.

READING AND WRITING

This skill allows the character to read and write any language he knows. To check on this skill, the character must subtract his knowledge of that language from 15. The result will be the malus on his reading and writing skill check. If the difference is 0 or less, there is no malus.

SAILING

The character knows the basics about sailing and knows how to maneuver a ship or a small boat on rivers, lakes or in the sea. This skill is used to set a trail to follow and needs the use of a sextant, a compass, maps and a spyglass. The absence of any of these things will result in a -2 malus. These maluses can sum up to -8 if all of these things are missing.

If the Master allows it, this skill may be used to determine the ship's direction using the sun and the stars, or coupled with *astronomy and astrology* skill to reduce the malus.

SCIENCE

To get this skill, a character must be able to read and write first.

A character with this skill knows one particular science and can study it or teach it in scientific circles or to students. When a character takes this skill, he must decide which science he will know. He may take this skill any number of times to learn more different sciences. A short list of possible sciences and their uses is below.

Alchemy	Can be used to identify potions and compounds, given an alchemic laboratory and two hours of experiments and study.
Archeology	The character may know how to preserve ancient items, how to safely transport them, how to explore and where to find old temples, cities and tombs.
Botanics	Knowledge of the plants, their habitat and how to take care of them, preventing and curing their diseases.
Chemistry	Very basic in these times, it allows to make simple explosives, acids and soaps, given a chemical laboratory, the right ingredients and 1d6 hours of experiments every time.
Demonology	Knowledge of the demons, the legends that surround them and their most famous powers. It allows characters to start a search to learn a

demon's True name, so that it may be summoned or subdued.

Dracology   This science studies dragons and their habits, life, most common features. The dracologist usually studies all of the possible breeds of dragons, from the most common ones to the most unusual.

Finance   The study of economics and how to make a profit without working, but just exchanging services. It is a skill that is much used by bankers and rich merchants.

Geology   This skill allows a character to recognize metals, stones, gemstones and minerals. It can also provide informations about the composition of ground or sand, based on look and consistency.

Heraldry   Allows the character to know the history of noble families, their relations, their crests and their typical colours and clothes.

Herbalism   The skill allows to recognize the herbs and plants that have some use in making herbal remedies and compounds. It can be used to find ingredients to re-stock the healer's bag.

Mathemathics   Who knows this skill can make very complex calculations in a short time. It can be very useful to spellcasters researching new spells, and a

success may reduce the research time of a spell of one full day for spells and one day every week, up to a maximum of five days, for magic items.

Necromancy   This skill gives the character a knowledge of all the undead creatures, and the best way to face them. It also provides knowledge on how the undead creatures are born and their level of power, with no limits.

Physics   This skill allows characters to estimate correctly the features of a mechanical machine for its use. For example, it can be used to calculate the correct size and angle of a catapult to get over a wall, or the correct size of a boulder that can crush a building if thrown on it. It can also be used to build a floating raft, or things like this.

Toxicology   The skill gives a character the basic knowledge of poisons and how they work. A character with this skill may use it to make an antidote for specific poisons, coupled with Herbalism, and even make new poisons, if he or she is a thief (see thief secret techniques for more details).

SENSE OF DIRECTION

This skill allows the character to understand where the north is and where is he going by using natural features of the landscape, like the sun,

the plants and the stars to get around. In an environment that the character does not know and with no visible features that may be of any help, this skill may not be used. Some other skills, like *astronomy and astrology* or *knowledge of nature* may give a +2 bonus to this skill if successfully used in the right moment.

SHIP-BUILDING

This skill allows a character to project and build a ship that may actually sail without sinking. If used during the bilding phase, it also gives the structure a higher chance to resist when subject to damage and attacks, which is about 1% extra hit points per each point in the skill's score, in game terms. This skill is essential to project ships and flying ships.

Ship-building can even be used to identify different styles, understand who is the most possible author of the project of a ship, in which port it has been built, what kind of materials have been used or where in a ship may secreet doors, engines or other features be found more easily.

SURVIVAL

Survival skill gives a character all the knowledge he needs to survive in a dangerous environment of his choice. It helps him finding a shelter, food and other things, and recognizing dangerous animals and plants.

A character may take this skill any number of times, each time taking it for a different environment. Some example of dangerus environments are:

Woods	Jungle
Caves	Desert
Icy desert	Mountains
Open sea	Swamps
Broken lands	

TRACKING

Tracking skill allows to follow the footsteps of some other creature. It can be used in any environment, as long as there are any traces to follow. In a town

gather informations skill (see below) may add a bonus to this skill. Traces older than 48 hours can not usually be found, so this skill only helps following some creature when it's not too far away. This skill can be used together with a hound, a hawk or another animal able in tracking down its prey, adding a +3 to the die roll.

WISDOM SKILLS

Wisdom skills are related to sensitivity, human relations and self control and may allow characters to take care of each other. These skills include healing skills that are much less effective than spells, but still make some good substitutes in this setting where clerics are not available. Mystics and Nagpas usually pick these skills a lot, but magic users may want to get some of these as well.

WISDOM SKILLS
Agriculture
Animal breeding
Animal training (chose animal)
Blind combat
Bravery
Concentration
Cooking
Devotion (chose Immortal)
Falconeer
First aid
Law (chose nation)
Monster training (chose monster)
Natural healing
Recognize tastes and smells
Self control
Teaching
Water diviner

AGRICULTURE

Whoever has this skill knows how to grow plants and harvest crops in a farm. It may not be very useful in adventures, but this skill is very useful when trying to grow magic plants or herbalist's plants in a garden. It can also be used to provide a big harvest after some months of farming, but it is unlikely characters would stop somewhere for farming.

ANIMAL BREEDING

This skill allows a character to breed and grow animals in a farm. This skill may help in selecting the best breeds and in developing new breeds from the best animals.

ANIMAL TRAINING

This skill helps a character training an animal. Trained animals can be used as domestic ones. It is possible to train any cubs easily, but if the training is done on a wild adult animal, it will have a malus of -3 on the skill score.

This skill only affects one type of animals. To use this skill on different species, the character must take it more times. Some species that can be trained with this skill are: dogs, horses, bears, deers, eagles and falcons, felines, elephants, camels, llamas, goats and sheeps, parrots, monkeys and apes, ferrets, beavers, bulls... The master may give a malus from -1 to -3 to the initial skill score for animals that are not commonly domestic. To completely train an animal may take more than one skill roll, and it will be the Master to decide how many it will take, from a minimum of 1 to a maximum of 6.

BLIND COMBAT

A charater can check on this skill to avoid the -4 malus to hit when fighting in the dark or blinded: he will try to identify the opponents by their smell and noises.

BRAVERY

A succesful check on this skill allows a character to add a +2 bonus on his save rolls to resist any form of panic or fear, may it be magic or natural. This skill may be used before rolling the save and after the fear effect hit the character.

CONCENTRATION

This skill alllows a spellcaster to focus on his spellcasting even in situations when spellcasting is not easy, like during a fight or while on horseback or running. A successful roll on this skill can be used to avoid a concentration check which may end in losing the spell. This skill may be taken by all the spellcasters and also by thieves who may cast spells from scrolls.

COOKING

By cooking, a character may transform ingredients into food rations and sometimes even transforming normal food rations into preservable special rations. A spellcaster can check on this skill before attempting to brew a potion. If he gets a success, he gets a bonus of +3% on his roll to enchant the potion.

DEVOTION

This skill represents the level of devotion the character has to a particular Immortal. It's the measurement of his faith in the Immortal and his knowledge of the Immortal's rules, teachings and requirements. This skill, taken in the Principalities of Glantri is naturally for worshippers of RAD, but some elves may take it towards Ilsundal or Mealiden as well.

All priests and clerics must have this skill and chose the Immortal they worship for it. A Devotion roll may be done by any cleric or priest to resist the fear caused by undead creatures.

Characters may take this skill any number of times, but every time they will have to chose a different Immortal.

FALCONEER

A check on this skill is needed to give an order to a domestic falcon or eagle: these birds are commonly used to hunt, but they may be good alllies in combat as well. A falconeer can only control one bird at the same time.

When a bird gets hurt in combat, the character must make a new roll: if it's a fail, the bird flies away. At the end of every day, if he does not leave that place, the character may try again the check, with a -1 malus summing up every night, for the bird to come back. If it does not come back after three days, the bird is lost.

FIRST AID

To use this skill a character needs a healer's bag. Using bandages, ointments and herbs, a healer can heal superficial wounds and help someone to recover faster. A use of this skill consumes one use of the healer's bag.

This skill may be successfully used on a wounded creature only once and cannot be used again until that creature receives more damage. If this skill is used in a quiet place, with sterilized bandages, hot water and some extra medicines, the master can give a bonus of up to +3 to this skill's score.

A successful use of this skill heals 1d3 HP to the target. A 20 rolled on this skill means the healer did something very wrong and caused more damage to the target, who loses 1 HP instead.

LAW

To get this skill, a character must be able to read and write first.

This skill gives a character the knowledge of the bureaucracy, laws and punishments for crimes in a country. In the Principalities of Glantri, it is the most obvious choice to know the Glantrian law, which is very complex and strict.

A character may know laws form different countries by chosing this skill multiple times, every time for a different country.

MONSTER TRAINING

This skill helps a character to tame and train a monster. Trained monsters can be used as domestic ones. It is possible to train any cubs easily, but if the training is done on a wild adult monster, it will have a malus of -3 on the skill score. Only semi-intelligent monsters or monsters with animal intelligence can be trained. No humanoids, undeads, constructs or unintelligent monsters can be trained.

This skill only affects one type of monsters. To use this skill on different species, the character must take it more times. The master may give a malus from -1 to -5 to the initial skill score for monsters that are particularly hard to train.

A character can only train monsters with a number of HD not higher than his skill score minus 10. Characters with 10 or less on this skill can only train monsters with less than 1 HD. For this skill, bonuses to HD do not count. For example, a hipppogriff is a 3+1 HD creature, but is considered a 3HD monster for this skill.

To fully train a monster, a character needs about 1 year time and 12 successful rolls on this skill, made monthly. One failed roll will not have any other effect than extending the needed time of 1 month, but three failed rolls in a row will end up in the training to fail.

NATURAL HEALING

Whoever has this skill knows how to cure diseases and poisons with herbs and other natural remedies. This can also be used in the evening to increase the HPs restored overnight, sleeping, by +2 or to allow a character to repeat a saving throw against poison. To use this skill, a character must have a healer's bag and the healer will consume one use from it every time he or she uses this skill.

Magic diseases cannot be cured with this skill. Natural diseases may need up to one week, with one test per day, to be fully cured.

RECOGNIZE TASTES AND SMELLS

This skill can be used to identify smells and tastes in particular situations, some of which can be very useful. It can be used to idetify natural poisons or drugs by the smell or a minimum tasting when it's concealed in foods or drinks. It can even be combined with other skills like *tracking* or *blind combat* to get a bonus from +1 to +3 in their use.

Please note that this skill does not alllow a character to identify potions from the smell or from the taste. In the same way, magical poisons and drugs cannot be identified for their smell or taste.

SELF CONTROL

This skill can be used by characters to re-roll a saving throw against mind control or any mental affection caused by magic or by skills. If used by berserkers, lycantropes and other characters who may risk to lose their self control, a succesful roll allows them to keep control of their own actions instead of going rampage or transforming in a werebeast.

TEACHING

A character with this skill can use it to teach skills, weapon masteries and spells to others, and to be paid for it. Moreover, whoever has this skill can have one additional folower for every 5 points on this skill's score, round down.

WATER DIVINER

Using a properly cut stick, a water diviner may find the place where to dig for water just walking on it. It's a very useful skill for a character who wants to build a house and needs a well, or for someone who wants to befriend primitives by giving them water.

DEXTERITY SKILLS

The skills based on Dexterity are the ones that need agility and are usually acrobatic and sport-like skills. Most of the elves and the thieves get plenty of these skills, but some of them are so commonly useful that most of the characters may take them.

DEXTERITY SKILLS
Acrobatic riding
Acrobatics
Alertness
Counterfeit
Dance
Dodge
Escape
Fighter instinct
Fishing
Hunting
Jump
Piloting (chose vehicle)
Quick draw
Riding (chose animal)
Rope use
Skating and skiing
Surprise
Tree walk
Unhorse

ACROBATIC RIDING

To get this skill, a character must have *Riding* skill with at least 20 points, and this skill can be applied to every mound for which the character has *Riding* skill above 20, with no need to take this one multiple times.

A character with this skill is able to perform complex actions while mounted on horseback (or any other creature the character can ride with a score of 20 or more). This includes jumps, fight, acrobatics, calling your animal from far away to jump on it and reverse-riding.

This skill also allows a character to cast spells and use ranged weapons from the creature's back with no maluses and with no skill checks.

ACROBATICS

This skill alllows a character to make every sort of acrobatic movements: jumps, rolls, pirouettes, walking on the rope and so on. In advetures, it can be checked to make a swirl while falling from above and reduce the damage received of 1d6 or to add +2 to a saving throw roll against breath weapon or magic wands.

The master may add different uses, if he wants, but these should never end up in more than a +2 bonus on some rolls or a reduction of 1d6 damage.

ALERTNESS

If this skill is successfully checked, the character reacts very quickly to the danger. It may mean a character is not taken by surprise in a dungeon, or he wakes up at the first sign of danger even if he was asleep, or he takes his weapon out without losing one round.

COUNTERFEIT

This skill is used to counterfeit signatures, documents and other people's handwriting. If the character has got an original to copy, this skill gets a +2 bonus on its check, which may increase by +1 per hour, if the character has time to practice for one or two hours. The maximum total bonus to this skill is +4, including having the original and up to two hours to practice.

DANCE

The character that has this skill knows the basics of the most common dances and group dances and can dance with other characters without stomping on their feet, or improvise a solo coreography. This skill does not usually need a check, except for dance contests, to learn new dances or to improvise and really impress the audience.

DODGE

A character may use this skill a number of times equal to his dexterity bonus at every fight (minimum 1).

When a character decides to dodge, he may do nothing else during the round. If at the end of the round nobody attacked this character, he can attack normally before the round ends.

A character dodging attacks may dodge a number of attacks per round up to his dexterity bonus (minimum 1). For each attack he is trying to dodge, the character must check the skill. The skill score is reduced of the difference between the attack roll and the minimum roll needed to hit the character.

ESCAPE

This skill alllows a character to get out of restraints, like ropes, chains and the likes. This skill is typical of conjurers and thieves, but adventurers may use it as well if they get caught captives. The use of this skill to get free of ropes usually takes 2d6 turns, and the Master may give a malus to the roll if the restraints are very hard to overcome, like chains or being trapped in a jail.

Sometimes, especially if a character is in a jail, the skill may just give a character a hint of how to use some items to plan an escape, but it must be the character to come out with a proper plan.

FIGHTER INSTINCT

This skill must be used before the first round of a fight. If the character scores a sccess, he may not be affected by the surprise or, if there is no surprise, he may add an extra +1 to his Initiative roll on the first round.

FISHING

The character knows different fishing techniques. This skill allows the character to catch fish and have food during his travels. If the character has not fishing equipment or has no chance to get it, the Master can give him a malus of up to -5 points on his skill score. The character may fish up to 3d6 rations per day, if he spends a whole day fishing. These rations are normal rations and will quickly go off if not cooked.

HUNTING

The character knows different hunting techniques. This skill allows the character to catch birds and small animals and have food during his travels. If the character has not ranged weapons or hunting equipment, or has no chance to get it, the Master can give him a malus of up to -5 points on his skill score. The character may hunt up to 3d6 rations per day, if he spends a whole day hunting. These rations are normal rations and will quickly go off if not cooked.

JUMP

A character with this skill may jump from still up to 1,5 m high and up to 3 m far away. With a run before jumping, the maximum distance increases to 30 cm per each point in this skill, and the maximum height is 2 m.

PILOTING

This skill is needed to use vehicles different from common carts and ships. Airships, moving fortresses and other special vehicles all need this skill. The skill must be checked once per day in long travels, and once every time the pilot tries a special maneuvre, like landing, takeoff, changing direction quickly, changing altitude, catching up with some other vehicle or monster, disengaging in a race and so on.

QUICK DRAW

This skill allows a character to shoot every round with a crossbow, without using a whole round to load another quarrel. Moreover, if a character has already a quarrel ready on a crossbow or is walking with an arrow ready on his bow, this skill allows him to have a +2 bonus to initiative on the first round of fight, added to the character's normal dexterity bonus. The character may also shoot an arrow or a quarrel in the same round when he changed weapons, with no malus. This skill also allows a character to swap weapons without wasting a round.

RIDING

This skill allows a character to ride an animal or monster, fight on its back and take care of it. This skill is usually taken for horses, but can be used on many different animals or monsters. For every different creature the skill can be taken separately to alllow a character to ride many animals or monsters.

If a character tries to ride an animal for which he is not trained, this skill's score is reduced by 5. If the creature is a monster, the score is reduced by 8. If a character tries to mount an animal or a monster without saddle and bridles, he gets an additional -3 on the skill score. If this skill is taken for a monster, the initial skill score is 5 plus the dexterity bonus.

ROPE USE

This is the skill that allows to make knots and tie people or animals so that they can not free themselves easily. This skill is required to all the sailors.

SKATING AND SKIING

This skill alllows a character to move on snow and ice with the apropriate equipment at a good speed. Skating and skiing speed is 3 / 1 m per each point in this skill's score. Moreover, it allows the character to make complex actions while on skates or ski, like casting spells or shooting with bows or crossbows. Obviously, ski or skates are needed for this skill to be successful. Poor snow or ice conditions may give a malus to the skill score.

In the Principalities of Glantri, with lots of very high mountains and long and very cold winters, this skill may allow characters to move faster on the snow and to quickly cross frozen lakes and rivers.

SURPRISE

This skill gives the character a bonus of +1 for taking the enemies by surprise and gives the enemies a -1 to their rolls to take the character by surprise.

TREE WALK

Only elves can take this skill.

This skill allows elves to walk on treetops without any need to get off the trees and walk on the ground in woods. When walking on treetops, elves can spot distant places from above and are quite hard to spot, being concealed to the sight of whoever walks below with a roll of 1-4 on 1d6.

UNHORSE

If the character with this skill is confronting a mounted enemy, he may try to use this skill to unmount him form his horse (or any other creature) to reduce his advantage. The test on this skill is matched to a test in the riding skill of the target of this skill to determine the success. An unhorsed target takes 1d6 damage for the fall.

If the target of the unhorse skill is of higher level than the character using the skill, *unhorse* skill score is reduced of the difference between the two levels, halved and round down.

CONSTITUTION SKILLS

Constitution skills are based on stamina, resistance and in general allow characters to endure long efforts. These skills are usually very suitable to fighters and mystics, but may be useful for many other characters as well.

CONSTITUTION SKILLS
Endurance
Fury
Heavy sleeper
Resist starvation
Run
Slow breathing

ENDURANCE

A character with this skill can stress for a long time without breaking. The character can, for example, run for double the normal time or carry one extra encumbrance class (based on

strength, see below) for as long as one hour for every 3 points on this skill score, rounded down, before making a new check with a cumulative -1 malus on the score.

A succesfull check also gives the character a +2 bonus on his constitution score for checks against bad weather or fatigue.

FURY

When a character with this skill gets to 0HP or less, he does not immediately pass out, but he may roll on this skill with a malus equal to his negative HP to keep on fighting. If the roll is successful, the character goes to 1 HP and does not pass out even if he gets wounded again, unless he reaches -6. In that case, he dies as usual. This skill can only be used once per fight and, at the end of the fight, the character that used this skill passes out, even if he was healed in the meantime, and needs 2d6 turns to rest before he is ready to get up and fight again.

HEAVY SLEEPER

A heavy sleeper can fall asleep in extreme conditions and keep on sleeping even if there is noise going on very close to him. The heavy sleeper gains 1 extra HP when resting overnight, if he gets a success on this skill, but only if he or she can sleep 8 hours in a row, and for those 8 hours it will not be easy to wake him up.

RESIST STARVATION

Whoever has this skill may use it to spend a day without eating any rations or without drinking and not suffering any malus on the next day. From the second day of starvation on, the test on this skill gets a cumulative -3 malus, until the character gets a proper meal or a test fails. If the character fails a test, his conditions worsen quickly and he will not be able to do anything until he gets food or water, while his conditions keep getting worse until his death.

RUN

It's the skill that allows to run very fast: a successful check allows a character to run at double his normal rate for a number of rounds equal to half his constitution score rounded up. Endurance skill can add 1 round for each successful check, with a cumulative -1 malus on the score.

After the run, the character must rest for 1 minute for each round of run. While resting, a character may only move half of his normal rate, and can only talk (but not cast spells) and dodge, but with a -3 on the dodge score.

SLOW BREATHING

This skill allows the character to slow down his breath rhythm to endure extreme conditions, like in a cave with a limited amount of air, or to hold it for some time when under water or to avoid poisonous gases. It cannot be used to avoid dragons' poisonous breath weapons. It can be used as well to adapt to thin air conditions, like on top of very high mountains, allowing a character to breathe normally up to 6.000 m altitude.

If used to reduce the breathe rhythm or on mountains, the skill must be checked every day and a fail will result in fatigue, while multiple fails may make the character pass out and eventually die. If used to stop breathing, the test must be repeated every round after the first minute, with a cumulative -1 malus on the skill score. A fail means the character could not resist any more and breathed in. In a poisonous environment, the poison affects him. Under water, the character is drowning and takes 2d6 damage per round.

CHARISMA SKILLS

Charisma skills usually affect other characters and relations. They are very common for mystics, Priests of Rad and generally all of the characters who have a political career.

Please note that most of the Charisma skills are used in social contests, but their use should never substitute role-playing. In fact, role-playing may give these skills bonuses or maluses at the Master's discretion, while avoiding role-play completely should always end up in a failure, even if just partial.

CHARISMA SKILLS
Act
Animal empathy
Bargain
Eloquence
Etiquette
Gather informations
Hypnosis
Leadership
Play (chose musical instrument)
Predict the future
Seduce
Sing

ACT

This skill allows a character to play a part in a show, lie and make other people believe what he's saying. A check is needed when acting in a particularly hard role or when the character is trying to lie and needs the other person to believe him. A positive use of this skill may also end up in a bonus in reaction rolls, while a failure may show the true colours of the character and trigger an adverse reaction.

ANIMAL EMPATHY

Only elves can get this skill.

This skill allows elves to befriend animals and understand their feelings and emotions. An elf with this skill may use some sort of limited *charm* on animals, but it will work only on quiet animals, hungry or frightened ones (to calm them down), but cannot be used on upset animals, animals that are protecting their puppies, that are

fighting, and on animals controlled by someone else.

BARGAIN

A bargain is made when two characters use this skill against each other: they both roll adding their score to the result and the one with a much higher total gets the best conditions for himself. If the difference is of 5 points or less, they end up with the proper sale price.

If only one character has bargain skill, it's a normal check and, if the check ends in a success, the user gets a better price. Normally, all the NPC merchants have this skill at 9+2d8 points.

ELOQUENCE

This skill gives the character a big charisma towards other people when trying to win a debate, to convince people of one's intentions or addressing the crowd. People will immediately believe what the character is saying, if it's well argumented and is plausible. Given more time to think, people could still change their minds, though. The use of this skill with humanoid monsters or enemies may end up in a bonus on the reaction roll, depending on how well the character debates his position and the result of the roll.

When two characters try to influence the same audience with opposite arguments, a skill confrontation takes place and the onlookers will probably split in two sides.

ETIQUETTE

The character knows how to behave properly in the high society: what to talk about, how to eat, dress and move, and the basic moral code of the society. This skill needs a check only in very delicate situations, for example to avoid a gaffe or to recover from a bad first impression.

This skill can be checked to try and behave properly not to be offensive with members of different cultures, but in this case the skill score has a malus of -4 points that can be cancelled if the character rolls a positive check on *Knowledge of Society* or *Non-human cultures* (whatever is more suitable).

GATHER INFORMATIONS

This skill allows a character to gather informations by talking to people around the town, and involves paying for the informations and confronting with criminals. For it to be effective, the character that's using this skill must spend one whole day around the town and spend between 100 and 5.000 Dc dependingo on how delicate is the information he is trying to find (the DM decides). If the character is a member of a big guild or organization, the master may give him a bonus between +1 and +3 on the skill score. If the character is trying to gather informations in a place where he does not know anybody, there can be a malus between -1 and -3.

It's the DM who checks for this skill, because there can be different outcomes depending on the result.

If the character gets a success with a difference of 3 points or less between his skill score and his die roll, he still gets the informations he wants, but someone has noticed him and may not be happy that this information has been shared, or may inform someone else. If the check fails with a difference difference between 1 and 3 points, the character does not get the informations, but someone still noticed him asking around. If the check fails for 3 to 8 points, the character just does not get the informations. If the difference is 9 points or more, the character gets caught by guards trying to gather informations illegally or by the allies of the one he's asking about who don't want his attention, and may be in big trouble.

After a fail, the character must wait until the next day to have a chance and make a new check on this skill.

HYPNOSIS

To learn this skill, a character must have a minimum score of 13 in both Intelligence and Charisma.

The character knows how to use the hypnosis on other creatures. If the check is a success, the target is put in a completely relaxed trance during which he will easily obey any order the character gives. Self-harm, going against one's principles and harming someone the target cares of are orders that may cause the hypnosis to be broken. The hypnosis requires 1 turn to be performed and one turn or more talking to the target, once in trance.

Hypnosis can be used for:

- Recalling a forgotten memory. This may be dangerous, if the memory was hidden because it was harmful for the target, or if it was hidden with magic.

- Cancelling a tic, a fear, a mania or an obsession. This will require one month of daily hypnosis. The target will successfully be freed of his disturbation if, at the end of the month, he successfully saves against spells with a -1 malus for every hypnosis check that failed during the month of therapy.

- Hide a memory in the target's mind. It can be a dangerous memory that could harm him or a command that will be activated under some circumstances.

- Change someone's personality as long as he is in trance, making him believe he is a different person. Usually this kind of change can even be activated by a hidden command word, as for the example above.

Hypnosis only works on humanoids, and the target of the hypnosis must accept to be put in trance, or it will never work. Characters with high scores in Intelligence and Wisdom are not easy subjects for hypnosis, because their Intelligence and Wisdom bonuses act as maluses on the hypnosis score. On the other hand,

maluses on these scores are applied as bonuses on the hypnosis score.

Hypnosis may not be used to increase ability or skill scores, nor to give a character skills, powers or informations that he doesn't know.

LEADERSHIP

This skill increases the maximum number of followers that a character may have by 1 for every 5 points on it, round down. All of this character's followers have a bonus on their morale scores of +1. If he spends a round trying to incite his friends and doing nothing else, given he succeeds the skill check, his friends will get a +1 to morale and a +1 on all of the saving throws thanks to the morale boost, for one whole turn. Only one character may influence friends with leadership, boosting their morale, at the same time.

If the leader is severely hurt or dies, the effect ends and everyone that was affected by the leadership boost must save vs. spells. Whoever fails, gets a -1 to morale and to every saving throw for the rest of the fight and, if it is a non-playing character, must make a morale check immediately.

PLAY

The character knows how to play a family of musical instruments. The most common ones are: flute, harp and lyre, mandoline and lute, drums, trumpets and horns, bagpipes, pianos, and so on. This skill may be chosen any number of times to learn how to play different instruments.

A character with a very high score on this skill (20 or more) may try to play different instruments he does not know with a -10 malus on his skill score.

PREDICT THE FUTURE

This skill gives the characer the knowledge of the most common divinatory practices, like tarots, reading the hand lines, tea leaves or coffee powder. If the character gets a success in this skill, he tells the target something

plausible and the person he was making the prediction to will believe what has been revealed.

Every time a character wants to use this skill, the Master choses one number from 1 to the character's skill score, without telling the player. If, checking the skill, the roll is that exact number, the character really has a vision of the future and the prediction will surely become true in 3d6 days time. The diviner does not know that a prediction is true until what was predicted does not happen.

SEDUCE

Only characters with Charisma 13 or higher can take this skill.

Seduction makes people of the opposite sex (and, seldom, people of the same sex) to be attracted to the character that's using this skill. The result of the attraction may be flirting at the bar in a tavern, having sex, following the seducer and obeying him or her whatever he / she commands or even becoming obsessed with him or her, depending not much on the skill roll, but on the personality of the seduced person and the length of the seduction game. In fact, the longer a seducer teases his "victim", the worse the fascination for the seducer may become. This kind of game will require a test on the skill at least every week, and every time the seducer tries to get more control on his or her victim.

Seduced persons are still able to think with their head, so it's not possible to order them something they would never do, at least until they don't reach the stage of obsession.

SING

The character can sing nicely and presumably has a nice voice. It's not of big use in adventures, but it may be used to find a job or to please noblemen.

LANGUAGES

Languages work mostly like general skills, but there are some differences. In these pages there is a list of all the languages that the characters may know when they are created. More languages may be added by exploring new lands.

INITIAL LANGUAGES

Normally, all human characters know their homeland language, and all demi-human characters know their clan's language. In the Principalities of Glantri, all of the characters know the Glantrian Common language as their first language, and all elves know their clan language as one of their bonus languages.

Characters with higher Intelligence scores know more languages, as described for the Intelligence ability score. Characters of some classes know more languages as well.

Bonus languages learned for high Intelligence scores can be chosen among all of the languages described in these pages. Always check with the Dungeon Master whether you can chose a particular language, though, because he may want to restrict some languages, depending on where your campaign is actually set.

Bonus languages obtained due to the character's class are specified in the classes' description, in the dedicated handbooks

LANGUAGE SCORES

Languages have a score that may vary between 2 and 25, exactly like General skills. Lower scores must be adjusted up to 2 points. Higher scores must be adjusted down to 25.

Before determining the scores, a player must make the list of the languages, carefully chosing the order. Class bonus languages are recorded separately and do not fall in this order.

In this campaign, the first language for all characters is always Common Glantrian.

The second language must always be the official language of the ethnicity to whom the character belongs, if different from Common Glantrian.

To determine each language score, the player rolls 3d6, adding the following modifiers. Please note that position modifiers do not apply to bonus languages

- Int modifier

- -2 to learn languages of another characters race (humans, dwarfs, elves, halflings). Note that Glantrian elves still apply this malus to learn Common Glantrian and other Glantrian human languages.

- -2 for easy-to-learn monster languages

- -5 for hard-to-learn monster languages

- +3 for Common Glantrian

- +1 for second language (usually the one of the ethnic group of the character)

- From 4th language on, cumulative -1 modifier

The Dungeon Master may let you roll 4d6 allowing to pick the best ones to determine the score of the Common Glantrian language.

INCREASING LANGUAGE SCORES

Language scores can be raised exaclty like skills, by spending skill points on them. It's not necessary to use the languages to improve them, though, because the same result may be achieved through study.

LEARNING NEW LANGUAGES

Languages follow the same rule for skills to learn new ones, except for the score, that is determined like other languages. To learn a new spell, a character must study with a teacher, like for skills, or he may just live 24/7 where that language is currently spoken for at least 6 months. Note that the 6 months spent there don't substitute the 3 skill points needed to learn the language.

LANGUAGES IN THE PRINCIPALITIES

There are many languages spoken in the Principalities of Glantri. Each Principality has its own native language, but in the whole area of the Principalities the common language is the Common Glantrian. Here is a description of the main languages spoken in the Principalities:

Common Glantrian is the official language of the nation, but it is also the official language of the Principalities of Bergdhoven, Krondahar and Aalban. It is actually the language once spoken by the Flaem only, and it is a dialect of ancient Alphatian, once named Cyprian.

Ethengarian is also spoken in the Principality of Krondahar, by the heirs of the Ethengarian families that came in the Principalities following the Virayana family.

Alphatian is spoken by the people of Blackhill and all of the Alphatian settlers, but it is also spoken by many of the settlers of Aalban.

Thyatian is spoken by many of the heirs of Thyatians settlers, especially in the big cities and in the Principality of Caurenze. Thyatian is also used a lot in the Principality of Aalban, where there used to be some Thyatian settlements.

A dialect of Karameikan is spoken in the Principality of Boldavia and by all of the Boldavian citizens living everywhere in the Principalities, making it the second most spoken language in the nation.

Averoignese is spoken in the Principality of Nouvelle Averoigne and by all of the Averoignese settlers around the Principalities.

Klantyrean is spoken mostly in the Principality of Klantyre and by Klantyrean people.

Alfheim elven is spoken by the elves of Erewan and in their lands.

Belcadiz elven is the official language of the Belcadiz clan, but is also spoken by the humans of Belcadiz.

Mornei Gypsies speak Mornei language, which is a mixture of Ethengarian, Karameikan and Belcadiz elven. They may easily know any of these three languages, as well.

Nagpas and other non human creatures in the Principalities usually speak Common Glantrian, and may know any other languages they may need.

In the following pages you can find the full tables of the languages that the characters may learn. Notes are explained after the tables.

HUMAN LANGUAGES
Alphatian
Atruaghinese
Averoignese
Common Glantrian
Darokinese
Ethengarian
Heldannese
Ierendian
Karameikan
Klantyrean
Minrothar *
Mornei
Northmar
Ochari
Sindhi
Thothian
Thyatian
Ulanmae
Wendarian *
Ylari

ELVEN LANGUAGES
Alfheim
Ancient
Belcadiz
Callarii
Kumara
Marid ***
Minrothar *
Shadow
Shiye
Vyalia
Wendarian *

DWARVEN LANGUAGES
Alphatian Dwarven
Minrothar *
Northern Dwarven
Rockhome Dwarven

HALFLING LANGUAGES
Alphatian Halflingese
Five Shires Halflingese
Gnomish **
Minrothar *

EASY-TO-LEARN MONSTER LANGUAGES
Bugbear
Fairies and sprites
Giants
Gnoll
Goblin & hobgoblin
Harpies
Kobold
Manscorpion
Marid ***
Neanderthal
Ogre and orc
Thoul
Troglodite

HARD-TO-LEARN MONSTER LANGUAGES
Aranea
Demonic
Doppleganger
Dragons
Dryads
Hsiao
Lizardmen
Medusa
Minotaurs
Rakasta
Sphinx
Treemen
Troll

NOTES TO THE TABLES

* : Minrothar and Wendarian originally were elven languages, but they have been adopted as official languages of the nations where they are spoken (Minrothad and Wendar, respectively). For this reason, members of other races that are born in these nations may learn these languages without any malus. Members of other races coming from abroad will normally suffer the -2 malus to learn them.

** : Even if gnomes and halflings are not the same race at all, Gnomish language shares a lot of similarities with Halflingese languages. Therefore, gnomes and halflings have no maluses when learning each other's language.

*** Marid is the language spoken by both Aquarendi elves and tritons. This language differs a lot from other elven languages, and other elves will normally suffer the -2 malus to learn Marid.

UNCOMMON LANGUAGES

The following languages are less common to know and study, because they are spoken in small and far away places. I list them here so that the Master knows where they are spoken.

Northmar is spoken in Vestland, Ostland and Soderfjord.

Ochari is spoken in Ochalea.

Sindhi is spoken in the Sind desert by nomads, and has plenty of dialects, from tribe to tribe.

Thothian is spoken only on the Isle of Dawn, in the Thothian region.

Ulanmae is the language of the humans living on the Pearl Islands.

Ancient elven was the language spoken in the far past from the elves of Evergrun, until the fall of the Elven Realm.

Kumara elven is the language of the elves that live on the Pearl Islands

Shadow elven is spoken by shadow elves in their caves.

Shiye elven is spoken by Alphatian elves of the Shiye clan and the elves living in the Norwold.

Northern Dwarven is the language of dwarfs living in Vestland, Ostland, Soderfjord, Heldannic territories and Norwold.

CHARACTER CREATION

MORAL ALIGNMENT

Moral Alignment is a general indication of the morality of the character. The characters should stay put on their beliefs and always follow the same moral rules, whether they are good or bad, but sometimes they may not be able to. If a character does not stick to his Moral Alignment, the DM may punish the character by taking away some XP, invite the player to change the character's MA, or give him some punishment.

There are three Moral Alignments: Lawful (L), Neutral (N) and Chaotic (C).

Each player may decide the MA of his character, but it will be his duty to make sure that the character sticks to it.

LAWFUL ALIGNMENT

The characters with Lawful alignment follow the belief that everything must respect rules and that order and obedience to rules are the natural way of living. Lawful creatures tend to always say the truth, respect laws and other living creatures. Lawful characters always stick to their words and follow the laws, at least until laws are rightful and just.

If a Lawful character had to chose between his own good and the group's good, he would chose the group's good and sacrifice himself. Lawful characters and monsters usually are quite predictable in their actions. Lawful beings may mostly be identified as "Good".

NEUTRAL ALIGNMENT

Who shares this alignment believes that the world is a perfect balance of Law and Chaos. It is important that this balance is mantained and that none of them ever prevails. Characters with this alignment equally praise the individual and the group. A Neutral character would always help his companions, as long as he gets some advantages in being part of the group, and would probably try to pay back whatever help

he gets. Neutral characters are mainly interested in their own survival and prefer to put their trust in the intelligence and common sense of people, more than in destiny or faith.

Neutral characters behave with others the way that others behave with them. In a group, they will probably stop being of any help, if they don't get enough back. Neutral characters may be considered either "Good" or "Evil" depending on the situation.

CHAOTIC ALIGNMENT

Opposed to the law, this alignment is based on the belief that life in all its form is ruled by chaos and fate, and most of the things that happen are just random. For this reason, who sticks to this Alignment refuses rules and order, that merely try to stop chaos, but with no success. The same idea of Law has no sense, as too many things happen for no reason. And this brings Chaotic characters to think that they can break the rules and the laws, if those laws don't seem fair or don't give the character any real benefit. Keeping one's word is not important either, and truth and lies may be exactly as useful to reach one's goal.

For a chaotic being, the individual is much more important than the group. Being selfish is his normal behaviour, and any group is worth something only as long as it may protect him. Chaotic creatures most often act out of impulse, following the feeling of the moment.

Chaotic characters can never be trusted, because they will always be unpredictable. Chaotic creatures believe in the pover of luck and in fate. The behaviour of a Chaotic creature may usually be defined as "Evil".

CHANGING ALIGNMENT

If a player realizes that his character is not sticking to the given Alignment, he may always decide to change it. If a player does not stick to his character's MA in the game, he may be forced by the Master to an Alignment change.

Other situations in the game may force an Alignment change for other reasons.

While changes that happen in the game are quite unusual, changes pushed by the Master always mean that the character is not being interpreted correctly. For this reason, the character needs to be punished. If nothing is ever done, the players would not have any reason to stick to their character's MA and MA changes would be happening far too often.

The most common punishment for misinterpreting one's MA is the loss of one experience level per "jump" between Alignments (L to N and N to C, or the other way round).

The Master may also give different punishments, especially if the one that's changing the Alignment is a cleric or similar, for example blocking his powers for some time. Any deicision about punishments for misinterpreting the Alignment is always taken only by the Master, and players must accept them.

CHARACTER CREATION

AGE AND AGEING

If you are playing just one adventure, the age of your character may not be a very interesting trait. However, if you are playing a campaign that may keep going on for a while, keeping track of the age of your character becomes an important thing to do.

A character may usually have whatever age the player likes, if the Master allows it. Most commonly, characters' age when they are created spans between 16 and 30 years for humans and between 20 and 80 years for elves. Characters that are younger than this won't be completely grown up, both physically and psycologically, and for this reason the Master may give them some maluses on their ability scores. These maluses will be cancelled, 2 points per year, when growing up, until they are cancelled when they reach 16 or 20 years of age.

If characters get very old, something similar happens: they start getting weaker, their memory starts to fail them and in general their health conditions worsen. After 60 years of age for humans and 650 years of age for elves, the ageing character must roll under his constitution. If he fails, the Master will roll 2 abilities random, and both of them will lose 1 point permantnely from their score. The constitution roll must be repeated at every year for humans, and every five years for elves. If a character's Strength, or Constitution reaches 0, the character dies. If Dexterity reaches 0, the character is paralyzed and cannot leave his bed anymore.

Obviously, the chances that a character dies for the effects of ageing in a campaign are very low, but on very long campaigns these rules provide with more realism. Moreover, these guidelines may also be used when a character is hit by attacks that cause ageing, should he get too old too fast.

WRESTLING RATE

Wrestling is a non-lethal fighting procedure that will be better explained later on, in the *Combat* rules. It is used to tackle and block creatures without killing them. The Wrestling Rate (WR for short) is the measurement of the skill of the character in this kind of fight.

WR base value is 9 for all characters. To this, the character adds his Strength and Dexterity bonuses and half his level, round up. This means that at every uneven level, the character's WR will be improving.

NOTE: Nagpas have negative levels when they are first created. Nagpas add negative levels as well in WR because they are very bad in wrestling.

NOTE: Fighters get a +1 bonus on their WR.

NOTE: Mystics add their whole level to the WR.

When wrestling, the WR may be modified by the armor that the character is wearing: the heavier the armor, the harder it will be for the character to wrestle. The table below shows the armor modifiers for wrestling. Please note that it doesn't matter whether an armor is magic or not, or the AC of the character, but only the type of armor used.

Armor type	Modifier
Leather armor	-2
Scale mail and Dragon scale mail	-3
Chain mail	-4
Banded mail	-5
Plate mail	-6
Knight's suit armor	-9
Every other armor	None
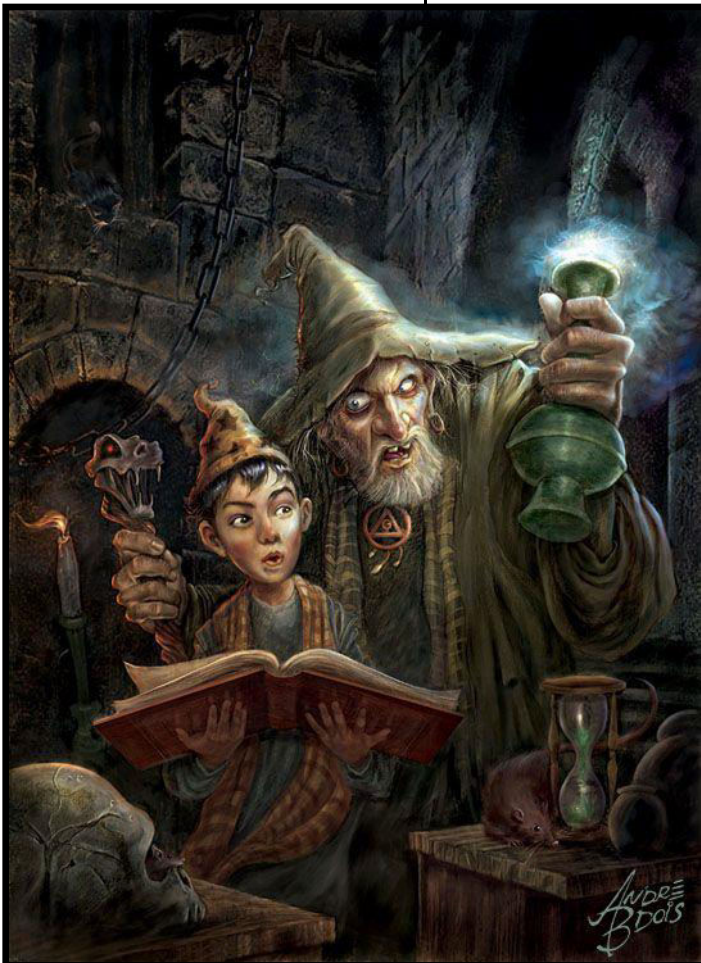
Rules

This chapter will give you all of the rules needed to explore the world, fight, use magic and basically everything you may want to do.

Exploring the world

Exploring is quite a common thing for adventurers, and it may happen outdoors and in dungeons. Dungeons is the collective name used to identify all of the buildings, prisons, caves, and in general all of the environments that are indoors and divided in rooms.

Game time

Game time is mainly calculated in rounds and turns.

One **round** is the time unit used in combat and is 10 seconds long. 60 rounds make a turn, which is 10 minutes long.

The **turn** is the time unit that's used mainly to explore places, and is the time needed to make most of the actions the characters may want to perform out of the combat sequence. For example, searching hidden treasures, bashing a door open, climbing a wall are all actions that require a full turn.

Every combat is usually counted as one turn long, even if it takes only a few rounds to finish. This is because the characters need time after the fight to rest, stitch the wounds up and get ready to keep going.

In the game, the spells and the effects of magic items often have a duration, that is specified in the description and may be in rounds, turns or even hours.

Movement

Normally, players decide a standard walking order for their characters. This way, when an encounter occurs, the Master already knows how to handle it and the characters can get ready faster for what's going on. The order may be drawn on a piece of paper, and may be changed anytime, especially if a

character is severely wounded or incapacitated.

When exploring a dungeon, the players should draw a map of the areas that their characters visit, so that they always know where their characters are and have a general overview of the place. Sometimes maps may help players to disclose secret passages or other features of the dungeon they didn't notice while exploring.

Characters have a movement rate that is given in their class description (see the classes handbooks for details). Generally, humans and elves move with a speed of 36 (12) and nagpas move at 27 (9). Movement rates may be modified by encumbrance and armors, and are expressed in meters.

Running characters use the number out of brackets as their runing speed per round. Characters may run for a number of rounds equal to their constitution score +12 with no maluses. *Endurance* general skill and *Run* general skill may increase the running speed and the number of rounds a character may run with no maluses. After that, the character needs to check on his Constitution at every round to keep running, and if a roll fails, the character must stop. A character that just had a run of at least 10 rounds must rest for a full turn before being able to move again.

The number in brackets is the number of meters that each character may walk in a dungeon at every round without looking carefully around and without exlploring every part of it.

If the characters search the area and explore everything when they move, they can move much slower. The number out of brackets is the maximum number of meters a character may move in one turn while exploring.

When characters move in open air, their daily movement rate is the number out of brackets in km. Thus, a common human would move up to 36 km per day. In the wilderness, movement may be affected by many factors, such as

weather, roads and terrain. Characters may improve their speed by using transports or riding animals as well. When moving in the wilderness, characters need to rest one full day after they moved for six days in a row, otherwise they get a -1 on thier attack and damage rolls due to fatigue for every day they keep going without rest after the sixth. To cancel these maluses, the group will need to rest in one place for a number of days equal to the maluses they got, plus one.

If the characters are moving in a group, the group's movement rate is the movement rate of the slowest character in the group.

The following list shows some of the possible conditions that may influence the movement rate outdoors.

Movement on roads: The movement on roads is easier and characters may move up to 50% faster when using roads for their travels. To be giving this bonus, a road must be at least 3 m wide, so that handcarts and wagons may go through it, and must have a solid surface, like pebbles, stone, wood or clay ground.

Forced marches: Forcing your group to move faster, you can increase the movement rate by 50%, but you can keep up this pace for only one day, and the next day must be devoted to resting. Forced marches on roads double the group's movement rate.

Obstacles and rough terrain: Rough terrain may reduce the group's movement rate by 1/3 or even 1/2, at the DM's discretion. After all, moving in the woods, on mud, on snow, in jungles, swamps or similar environments is not as easy as to move on the grass or on a flat ground.

Obstacles, such as mountains, canyons, rivers, cliffs and the likes may even force the characters to deroute, in order to be able to get over them.

Weather conditions: If the weather conditions are bad, the Master may modify the group's speed and their

chances of keeping the right direction, which may bring the group to get lost.

Movement on water: Characters may swim in rivers and lakes, but only for short distances and with no armors or any other metal items on them. The *Swim* skill is needed for that. The best way to move on water is surely using some kind of boat. In the Principalities of Glantri there's plenty of rivers and lakes in which riverboats move around during the good season.

Characters may buy a boat for their travels or, if they cannot afford it, they may just pay a seaman to take them where they need to go. Characters should avoid trying to build their own boat if they don't have the skills to do that. Amateur boats usually sink very fast.

Air movement: Characters may move throguh air by using the *Fly* spell, any flying magic item, or by riding flying monsters or again in airships. This kind of movement is very fast, as it allows moving in a straight line with no detours, but may be very dangerous if anything happens in the air, as falling from very high the character would most probably die.

Flying creatures ignore the obstacles and the terrain conditions and always proceed at the speed of their transport or at the speed granted by their magic item or spell. Unfortunately, weather conditions may affect the flying creatures far worse than creatures that are on the ground.

Searches and hidden treasures

In some rooms there may be secret hideouts or hard-to-inspect corners where some precious items or treasures may be hidden. If these things are not very well concealed, the players just need to declare that they do a search in the room to find them. If the Master thinks that they are hidden quite well, though, he may ask the players to do a search roll.

When a player starts a search, he must declare what is his character looking for. Is it any hidden thing? Is it a secret passage? Is it some traces of living creatures? Or is he trying to study the place to check if there's something wrong?

After declaring the search, the player rolls 1d6. A normal search succeeds only if the result of the roll is a 1. Some characters have higher chances to succeed in some kind of searches. For example, elves have a sixth sense that helps them to find secret doors and hidden passages. In that case, the success may be achieved even with a 2 or a higher score, at the DM's discretion.

Wandering monsters and random encounters

Not all creatures that live in a dungeon are just staying put in their room or lair . Many creatures move around the dungeon or the land, exactly like the characters do. Moreover, sometimes in the dungeons there may be some events happening at random times. These things go under the name of random encounters, and they may happen anytime during the exploration of an area. The Master usually has a table that he uses to determine the random encounters at fixed times. Random encounters are very common in dungeons, and much less outdoors.

Sometimes, the behaviour of the characters, the amount of noise they do, the unnoticed trigger of an alarm trap may attract monsters to the area where the characters are, increasing the chances of random encounters.

Surprise

Surprise happens when one of the two parts that meet, or both of them, are not aware of the other coming along until they gett extremely close. There's many chances for monsters to surprise characters and for characters to surprise monsters. The Master will have to fairly appraise the situation and decide whether one part may surprise the opponents at any time and, if it happens, ask for a surprise roll.

A surprise roll is just the roll of 1d6. If the result is 5 or 6, that group, character or monster is surprised by the opponents. Surprise can be achieved by slamming a door open and entering the room running, by jumping out of a hideout unnoticed, by attacking from behind, or just by walking without making noise until the opponents are close enough to engage them.

If a creature is surprised, the opponents have a big advantage, because the surprised creature just loses his actions for the first round. The opponents may at that point attack without the creature being able to strike back.

If the surprise roll fails, the creature is not surprised and Initiative is rolled as usual.

Surprise can be avoided by searching carefully while moving (see Movement for details), but it slows down the movement of a group very much. It may also be avoided by listening through closed doors to hear if there's anyone in the room before walking in, or by any other reasonable means that the characters may put in place.

The *surprise* and *fighter instinct* general skills can be used by characters to get higher chances to surprise enemies and to get lower chances to get surprised themselves.

Note on measurements

In this Campaign, I preferred to use the decimal system for measurements instead of the original with feet and miles. This is both because I come from a decimal system background, and because I am sure that, being in the decimal system, the measures will immediately be clear for everyone, even the ones without an anglo-saxon background. Even though sometimes there will be some approximation, you will find that most of the times there's no real difference in using one method or the other.

Food

Before leaving for their adventures, the characters should always gather some food rations, to eat them during their explorations. Characters should carry water or other drinks along as well. During their travels, characters may usually have many chances to top up water from rivers, creeks, lakes, wells and all sorts of other sources. Topping up food may not be that easy. If the characters end up with no food, their movement speed reduces of 1/3 both in dungeons and outdoor, they need to rest after every 2 days of travel, they get a cumulative malus of -1 to hit and to Saving Throws for every day spent without food. Hungry characters won't recover the HP they lost by resting. Moreover, for every day the characters spend without eating, they lose 1d4 HP at the end of the day. Fortunately, there are some ways for the characters to collect food while travelling.

Random encounters with animals may be used to get XP and food at the same time. The DM will decide the amount of rations that the characters may get from the animals depending on the size of the animals and the way the animals have been killed.

Foraging: Foraging consists in harvesting whatever edible berries, mushrooms, fruits and herbs the characters may come along while travelling. Tthis action reduces the group's speed of 1/3 and gives the group enough food for one day only. Foraging is not automatically successful: it usually succeeds only if the group rolls a 1 or a 2 with 1d6. The Master may also decide that in some area it is not possible to go for this action, if there's not enough plants or the season is wrong. Foraging may become much easier if a character has *Knowledge of nature* or *Science: botanics* general skills, improving the chances of success and the amount of food that can be harvested.

Hunting and fishing: To perform these actions, there must be at least one character in the group with this skill. The group needs not to move from its position for a whole day, while the character is hunting or fishing, and there's 1 chance out of 4 for every day spent hunting that the character may get some big animal and double the amount of rations obtained that day.

Hunting and fishing cannot be done on the day when the characters are supposed to rest after a long movement or a forced march.

A Day
in the Wilderness

This is the typical structure of a day in game time when the group is exploring the wilderness.

1 - Morning: The characters wake up and get ready for the day. Spellcasters pick their spells. The group decides what direction to take.

2 - Sense of direction test: the character with the highest score in this general skill checks the direction. If he fails, the group is changing direction without notice, and may end up being lost. If nobody in the group has the skill, the master may allow the character with the highest Intelligence score to check under half his Intelligence score.

If the characters have maps, a compass or other things to keep track of their travel, the DM may give them a bonus on the *Sense of direction* skill.

3 - Random encounters: The DM checks for random encounters during the day. The DM may use the tables of any of the types of terrain that the characters travel through, including the starting and the arriving point.

4 - Manage the encounter: The characters may manage the encounter the way they prefer. They may hide, run away, try to talk, fight, and so on.

5 - Get back to travel: If an encounter occurred, the character may start their travel back. The DM may ask for a new *Sense of direction* test, especially if the characters failed the roll before. This, obviously, if the encounter does not happen at the start or at the end of the day.

6 - Evening preparations: Characters must find a place to rest before sunset. They may need to set a camp, build the tents, light a campfire and so on. These operations will take at least a couple of hours. Characters must also decide how to get organized for the night, because if they don't do night watches some monsters may turn around and get them while asleep.

7 - Night: During the night, the DM checks again for random encounters. Usually, most animals and monsters like to roam around at night because it's easier to hunt for food in the darkness. Thus, random encounters in the night may also be more frequent.

If a random encounter happens overnight, the DM must determine random during which watch it is happening. Only the character that's on a watch is immediately ready for fighting, while the other characters, bieng asleep, aren't be wearing any armor and obviously they sleep with no weapons. If called, the characters need some time to put armors on, that is usually a number of rounds equal to the base protection rate of the armor, and another 1d4+1 rounds to pick up all of their equipment. To pick up just a weapon needs one round.

Because spellcasters memorize their spells in the morning, they won't have the new spells ready, yet. During the night, spellcasters will only be able to use the spells left from the day before.

Characters need to sleep between 6 and 10 hours to get a nice rest before being ready to go again. If they sleep less, they will suffer the maluses that apply for fatigue (see *Movement* for details). The total time may of course

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be split in two or three moments, due to encounters and watches.

NOTE: A character that sleeps wearing armors and with all his equipment on, will not restore any HP while sleeping, and in the morning must check his Constitution: if the check fails, the character suffers the effects of fatigue until he gets a proper rest. The *Heavy Sleeper* skill may help a character to avoid the Constitution roll.

REWARDS

During the adventures, and at the end of them usually, the characters get rewards for their achievements. Rewards may be of different types. They may come from a noble or a rich person to thank the characters for completing a dangerous task. They can also be the treasures looted from monster lairs and treasure chambers. Treasures can be used by characters to buy better equipment, or may contain some good equipment as well, including magical items.

On top of that, there's the most important of the rewards: the Experience Points (XP for short).

Experience Points measure the experience that the character has collected in his adventures and, when they reach fixed scores, it means that the character learned enough to improve in his skills and abilities, levelling up.

Experience can be obtained for every monster killed or overcome, for the things the characters learned, for the traps that they avoided or removed, for the riddles they solved, and in general for any danger the characters survived. In addition to that, the characters get XP for the treasures they looted and, at the end of the adventure, for the goals they achieved. The experience given for achieving goals is usually a bonus given by the DM, who is free to give any amount, depending on how fast he wants characters to level up in his campaign. The Master may give more

bonuses to the characters, for example if a player was particularly active during the session, if a character saved the situation alone, or if a player interpreted very well the MA of his character.

Characters may level up no more than once after each adventure. At very low levels (From 1 to 3) the DM may allow bigger jumps so that the characters get higher chances to survive faster, but after that, this rule should always be followed. If a character gets enough experience to skip 2 levels, the DM should give him just enough to be 1 XP short for the next level, so that he will surely level up at the end of the next adventure.

When characters level up, they get more HP, they get better in combat, get better Saving Throws and may also get new skills, abilities and more spell slots to use. The advantages of levelling up are better described in the description of each class, in the Classes handbooks.

SPLITTING THE LOOT

In the groups, there's always some trouble when it comes to splitting the loot. Someone is always unhappy, maybe because he doesn't get enough magic items, or maybe because he thinks the same guy is always getting the best things.

As a general rule, the players may use whatever method they want to split the loot and the Master should never take part in this process. However, the following method is an example of how the loot may be split if not evenly, at least fairly and without too much drama.

The players must first collect all of the loot, appraise whatever they can and in definitive give to any item that's not coins a money value, there including magic items and other special rewards. Then, they add up everything and get the total estimated value of the loot. Dividing that total for the number of characters, the players will have the correct amount that is each character's share of the loot. The characters can

then get more money if they get less items, or the other way round.

If an item alone is worth more than the share of loot of one character, the players may decide to sell it and split the money, or the character that takes it may pay back into the loot the difference between the value of the item and his share of the loot.

Obviously, this is only one of the methods that the players may use to share the loot, and was described only as a suggestion. If you prefer to share the loot for the whole group, or to keep on fighting for every penny, you are obviously free to go your own way.

FORTRESS

This term stands for all of the castles, towers, strongholds, dungeons, hideouts and in general fortified residences that high level characters may build to live in. In the description of the characters, in the Classes Handboks it is always described the type of fortress that's the most common or suitable for the characters of that class. Fortresses are very useful for character that start having a good amount of tresure and magic items, because they can safely store those things in there, when they are not taking them around in adventures. Specific rules for Fortresses will be given in the classes handbooks as well, but normally characters are allowed to build a fortress only after they get to level 9 or above. If a Fortress is built close to a town or in the lands of any Lord, the character should always get the permission of the rulers before building it, to avoid making enemies with them.

When a character has a fortress, he must pay mercenaries and specialists to provide their services and to protect his fortress. Mercenaries are NPCs that are trained in fighting and may be hired for long or short periods to fight for the employer. Specialists are more specialized characters that have some

particular skills that the employer may need for his fortress or his lands, like alchemists, magic-users, clerics, animal trainers, and so on. Tables with the description and cost of the most common mercenaries and specialists are printed in the next pages. The DM may add whatever he wants to this table, and may deny some of the hirelings that are presented in the list, if he thinks they are not suitable for the setting. To protect a fortress, a character may also buy siege equipment, which includes ballistas, catapults and every other machinery he wants. Weapons and armors for the hired mercenaries must be provided as well.

Having a fortress is quite expensive, also because a character must pay every year for the maintenance of the fortress around 10% of the cost of the construction of the fortress itself. This covers the substitution of torches in the holders, broken parts in wood and metal, but also the food for him and his hirelings and everything else that may be needed. If a character that has a fortress is ruling a land, he may cover up to 50% of these costs by forcing his peasants into chores for him.

When a character has a fortress, there's always a chance that travellers may get to it and ask for hospitality. They may be adventurers looking for a place to sleep overnight, nobles who don't want to camp outside, or even young adventurers that want to serve the Character to learn from him.

NOBILITY

To have a fortress doesn't make of a character a noble. On the other hand, every character that becomes a Noble will need a fortress to rule his lands. To become a Noble there may be many different ways, depending on the setting as well as on the actions of the characters. In some places nobility may be restricted to some characters, like in the Principalities of Glantri, where it is only for Arcane spellcasters.

Anyway, when a character becomes a noble, he usually gets a monthly money income and if he also has lands, he may collect taxes, that usually are split 50% in coins and 50% in goods and chores.

NOTE: A fortress becomes vital for the protection of the character and his belongings in case of war or invasions from monsters.

COST AND DESCRIPTION OF SPECIALISTS		
SPECIALIST	**MONTHLY COST IN Dc**	**DESCRIPTION**
ALCHEMIST	1.000	If an alchemist is given the composition or a champion of a potion, he is able to reproduce it in half time and at half price. Alchemists may also research the formulas of new potions, but they need twice the time and the money than a magic-user.
WEAPONSMITH	100	A character must hire a weaponsmith for every 50 mercenaries or guards (or less) he has. The weaponsmith will make sure that their equipment is always in good conditions. A weaponsmith that's not needed for maintenance may produce non-magical weapons, shields and armors. He may make one armor, three shields or five weapons per month.
ANIMAL TRAINER	500	An animal trainer is needed to train any animal that's not domestic (like dogs, donkeys or horses). A trainer may only train one type of animals and may train up to 6 animals at the same time. To teach one simple order to an animal, the animal trainer needs a month. Every other order can be taught in two more weeks. The maximum number of orders that an animal may learn and the time needed to teach each order may vary with the Intelligence of the animal and the complexity of the orders taught. A character may also hire a monster trainer, but his cost will be three times the cost of an animal trainer.
ENGINEER	750	To build any building, especially if it is a Fortress, a character needs to hire an Engineer. If the cost of the building is higher than 100.000 Dc, one engineer is needed for every 100.000 Dc or less of the total cost of the building.
WISE MAN	2.000	A wise man is a very uncommon person: it may be a magic-user, an elf, or even a commoner. They are characters with a vast knowledge of almost everything and what they don't know, they can find out by studies and reasearch. Wise men are often hired as counselors of rulers, so that they can have answers to obscure and mysterious questions. Unfortunately, there's always a chance that even a wise man has no answerfor some mysteries. When a wise man starts a search, the cost of the search and the time needed must be decided by the DM depending on the complexity of the question asked.
SEAMEN	ROWER — 2	The rowers are workers that activate the rows on galleys and other row-boats. They are usually very low level and have a high strength score.
	SAILOR — 10	Most of the seamen on a boat are usually sailors: they are the ones that attend to the normal procedures to govern and mantain a boat at sea or on rivers. They are usually fighters level 1-3.
	NAVIGATOR — 150	The navigator can never be missing on a boat. It is the person that calculates the better trails for a boat and keeps the boat and the seamen safe by avoiding shoals and other dangers. A boat with no navigator risks to get lost in sea as soon as the coastline is not visible anymore.
	CAPTAIN — 250	The Captain commands a boat and all of the other seamen. He is usually the highest-level character on a boat.
SPY	500	Spies are usually thieves (but may be other characters as well) that are paid to infiltrate a group or organization and report secrets and valuable informations to the employer. A spy may also be a corrupted member of the same group. Spies can be asked to accomplish missions. In that case cost, needed time and success chances are determined by the DM. Spies may also be double-crossing: their loyalty is only known by the DM.

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COST AND DESCRIPTION OF MERCENARIES					
SOLDIER	MONTHLY COST IN DC BASED ON RACE				
	HUMAN	**ELF**	**ORC**	**GOBLIN**	**OTHER ***
ARCHER (LEATHER ARMOR, SHORT BOW, SWORD)	5	10	3	2	20
HORSEBACK ARCHER (LEATHER ARMOR, SHORT BOW, HORSE)	15	30	-	-	60
CROSSBOWMAN (CHAIN MAIL, CROSSBOW)	4	-	-	-	12
LIGHT INFANTRY LEATHER ARMOR, SHIELD, SPEAR)	2	4	1	1/2	10
HEAVY INFANTRY (CHAIN MAIL, SHIELD, SWORD)	3	6	2	-	15
LIGHT HORSEMAN (LEATHER ARMOR, SPEAR, SHIELD, SWORD, HORSE)	10	20	-	-	40
MEDIUM HORSEMAN (CAHIN MAIL, KNIGHT'S LANCE, SHIELD, SWORD, HORSE)	15	30	-	-	60
HEAVY HORSEMAN (PLATE MAIL, KNIGHT'S LANCE, SHIELD, SWORD, HORSE)	20	40	-	-	80
LONG BOW ARCHER (CHAIN MAIL, LONG BOW, SWORD)	10	20	-	-	40
PEASANT MILITIA (SCYTHE OR FORK)	1	2	-	-	3
WOLF RIDERS (LEATHER ARMOR, SPEAR, SHORT SWORD, SHIELD)	-	-	-	5	-

* : Other races can be available depending on the setting, at the DM's discretion.

FOLLOWERS

Followers are unexperienced adventurers that may join the characters to learn from them. The characters may get their first follower at level 6, and may get new followers at level 10, 14, 18, 22, 26 and 30. The maximum number of followers for a character is determined by his Charisma score, but may never be below 1 or above 7.

Followers are Non-Playing Characters that may be very helpful in adventures, because they may have skills that the characters haven't.

Followers aren't just paid folks like Specialists and Mercenaries: they are there to learn and put their skills at the service of the group, thus they are usually paid with a share of the loot. On the other hand, followers also gain experience, but they don't get XP from the characters' pool. They just get extra experience that's normally half of the experience made by their master. A character may take up to 2 followers in the same adventure at any time.

If a character wants, at any level he may also pay some specialist or mercenary (see above) to come along in an adventure.

FOLLOWERS MORALE

Followers have a character sheet exactly like ther characters, but they also have one extra score on it. It is the Morale. Initial morale score for followers depends on their teacher's Charisma score, and is pre-determined. However, the morale score may raise or fall during and between adventures, depending on the behaviour of the teacher towards them. Here is a list of factors that may affect followers' morale. The DM may modify it and add more situations if he thinks he needs. Morale can never grow above 12 or fall below 2.

If a follower is petrified, killed, incapacitated or any other similar permanent condition in front of other followers, all of the followers in the party lose 1 point of Morale.

Followers should always get around 20% each of their Master's share of loot. At the end of the adventure, if paid less than 15%, a follower loses 1 point of Morale. If he is paid less than 5%, he loses 2 points. If paid more than 25%, the follower gains 1 point of

Morale, and he gains 2 if paid half of the character's share.

When a character has followers, he may chose to take them in adventures or not. If he doesn't take any followers in adventures for three adventures in a row, all of his followers start losing 1 point of Morale each for every adventure after the second that they are left home.

If a follower is taken into an adventure and reaches the end wthout dying, his Morale is increased by 1 point.

If a follower gains a level, his Morale is increased by 1 point.

If a follower is awarded a permanent magic item (that he is able to use)by his master, his Morale score is increased by 1 point.

If a follower loses 1 level, his Morale score drops by 1 point.

MORALE CHECKS

Followers must check their morale everytime they lose half of their total HP

in one round, every time they survive a shocking experience, like being petrified, poisoned or even killed and resurrected, every time they receive an order from their master that seems unreasonable or extremely dangerous, and every time their Morale drops.

The Morale is checked by rolling 2d6. If the total is equal to or lower than the follower's Morale score, the test is successful. If the test fails, the follower must check his morale again. If he fails a second time, the follower had enough of his master and immediately leaves his master and the group, asking for his share of the loot so far. If the second roll is a success, the follower is disappointed by his master and loses 1 point of Morale, but decides that it's worth staying with him longer and still stick to his orders.

Followers' stats

It is the Master that decides the Followers' stats. However, there are some guidelines to be followed to determine them.

Followers usually share their master's MA, or at the very best they are just one "step" away. A Lawful character should never take Chaotic followers, and the other way round.

Followers level is usually between 2 and 4 (6.000 XP), when they join the character, but they should never be higher than half the level of their teacher. Their level may grow over this limit, though, with the XP they may gain.

Followers of Arcane spellcasters are taught spells from their masters. A spellcaster must teach his followers their initial spells and, at every level up, at least one new spell that the follower may use at least until level 9.

In the same way, followers may be taught weapon mastery by their masters, if the master has the mastery needed to teach.

HP of the follower should be rolled fairly in the very same way that the characters' HP are determined.

High level followers

When a follower reaches level 9, his training is considered complete. Nevertheless, most of the followers decide to stay with their master if he is a good person and they get advantages.

Once a follower reaches level 9, the DM must determine whether he wants to stay or leave by rolling 1d%. The follower will leave if the die roll is 15 or lower. The threshold of 15 is increased by 5 points for every point of Morale that the follower has below 12. It means that if a follower in that moment has a Morale of 8, any roll of 35 or less means that he leaves for good.

When a follower is lost this way, a character may usually pick a new follower to raise, and the lost follower may still be available as an ally and informer to his former master, even if he won't follow him anymore in the adventures.

Replacing followers

A character may always decide to dismiss a follower that he doesn't want to teach anymore.

A follower may always be replaced if, as we just saw, the follower decides to leave after reaching level 9. It is not automatic, though, that a character may find a new follower to replace one that died, that left after failing two Morale checks in a row or a follower that was dismissed by the character himself.

If one of these situations happen, to be able to replace the lost follower, the character needs to roll against his Charisma score with 1d20. If the result is equal to, or lower than the character's Charisma, he will be able to hire a new follower, otherwise he lost one follower forever.

Upgrading followers

Followers are a good resource for a game also because, when a character dies in the adventures, the player that was guiding that character may decide to step in the campaign not with a new

character, but taking the identity of one of the followers that are in the group, either his former character's one or not.

In that case, the follower ends being just a follower, and starts being rewarded XP and loot like the other players. Moreover, Morale does not apply anymore to that character.

All the other followers of the dead character are lost, because they look for a new employer but, if the player picked a follower of another character (and not of his dead one), that character is able to replace the lost follower as if he just reached level 9.

To replace a dead character by upgrading a follower is a very good method to jump back immediately in the game, and does not need many reasoning about how does this new character fit so well in a group with people that he didn't know until just the day before. Moreover, the follower already has equipment and skills that the player knows and it will be much easier to play his role well.

Followers and XP

Followers learn from being taken into adventures by their emolpyers, but the characters learn a lot by taking their followers along, as well.

When a character takes a follower along in an adventure, he should always protect him, so that the follower may learn safely. If a follower dies during an adventure, the character immediately loses 5% of all of the experience gathered until now. If it takes the character below the threshold of the current level, the character does not lose a level, but must gain that experience back.

On the other hand, if a character gets to the end of an adventure with all of his followers still alive, that character gets a +5% bonus on all of the XP obtained in that adventure.

Rules

Missing players

Sometimes, a player can't just make it to the game, and the group ends up having less characters than usual. There are many ways to handle this situation. The easiest way is to just ignore the absent player and his character, and keep on without his character, who will not be awarded loot and experience for the missed session.

Another way the absence of a player can be handled is to keep using his character, but the same way as followers are used. That character should not be asked to put himself in big danger or do unreasonable actions, should be used for his skills without risking his life too much, and should be awarded only 50% of the loot and the experience for that session.

You can also decide to use a completely different method to handle this situation. This is a discussion between the DM and the players that is important to have at some point and that can save further discussions and arguments later.

New Players

When a new player joins a group in an ongoing campaign, it may be hard to introduce the new character in the group. Here are some ideas to do it in the smoothest possible way.

The new character should share part of the background with at least one of the characters already in the group. Knowing one of them for some reason would allow the character to be introduced in the group much easier.

The new character should have less XP than the other characters, possibly starting at least one level behind the character with the lowest level in the group. It is not necessary to have the new characters starting all the time at level 1 (or -8 for Nagpas), but not making any difference with the characters already in the group would be unfair for the players that worked hard to make their characters grow to that level. When a group has an average level higher than 9, new characters should never be more than level 9 when joining, because level 9

characters are already quite powerful and may easily fit in a campaign with characters of higher levels.

A player joining an existing group may also want to use one of the characters' existing followers as his new character, thus avoiding background problems. In this case, the follower is upgraded to character like explained before, and the character that loses a follower may immediately replace him.

If a player is a complete newcomer to role-playing, the Master may suggest that he doesn't take a character that's very complicated to use. In this case, picking a follower to use as a character for a while may help the player understand what kind of character he wants and at the same time learn the rules. When he made up his mind, the player may keep using the follower as a character, or drop it back to follower status and make a new character that he likes more.

COMBAT

When they get to an encounter with other creatures, characters have many options: talking, running, trying not to be noticed or fighting. Fighting is not always the best choice, especially if someone in the group is already wounded by previous fights, but sometimes is inevitable, and some other times it is just the easiest way to get to the goal.

For a reason or another, fights occur quite often in the game, and the combat rules are some of the most used rules in the whole game, so try and learn these rules as fast as you can to get the best from the game.

A fight always follows the same procedure, that is summarized and explained here.

1 - INITIATIVE

Each player declares what action his character will perform during the next round, then rolls 1d6 to determine his character's initiative. Each creature adds to the score any bonus or malus the character may have due to Dexterity, class skills, magic, environment, used weapon and so on. If a character wants to cast a spell, he must declare which spell he is going to cast. If he wants to use special maneuvers, skills, abilities, or anything else, that must be declared as well.

The DM rolls 1d6 for each enemy and adds the same modifiers. Once everyone had his total, the DM orders all of the creatures and characters taking part in the fight from the highest score to the lowest. The ones with the highest initiative scores go first, and the other ones follow, in order of results.

If two or more creatures get the same initiative score, they will act simultaneously.

2 - ROUND ACTIONS

When his initiative arrives, a character or a monster may finally act. A player may decide not to stick to the action he declared at the beginning of the round, but in that case he will need to declare the new action he wants to do and is penalyzed by losing all of his initiative: he will have to wait until the end of the round, after everyone else did his action, before being able to act himself. If a spellcaster announced that he would cast a spell and then changes his mind, the spell is wasted.

Monsters need to check morale at the beginning of each round, to determine what actions they do. If needed, the DM rolls the morale checks for them.

During his round, a creature may move up to 3 m and perform an action. The movement may happen before or after the action, but not both. If the character wants to move more than 3 m, he may move up to his normal walking movement (the number in brackets of meters per round), but he won't be able to perform any other action in that round.

A creature may also decide to delay his action, ready to act in any moment until the end of the round. A spellcaster that does so, for example, would not waste his spell and may decide to aim at the best target once the situation unravels.

Once a creature ended his initiative round, the game passes to the next in Initiative order.

3 - KEEP ON GOING

The round keeps going on in order of initiative until all of the creatures involved in the fight had a chance to do their action.

4 - LAST ACTIONS

At the end of the round, whoever changed their mind gets a chance of performing the new action. Whoever delayed their action must perform it now or waste the round and, if he was casting, also the spell.

5 - END OF THE ROUND

At the end of the combat round, the DM gives evidence of surrenders or any other particular event.

6 - BACK TO NUMBER 1

The new round starts back from number one of the sequence. If the fight involves many participants, the Master may decide that the initiative rolled on the first round applies for the whole fight, and in that case the new round starts from point 2, skipping the initiative phase.

A fight ends when all of the members of a faction are dead or incapacitated, surrender or run away, or even if some special event comes and puts an end to it.

ATTACKS AND DAMAGE

When a creature attacks an enemy, he rolls 1d20, adding all of the bonuses and maluses that may apply to his To-hit roll, then the DM confronts the result with the combat chart. If the final number obtained is equal to or higher than the number reported under the target's AC score, the creature hit the enemy.

When an attack hits the enemy, the attacker deals his damage by rolling the dice specified for that attack or for that weapon, once again adding all of the suitable modifiers.

NOTE: To make things faster for both DM and players, there is some simple maths that can be done.

The player must determine the character's THAC0 (To-Hit-Armor-Class-Zero) by subtracting to the score he needs to hit AC0 all of the bonuses and adding all of the maluses. Once the character knows the THAC0, he rolls 1d20 and subtracts the die roll from the THAC0. The number obtained is the lowest AC that the character may hit with that roll. In this way, it is always immediately clear when an attack hits the target without checking the table.

Fight duration

As already explained when talking about game time, even when a fight is just a couple of rounds long, in game terms it is always considered lasting one whole turn. At the end of the fight, characters may need some time to rest, stitch wounds, grab from the floor the items that may have fallen, put their clothes back in place and try and mend them if they are ripped. Moreover, the characters will need some time to breathe after a fight before being ready to keep going. All of these actions are performed without any need to declare them. If anyone uses potions or spells to heal wounds or to cure compromised conditions, they can be used during this time.

If a fight lasts for very long or is particularly exhausting for the characters, the DM may decide that the group needs a longer rest before being back on track, for example two or three turns.

Special procedures and maneuvers

Special procedures and maneuvers can be used during fights to perform particular actions that differ from casting spells, moving and attacking the enemy. When a character wants to perform one of these actions, the player playing it must declare it before rolling for initiative.

Using ranged weapons

Ranged weapons can be used to attack if the character using them is not being engaged in hand-to-hand combat. It is not possible to aim, to shoot, or throw items while someone else is hitting you. As a general rule, a target must always be at least 1,5 m away from a character using a ranged weapon, otherwise the ranged weapon cannot be used against him. Ranged weapons always have a range that is expressed with three numbers divided by slashes. For example, a javelin has a range of 6 / 12 / 18.

The first number is the limit of the short distance. Targets that are closer than this distance are at short distance, and the character obtains a +1 to the To-Hit roll when attacking them.

The second number is the limit of the medium distance. Characters attacking targets that are further away than short distance, but within medium distance, attack with no modifiers on their To-Hit roll.

The last number is the limit if the long distance, and marks the maximum distance that the character can hit using that weapon. Characters attacking targets that are out of medium distance but within long distance get a -1 malus on the To-Hit roll when attacking them.

The To-Hit roll for ranged weapons is not modified by strength, but by Dexterity, using the general modifier.

Moreover, if the target of a ranged weapon is hidden behind an obstacle, the target may get an AC bonus that the DM should determine between -1 and -4.

When hitting a target, thrown weapons deal damage normally, and the Strength modifier is applied. When using missile weapons, no modifier is applied to deal the damage.

Fire

Some weapons, spells or items may ignite things during the fight. Obviously, if it is a creature that's burning, that creature takes a certain amount of fire damage at every round, usually 1d6. Whoever is fighting in hand-to-hand combat with a burning creature is hit from the fire as well, and takes 1 fire damage evry time that he successfully hits the burning creature. If the creature that's burning is human, demi-human or humanoid, he may extinguish the fire by taking the burning clothes off, thus losing one round.

Running and Chasing

Characters may always decide to run from a danger. When running, characters move 3 tmes their normal speed. Enemies may also chase the running creatures, if they are not engaged in other fights.

See Movement for more details about run, endurance and speed.

Sometimes, creatures are dropping something valuable during a run, trying to distract their chasers this way. If characters do so, there's usually a chance of 50% that the chaser stops by to grab the items that have been dropped.

To flee from a fight is not very easy, though, because if the enemy that the character is fighting still needs to attack when the character runs away, the enemy will not only be able to attack the character before he gets away, but he will also get a +2 bonus to the To-Hit roll, because the character needs to turn his back to the enemy to run away. Moreover, the character that runs away, while running, can't use the shield to protect himself, if he had one.

Fight and pull back

This maneuver alows a character to put some space between himself and the enemy immediately after attacking him. By keeping his defense high, the character will not allow a powerful counterattack from the enemy. This maneuver allows a character to pull back up to 3 m after dealing his attack. Obviously, if the enemy wants to step ahead to attack the character again, he may still do so, but this maneuver may be used to give a character enough space to start a run without risking to be attacked by the enemy.

Obviously, it is not possible to fight and pull back if the character has no free space behind.

Rules

Fighting Outdoors

When fighting outdoors, there's usually much more space available and less obstacles around. For this reason, characters outdoors may move three times their normal movement rate during fights, and even the range of spells and ranged weapons is 3 times normal. Area effects are not affected, though.

Moreover, when fighting outdoors the characters and the monsters may make good use of the features of the terrain where they are fighting, foor example using trees as hideouts, or climbing roofs to get a better shot. Rivers and boulders may be obstacles for movement and high weeds and bushes may slow down the movement. The Master should give to the players a precise description of the area where the fight is taking place, so that the players may decide their strategies.

Non-Lethal Combat

Sometimes characters may want to block their enemies without killing them. Some other times, they may not have any weapons to use to fight, and they may just decide to attack with fists and kicks... This kind of combat is called non-lethal, because it is very unlikely that it may take to one of the opponents to die. There are different kinds of non lethal combat, depending on the style of fight used in them.

Brawl

In a brawl, characters attack with kicks and fists. Each attack hitting the enemy only causes 1 point of damage, plus the Strength bonus. Character with negative Strength modifier still cause 1 damage.

Wrestling

When wrestling, a character tries to catch the enemy and force him to the ground, blocking him so that he may cause no harm. If the wrestler succeeds, he may tie down the beaten opponent and capture him, keep him steady while someone else kills him easily, and so on.

When fighting, characters use the Wrestling Rating. All characters and most of the humanoid monsters can wrestle. It is not possible to wrestle with a creature that is not human, demi-human or humanoid.

It is not possible to fight with aethereal creatures, elementals, jellies, gaseous creatures and other creatures whose body is not properly solid.

If a character is wrestling with a creature whose touch may cause harm, like the touch of the vampire that causes energy drain, that damage is automatic and is applied at every round until the contact is broken.

When a character wants to wrestle, he must declare it before rolling for initiative. If the opponent wants to attack normally, the opponent automatically wins the initiative.

During a wrestling round, both wrestlers roll 1d20 and add their WR to it. Remember that armor may affect the WR negatively, and adjust it if needed.

The opponent that gets the highest total wins the round.

When a character wins one round, he grabs the opponent, and on the next round he'll have a +1 bonus on his WR.

When a character wins a second round in a row, the opponent is grounded and the character gets a +2 bonus on his WR for the following round.

If a character wins three rounds in a row, the opponent is immobilized. The opponent is immobilized immediately if a character wins a wrestling round by a difference of 20 or more points.

If at any point an opponent that was grabbed or grounded wins a round, he gets back on his feet and is free from the grab, thus the fight starts back from the beginning, and none of the wrestler gets any bonuses on the next round.

A wrestler that immobilizes his opponent may decide to hit the opponent and cause him 1d6 points of damage, plus the strength modifer, automatically, at every round. The victim may avoid the damage by saving vs. Death ray. If the opponent saves rollig a 20, not only he avoids the damage, but he manages to get out of the hold of the character and is free again.

If anyone else hits the target, the target may still try to save to avoid the damage (if the attack is made with fists or kicks, but not magic or weapons), but the victim may free himself with a 20 only if the 20 is obtained against the creature that is actually pinning him down.

Punching

Punching procedure may be used to knock out an opponent. Unfortunately, like wrestling, it does not work against big monsters, but only with monsters whose size is not bigger than an ogre.

When punching, a character attacks only with his fists or kicks, so it's not possible to use weapons of any kind.

An attacker with less than 4 HD or levels cannot knock out his opponent, and nobody can knock out an opponent that's more than twice his size.

Monsters who may punch are usually only the ones that may use weapons. Monsters that have many heads do not go KO until all of their heads are knocked out, but they still suffer the maluses for being stunned until all heads are KO.

Undead monsters, constructs, fungi, plants, incorporeal monsters, jellies, and all of the monsters that haven't a solid body are immune to knock-out. The DM may decide to expand the list if he finds it suitable.

Monsters that can only be hit by magic weapons may be damaged by punching only if the attacker wears magic gloves on the hands or magic boots on the feet.

Nevertheless, these monsters may still be stunned or knocked out, if the DM allows it.

A character must declare that he wants to punch before rolling for initiative. When punching, a character rolls To-Hit rolls and initiative normally, even if the opponent is attacking normally.

A character that uses the Punching procedure usually causes 0 damage when he hits the opponent, but the bonus for strength applies to it as well.

Whoever is hit by a punch, must roll 1d20 and subtract his Constitution score from it. If the result is 1 or more, the victim is stun for one round and will have to save vs. Death ray with a bonus of +4, otherwise he'll be knocked out and will not wake up for 1d20 rounds.

If the attacker has a strength bonus, the victim gets a malus on the Saving Throw equal to the bonus on the strength of the attacker.

If a character is holding a small item in his hand when punching, the damage dealt is increased by 1 point and the saving throw gets a malus of 2 points, in addition to any other modifier.

If a creature is able to regenerate, they can recover from KO much faster: for every HP they can regenerate each round, the Knock Out time is reduced by 1 round.

When punching, fighters and demi-humans may apply the following procedures to it.

Parry: Instead of attaking, the character gets a -5 bonus to the AC, trying to block the enemy's attack bare-handed.

Multiple attacks: Characters that are entitled to multiple attacks in one round may still use this ability with the same limits. A character may also decide to use some of his attacks to punch and the other ones to attack normally with a weapon.

Smash: Taking a malus of -5 points on his next To-Hit roll, the character gets ready to deal a very strong blow: if the punch hits the target, the +4 bonus to the Saving Throw is completely cancelled. This is the only way a creature that's more than twice the size of the attacker may be knocked out.

Stunned creatures: Stunned creatures cannot cast spells, use magic items, attack or use any skill or ability. They can just move at 1/3 of their normal speed. Moreover, they get a +4 malus to AC and a -2 malus to Saving Throws for all the time they are stunned.

Knock Out: Whoever is knocked out passes out and may do nothing until he's revived or comes back.

NOTE: Punching and wrestling are sometimes considered as sports in some places. If this is the case, it is usually forbidden to kill the opponent in these sport competitions. When punching in a fair competition, the athletes usually wear soft gloves, so that the damage dealt is always 0, no matter the strength of the attacker, but the strength modifers are still used to determine the bonus or malus on the Saving Throw.

Rules

Magic

Magic is a form of energy that only some special individuals are able to use. It exists in two big shapes: Arcane magic, that is cast by mortals with the use of spells and magic ingredients, and Divine magic, that is performed by clerics and other religious characters through the intercession of their protector Immortals, and is summoned through prayers.

Magic will be described in much greater detail in the classes handbooks, together with the spells. However, here I'll describe the basic rules that rule magic and spellcasting.

Memorizing spells

In the morning, just after getting up, Arcane spellcasters usually spend one hour of their time in meditation and use that time to pick their spells for the day: they prepare the ingredients for them and revise the spells using their spellbooks so that they make sure they remember the words perfectly.

It is not possible to change the memorized spells onche the choice is done, until next day. Therefore, spellcasters must be extremely careful when they pick spells and they should try and chose the ones that they think may be of greater use, not only combat magic.

Reverse spells

Some spells exist in two different and opposed versions. When a spelllcaster knows one version of those spells, he is always able to summon the opposite spell whenever he wants, but Arcane spellcasters must memorize either the normal version or the reverse spell in the morning.

Elements

Everything that exists in the world is made up of eight elements that, by mixing up in different proportions, and with the magic of Immortals, originated the whole Multiverse.

Of these primordial elements, two are magical elements (Holy and Obscure) while the other six are Natural elements, and they are air, water, frost, fire, lightning and stone.

Each one of the elements has a different kind of energy and a different kind of magic.

In nature, elements may mix and match, giving birth to many different things. In magic, when the elements are used to materialize those energies, the same energies collide with each other, and they may interact in very different ways depending on what other element they collide with.

In particular, summoned elemental creatures, dragons, salamanders ad every other creature that participates to the nature of a particular element tend to be influenced in different ways when they are hit by different elemental magic. The principle behind this natural law is the principle of *Elemental oppositions*.

To keep it simple:

Obscure is opposed to **Holy**

Water is opposed to **Thunder**

Air is opposed to **Stone**

Fire is opposed to **Frost**

As a general rule, when a creature with an elemental nature is hit by an attack of the opposite element, the damage that the creature takes is increased, usually doubled.

When, on the other hand, a creature is hit by an attack of its same element, the attack would cause reduced damage, no damage at all, or it may even be healing the creature.

More detailed infromations will be given in the Dungeon Master's reference, at the end of this book, and in the description of each monster.

Concentration

To cast a spell, both Arcane and Divine spellcasters need to pronounce the words carefully while repeating ritual movements. This means that, from when the initiative is rolled, until he casts his spell, the spellcaster must keep all of his concentration only on the gestures and the words he needs to do and say.

Sometimes, this is not easy to achieve: during fights, a spellcaster may for example be targeted by enemies with attacks or even other spells, or be forced to dodge an attack or end up in a trap. All of these events may disrupt the spellcaster's concentration and, if that happens, the spell is wasted. If the character has the general skill *Concentration*, he may try not to lose his concentration even if any of these situations happen. Events that disrupt concentration are:

When a spellcaster is hit by an attack.

When a spellcaster receives damage.

When a spellcaster is forced to move more than 3 m in one round.

When the spellcaster changes his mind and decides not to cast any spell anymore, but after rolling for initiative and declaring the spell.

When the spellcaster is targeted by any ability, skill or magic that, at the DM's discretion, may distract him from what he's doing

When a spellcaster steps on a trap.

Note: If a Magic-User is unstable or moving fast (on the bridge of a ship during a storm, or riding on horseback for example) it is not possible for him to cast spells. It may be made possible if the Magic-User had the *Concentration* general skill, that allows him to keep the concentration even in adverse environment conditions.

The DM may decide to add more events to this list.

To prevent spellcasters from wasting their spells, they tend to be protected

by the other characters and don't normally engage in hand-to-hand combat. This doesn't mean that they cannot be targeted by spells and ranged weapons, but in most of the situations that offers them enough protection to keep their concentration when casting.

Concentration is also used by spellcasters to keep control of particularly challenging magic effects, created by magic items or spells. In this case, the spellcaster must keep his concentration for all the time the magic effect is in place, and to lose it may be extremely dangerous.

In some case, to lose the concentration for a spell or effect, only ends the effect of that spell. In other cases, a summoned creature may turn against the spellcaster who summoned it, or the magic effect may bounce back to the caster.

To keep the concentration, a sellcaster must do nothing during his round, and he may just move at a maximum speed that's half his normal movement rate. Moreover, all of the situations already described above may cause a spellcaster to lose the concentration even when he's mantaining a spell.

Multiple spell effects

Multiple versions of the same magical effect or spell, even if originated by different sources, never affect the same target more than once. For example, a creature that drank a potion of haste cannot speed up more if a magic user casts *haste* on him.

The only exception are spells that influence damage and To-Hit rolls, that sum up normally to the bonuses of magic weapons, and the effects that affect AC that sum up to the effects of magic shields and armors.

Using magic items

In their adventures, characters may find magic items that they will obviously want to use. Magic items can be used

in different ways, depending on their type.

Armors, rings and shields must be worn to be used. Magic weapons must be used to attack, like normal weapons, to show their powers. Potions must be drank and scrolls must be read aloud by a spellcaster.

Wands, staves and rods usuallly need a command word to be worked, like most of the magic items that don't fit in the other categories. Some special powers of magic weapons or armors may be activated by a command word as well.

Normally, when the characters find a magic item in an adventure, it doesn't have a label that says its name and describes how to use it. Therefore, the characters need to identify the magic items before using them. There are spells that may help the characters identifying the magic items, but if they don't have those spells, they can always hire a high-level spellcaster and ask him to identify the items for them.

Spellcasters are usually happy to identify magic items, and they take 100 Dc per item as a payment. They wouldn't lie about the powers of an item, because once the characters try it, it would be obvious if the spellcaster lied. When an item is identified, all of the command words to use its powers are immediately revealed as well.

Note: It is not possible to identify potions by the taste, the smell and the colour. It is also not possible to take just a sip of a potion to try the effect and keep the rest for later. The amount of potion that is in a flask is always the amount needed to produce the effect, and taking less of it won't produce any effect at all.

Note: Scrolls are very easy to identify: any spellcaster may identify a magic scroll by simply casting *read magic* on it.

When a character wants to use a magic item in the game, it is usually enough to tell the DM. Some magic

items can be used at will, while some others may be used a limited number of times per day or week, or may have "charges" that are consumed every time one of the powers of the item is used.

Potions and spell scrolls, for example, can not be recharged and are usually destroyed when used. Some other items, like wands and staves, may be rechargeable, and in that case the characters must find a spellcaster that's powerful enough to re-charge them and pay him for his service.

Using a magic item is easier, and often faster, than casting a spell. The character using the power of a magic item does not need concentration like a spellcaster casting a spell. However, the power of the magic items does not depend on the character using it, or by the spellcaster who enchanted it. Spells and effects generated by magic items are usually considered as spells cast by spellcaster with the minimum level needed to cast that level of magic.

Wishes

The spell *Wish* may only be summoned by 36th level Clerics with Wisdom 18 and Magic-users level 33 and above with Intelligence 18. Sometimes, some very rare and precious magic items may allow the characters to express a Wish as well.

When a Wish is cast, whoever summons the spell must write down his wish, so that the wording cannot be changed later on.

The Wish is a spell that is summoned by mortals, but it is fulfilled by the Immortals, so it isn't always fulfilled the way the characters meant it to be. However, if there is no reason to have an Immortal fulfilling a Wish by twisting its interpretation, a Wish should usually be taken literally.

The Wish spell is better described in the Classes handbooks of the classes who may use it, and in the description there are some suggestions for limits and uses of the spell in the game.

However, the Wish spell is so complex and needs so much magic power that it's never possible to find it on a scroll.

Magic Research

Magic research is a process that Arcane spellcasters may use to research new spells. It will be explained in detail in the Classes Handbooks.

Both Arcane and Divine spellcasters may use Magic research, from level 9 on, to create their own magic items, thus allowing the players to personalize their own characters and get the magic items they may need exactly when they need them.

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SETTING

The campaign *Arsenic and old Spellbooks* is set in the world of Mystara, and more precisely in the Principalities of Glantri, a big nation ruled by arcane spellcasters where an ancient and powerful magic pervades the land.

GENERAL INFORMATIONS

The Principalities of Glantri are a wide nation built in the valleys closed among the highest mountains in the world. Here arcane spellcasters are the only ones worthy of becoming noblmen, have a feud and get a vote in the Parliament. Religion is banned, and so are Clerics and Druids. Dwarves and Halfling are often held captive and used as guinea pigs in the wizards' laboratories, due to their superior resistance to magic.

In the following pages, players will get a general overview of the land and the society of the Principalities, like all characters born in this land should have.

HISTORY

AS THE CHARACTERS KNOW IT

The first settlers of these lands were red-headed humans called Flaems. They estbilished here many cities and their greater magic abilities attracted more wizards and witches from everywhere.

The biggest number of these new settlers was divided between Thyatian wizards and the big clan of Belcadiz elves. They fought with Flaems for supremacy, but eventually a fourth force arrived: guided by general Halzunthram, an Alphatian army occupied these lands declaring them part of the Empire.

Flaems, elves and Thyatians joined their forces and, guided by Thyatian lord Alexander Glantri, defeated the Alphatians and Halzunthram, declaring independence. They founded the first Principalities and the Parliament.

Years later, the most glorious institution of the nation, the Great School of Magic, was founded and, after that, the supremacy of arcane spellcasters was so obvious that they stated it by limiting nobility to the spellcasters only. Religion was banned except for the Immortal of Knowledge and magic, Rad, who is worshipped by wizards, has no clerics, and is the protector of Glantri.

GEOGRAPHY

GENERAL OVERVIEW

Glantri is a big nation, closed among very high mountains. The Glantrian Alpes, in the heart of the nation, are the highest mountains in the world.

The borders are delimited north by the Wendarian Range, east by the Colossus Mountains, south by the broken lands, the Silver Sierras and the Kurish Massif, and west by the Adri Varma Plateau.

Among the mountains, often high and inhospital to life, are many valleys which are very fertile. The biggest valleys are the *Valleé d'Isoile*, in the west, the valley of the Red River, south-west, the Valley of the Vesubia River, that runs from north to south, and the valley of Dol Anur River, north east. The Sablestone Plains, in the west, are set on a less fertile plateau.

The forests in the Principalities are very rare: there are small woods everywhere, but proper big forests can only be found in the elven Principalities, south, in the valley of Dol Anur river, and north of the *Principauté de la Nouvelle Averoigne*, in the Valley of Wolves. More forests lie hidden in the secluded valleys on the Wendarian Range.

The hills of the Principalities are very dangerous: they give shelter to many monsters, and it's very easy to get lost there.

The biggest city in the Principalities is the capital, Glantri. It's built at the junction of Vesubia and Isoile rivers, where a swamp used to be: now the houses and palaces are built on small islands, surrounded by waterways where many *gondola* boats pass. Other big cities include Braastar, Eriadna, Verrazzano and Oxhill.

THE PEOPLE

People in the Principalities is divided between two big social classes: Arcanes and Mundanes.

Arcanes are Arcane spellcasters: it means Magic-users and Elves. Arcanes can achieve nobility and rule a dominion, if they graduate at the Great School of Magic. The law always grants Arcanes maximum rights and freedom.

The other ones, the ones with no magic, are called Mundanes. Law always favors Arcanes over Mundanes. Nevertheless, Mundanes can achieve great goals in the Principalities and have some advantages as well.

1- They cannot be nobles, so they cannot be involved in politic plots and conjures.

2- They must not pass exams to get a new level like they do in the School of Magic.

3- They must not spend a lot of money for ther studies, like Arcanes, so they may become quite rich in a short time.

That does not mean that all Mundanes are happy with that, though, and rebels are always around.

ETHNICITIES

In the last centuries, many wizards and witches moved to Glantri to study magic, and now the Principalities are a *melange* of cultures and ethnic groups like you cannot find anywhere else. How they can survive without making war to each other nobody knows.

HUMANS - FLAEM

Flaem are one of the biggest ethnic groups. They live altmost everywhere. They usually have red or blonde hair, green eyes, a bronze-golden complexion and are tall and strong. The Prince of Bergdhoven is a Flaem. Flaem speech has become the official Glantrian language.

HUMANS - THYATIANS

Thyatians are a very common group as well. They settled mainly the Valley of Red River. They are usually short, with black or brown hair, dark eyes, beards and a tanned complexion. The Prince of Caurenze is Thyatian. They usually speak Thyatian language.

HUMANS - ETHENGARIANS

Ethengar is one of the most dangerous enemies of the Principalities. Nevertheless, some colonies moved through the borders before they were closed and now live mainly in the Principality of Krondahar. Their prince is of Ethengarian heritage as well. Krondaharians are oriental men, usually with mustaches and black hair and eyes. They wear *kimono* robes and speak Ethengarian.

HUMANS - KARAMEIKANS

The region of Boldavia, on the Dol Anur river, is settled by colonies from Karameikos who mixed up with Flaems. They are quite a big community and have spread around the whole nation. Most of the capital is now of Traldaran heritage as well. They are tall and slender, usually dark-haired (but blonde are common too), pale in complexion, with blue eyes. The Prince of Boldavia is Karameikan as well. They speak Karameikan.

HUMANS - ALPHATIANS

After the defeat of Halzinthram, not all of the Alphatians left the Principalities. Some settled here and vowed allegiance to the new nation. They are not many, and they mainly live in the Blackhill region. They have an extremely white complexion, and usually they have black hair with blue shades, when not blue hair or even of different colours. They have eyes whose colour may span from sky blue to emerald green, to purple, scarlet and fuchsia. They speak Alphatian language. The Prince of Blackhill is a former Alphatian.

HUMANS - AALBESE

The Principality of Aalban was founded by the descendants of Lord Alexander Glantri, of Thyatian heritage, who tried to achieve peace with Alphatian colonies by merging forces and families. The Von Drachenfels family, rulers of the Principality of Aalban, are the descendants of these two groups. They often have inter-racial marriages and their ethnic group often enlarges with Flaems and other races. They may speak both Alphatian and Thyatian, or just Glantrian.

HUMANS - AVEROIGNESE

These persons arrived in the Principalities from another world, following the powerful D'Amberville family through some magic portals. They are elegant people average size and may have any normal colour of hair and eyes. They speak Averoignese, and the Principality where most of them live, the *Nouvelle Averoigne*, is still ruled by the D'amberville family.

HUMANS - KLANTYREAN

Klantyreans arrived exactly at the same time and with the same magic portals as Averoignese people. They are similar, but are usually taller and with light brown, red or blonde hair. The men always wear a kilt, and they speak Klantyrean. They founded the principality of Klantyre, which is ruled by the Mc Gregor family.

HUMANS - MORNEI GYPSIES

Mornei gypsies are a mix-up of three races: Ethengarians, Karameikans and Belcadiz elves. The Mornei tend to have dark skin, slightly oriental traits (especially the eyes), slightly pointy ears, tall stature, dark curly hair, tanned complexion, and quite strong and lean bodies. They are nomads and their culture is very peculiar. Both men and women wear earrings and use a lot of jewelry and they usually wear very colorful clothes. They speak Karameikan, and most of their static camps are around the Boldavian region.

HUMANS - BELCADIZ HUMANS

Belcadiz humans are actually humans of mixed Thyatian heritage who moved to live close to or together with Belcadiz elves. Eventually, they took over elven habits, language and clothing. Most of them even have some elven ancestor. They look like Belcadiz elves, but without pointed ears.

ELVES - BELCADIZ CLAN

The Belcadiz clan is a very unique one, of short elves with small pointed ears, tanned complexion, black curly hair and black eyes. They are very passionate and fierce. Men usually have mustaches and sometimes beards. They are very refined elves, whose towns resemble much more human ones than elven ones. They are the founders of the Principality of Belcadiz and speak the Belcadiz elven language.

ELVES - EREWAN CLAN

Elves of the Erewan clan are originally settlers who came in after the Alphatian occupation was over, from Alfheim. They used to be ruled by the Belcadiz, but they gained independence and are now ruling the Erewan Principality. They are usually blonde, but every light colour of hair can be found among them. They are tall, with pale skin and lean bodies, green, grey or blue eyes. They speak Alfheim elven language.

ELVES - SHADOW

Far north-east there is the smalll town of Red Cliff (Forra Rossa) which was founded some years ago by a group of Shadow elves who wanted to move out of the caves. Their leader lives in the tower of Sol Bramir. They are a very small group and speak shadow elven language. They usually have dark, purplish skin, big black eyes, black straight hair and huge pointed ears.

NAGPA

Nagpas are monsters who try to achieve the absolute knowledge. They can live extremely long and are quite wise and intelligent. Sometimes they mix up with humans and live in their communities. They are not common, but in the Principalities they are often tolerated for their research of the knowledge. They have bodies similar to old men's ones, but their heads are like vultures'ones. In the Principalities, most of them are concentrated in two small and secluded villages: Gromag on the Kurish Massif, and Kvaduk on the Silver Sierras.

OTHERS

There are often other humans in the Principalities, but they are usually visitors from abroad. Ylari and Sindhi people are forbidden to enter the nation. Dwarves and halflings don't usually show up here. Other elves as well may be found around, especially the ones from Wendar, north, who usually have red hair.

The small community of Chapa, close to Eriadna, is made of rabbit-like humanoids, very peaceful and easygoing. There are no adventurers among them.

There is also a very small community of Aquarendi elves living in the lake of Westheath, counting just above 1.000 of them, but they seldom leave their peaceful waters to adventure on the ground. Legends say that above the tower of Sylverston, pegataurs fly, but if it is true, they must be very rare.

Centaurs inhabit some forests, especially in the elven lands and on the mountains, but they are usually not very friendly with humans and elves, and prefer to be left alone.

Ogres, orcs and goblins sometimes wander around the land to offer their services as mercenaries, and it is not uncommon to find some of them between the capital and the border with the Broken Lands.

THE GREAT SCHOOL OF MAGIC

The Great School of Magic is known to be the school from which the most powerful wizards of the entire world graduate. To study in the school is a privilege. Only Glantrian people can study there, and they still need to have a reference letter written by a wizard or witch who got a degree there, to be admitted.

The fare to study in the school is to be paid daily, and is quite expensive as well, thus young students often interrupt their studies to adventure in search of treasures before coming back. In the Grand Hall, there is a showcase where the students can find help and jobs requests that they may accept to get some cash.

In the school, arcane spellcasters have a private teacher who follows them, follow classes together and have laboratories and libraries where they can perform their experiments in total safety. They can even follow defence classes, griffin-riding classes and special courses to improve their magic skills.

To gain a new level, students must pass an exam, consisting in the research of a new spell. To achieve the 9th level, they need to research a new spell and to undergo a final examination. Once a spellcaster is 9th level, he or she gets the school Degree. Graduated students may keep on studying in the school, but won't have a private teacher anymore.

Gaining the 9th level degree at the Great School of Magic is usually the only way to have a chance to become a noble.

SPECIAL CLASSES

Spellcasters in the Great School of Magic may attend special classes that teach them new powerfull magic skills. Each student may attend 1 special class per level, and to be allowed to, the character needs to pay a fee and "spend" some XP. Each class lasts 2 weeks, and at the end, the character learns the new skill.

Here is a description of all the special classes that can be attended at the Great School of Magic.

Agility training
XP: 500
Dc: 100
The spellcaster learns how to cast spells while moving, for example while falling, running or horse-riding. The spell is cast succesfully if the caster rolls under or equal to his own Dexterity score on 1d20. The Master may give a malus to the roll if the caster is performing some particularly complex movement.

Skill training
XP: 1.000
Dc: 200
The student learns a new general skill or raises one (and only one) of his general skills by 3 points.

Language class
XP: 500
Dc: 100
The student learns a new language or raises one (and only one) of the languages he already knows by 3 points. A character may know a maximum number of languages equal to his Intelligence score, excluding the bonus languages.

Spell combination
XP: 1.000
Dc: 200
The student may combine the levels of spells he may memorize every day any way he likes. The student adds the number of levels of all the spells he may cast every day. Then, he may divide them any way he likes to memorize his spells. This skill does not allow the student to cast spells of levels that he may normally not cast.

Science lab
XP: 2.000
Dc: 500
This class teaches how to avoid the most common mistakes in spell research and magic item enchantment. The student gains a permanent bonus of +5% for spell research, magic item enchantment and construct animation.

Summon familiar
XP: 2.000
Dc: 500
The spellcaster may summon a familiar - a magic creature - as a servant and helper. The summoning may only be tried in a night of full moon, and has a chance of success of 2% per level, minus 10% per special ability (*) of the creature. Science lab bonus does not apply to this test.

The familiar is mentally connected to the spellcaster and his actions can be controlled by the spellcaster. It has an intelligence score of 1d10+8. A spellcaster may only have one familiar at the same time. Familiars are always loyal to their spellcaster and cannot be enchanted or controlled to act against their spellcaster.

To summon a creature, the spellcaster must have a part of the body of such a creture. For every summoning, a part of a different creature must be used. A failed attempt means that the ingredient has been destroyed.

The creature has the same alignment as the spellcaster and its maximum HD is equal to the spellcaster's Intelligence score minus 10. The creature's HP are as many as the Spellcaster's level.

A spellcaster may summon a character as a familiar, but in this case it cannot be an existing PC or NPC: it will be a completely new being, born by magic, with no past and to whom the spellcaster must give a name. Characters of any class are considered as special monsters with 2 special abilities (**) for the chances of success. The familiar always stays with the spellcaster and cannot be left behind or

run away from him. The familiar does not gain any new level or increase in HP, even when the spellcaster's level grows. If a familiar dies, the spellcaster may not summon another one for a whole year.

Spell focus	I	II	III
XP:	1.500	3.000	6.000
Dc:	100	200	400

This class may be attended up to three times and only by students who may cast spells at least one level higher than the class's level.

The class teaches how to achieve perfect knowledge of one single spell of the class's level (1, 2 or 3). The spellcaster does not need to memorize that spell, but he may cast it once per day for free. Moreover, he may always decide to sacrifice one of the spells he memorized to cast the focused spell of the same level of the one he sacrificed.

Quick cast
XP: 500
Dc: 100

The student learns how to prepare a spell in advance, spending one whole round. When he decides to cast that spell, the student will automatically be first in the initiative order. If the student changes his mind about the spell he wants to cast, he must waste one round to put his ingredients away before he may cast something else.

If more than one spellcaster has quick cast, they all win the initiative against other characters and monsters, but must roll to decide who among them is casting first.

Mandrake
XP: 500
Dc: 100

This class teaches how to recognize and harvest mandrake plants. Roots of the mandrake are used to create sleeping potions or truth potions: its victims must roll under their Constitution and, if they fail, they fall asleep for 1d6 full days or answer 1d6 questions always telling the truth. There are different uses of the mandrake for different mandrake species.

If the spellcaster is level 9 or higher, he may use a mandrake root to make a *Manikin*, a magic creature that helps spellcasters in their experiments.

Meditation
XP: 500
Dc: 100

The student learns how to increase his concentration and meditation skill. By using this skill, the student can solve problems faster. After one hour of total concentration in meditation, the student gets a bonus to his Intelligence score of +1, plus another +1 point for every 5 levels after the first (+2 at level 6, +3 at level 11, +4 at level 16, etc...). The student must specify which problem he wants to solve before using the meditation. Meditation may be used to increase the chances of success to research new spells, enchant magic items, animate constructs, summon familiars and so on...

Memory training

	I	II	III	IV
XP:	500	1.000	2.000	3.000
Dc:	100	200	400	600

The student who want to follow this class must already know the *spell combination*. This class may be attended up to 4 times. Each class teaches the student how to improve his memory and memorize 1 extra level of spells every day.

Find ingredients
XP: 500
Dc: 100

The student learns to recognize and extract ingredients for spells from the corpses of monsters. The student's chance to find ingredients is 1% per level, plus 20. The master may give bonuses or maluses depending on the conditions of the corpse and the rarity of the monster. A spellcaster may find a total amount of ingredients worth up to 1 Dc per HP of the monster killed. Ingredients from particularly unusual monsters may be needed for the research new spells of higher levels, or to enchant particularly strong magic items.

NOBILITY AND POLITICS

There are two levels of nobility in Glantri: the Princes and the other nobles. Princes rule big dominions, called Principalities, and form the Grand Council of the nation. They usually take all of the decisions for the nation's good.

The other nobles may be Barons, Viscounts, Counts (or Earls), Marquises, Dukes and Archdukes. Nobles and Princes together form the parliament and, usually once per month, for three days, they gather to vote on the issues that the Grand Council could not solve.

For an old law, nobles with a higher rank get a dominion that's closer to the Capital.

When a noble dies without a legitimate heir, the dominion is left with no ruler, and in this case the *Awards Festival* starts: the nobles of lower rank fight for the higher position, until all the dominions are assigned, and the last baronies are awarded to wizards or witches who stand out for some reasons. The Awards Festival takes place no more than twice per year, but usually it's happening less than every year.

Many noblemen use representatives to attend votes in the Parliament or in the Grand Council, to be free of politic duties and have more time to spend to research and study magic.

SETTING

PRINCES

These are all the names of the Princes and their Principalities. All Glantrians usually know them.

PRINCE ETIENNE D'AMBERVILLE
Prince of *Nouvelle Averoigne* and Grand Master of the Great School of Magic

PRINCESA **CARNELIA MARIA JUANITA DE FEDORIAS Y BELCADIZ**
Princess of *Belcadiz*

PRINCE JAGGAR VON DRACHENFELS
Prince of *Aalban* and General in chief of the Great Army

PRINCE VANSERIE VLAARDOEN
Prince of *Bergdhoven*

PRINCE BRANNART MC GREGOR
Prince of *Klantyre*

PRINCE MORPHAIL GOREVITCH-WOSZLANY
Prince of *Boldavia*

PRINCESS CARLOTINA EREWAN
Princess of *Erewan*

PRINCE JHEREK VIRAYANA
Prince of *Krondahar* and Supreme Judge of the Council

PRINCE INNOCENTI DI MALAPIETRA
Prince of *Caurenze*

PRINCE VOLOSPIN AENDYR
Prince of *Blackhill* and Chancellor of the Princes

NOBLES

These are all of the other nobles, from the most influent to the least ones. Like the Princes, all of the citizens of the Principalities know their names.

LORD HARALD OF HAASKINZ
Archduke of Westheath

LORD JOHN BEAUMARYS-MOORKROFT
Duke of Hightower

LADY MARGARET OF HILLLSBURY
Duchess of Fenswick

DON FERNANDO DE CASANEGRA
Marquis of Satolas

LADY MARIANA TERLAGAND
Marchioness of Berrym

LORD EACHAINN MC DOUGAL
Marquis of Duvengan

LORD EMETH URBAAL
Count of Wylon

LADY SINARIA VERLIEN
Countess of High Sonden

LADY ALIANA NIRAVYEL
Countess of Soth-Kabree

LORD URMAHID KRINAGAAR
Count of Skullhorn Pass

LORD ALASDAIR MC ALLISTER
Earl of Glenargyl

DAME GENEVIEVE DE SEPHORA
Countess of Touraine

LADY ARBANA JERBAT
Viscountess of Redstone

SIRE GILLES GRENIER
Viscount of Fausseflammes

DAME DIANE DE MORIAMIS
Viscountess of Malinbois

SIGNOR GRISEO FULVINA
Viscount of Verrazzano

SIGNOR ANTONIO DI TARENTO
Viscount of Castelbianco

HERR ROLF GRAUSTEIN
Viscount of Blofeld

SIR EZECHIEL NARAMIS
Viscount of Nathrat

LADY ROWENA KROLLNAR
Viscountess of Bergen

DONA ISABELLA DE MONTEBELLO
Baroness of El Egorn

LORD PIETER VANDEHAAR
Baron of Oxhill

SIRE MALACHIE DU MARAIS
Baron of Morlay

HERR FRANZ LOWENROTH
Baron of Adlertum

LADY MYRA MC DUFF
Baroness of Uigmuir

LADY SZA SZA MARKOVITCH
Baroness of Vladimirov

LORD YOURI IVANOV
Baron of Palatinsk

LORD PIOTR-GRIGORIJ TIMENKO
Baron of Kutchevski

LADY NATASHA DATCHENKA
Baroness of Pavlova

LORD LASZLO WUTYLA
Baron of Mariksen

SETTING

TAXATION

Taxes in the Principalities are counted at the end of the year, on the base of the income of the whole year, and need to be payed on the next year at fixed dates. This allows citizens to know in advance how much they have to pay, and to save the money they need for the tax days. Taxes must be paid to the local villlage chief, magistrate, constabulary or city hall.

If someone does not pay the taxes, the treasury employees have magic ways to find it out. Tax evasion is considered a very serious crime. Taxes do not affect XP gained from money.

In the table in this page there's a list of all the taxes that the PCs may have to pay while living in the Principalities of Glantri. Please note that people living in "free land", which means those territories not part of any dominion, pay less than people in dominions, because they don't get the same services and protection. People in Glantri city pay the highest taxes in the nation. The city uses taxes to mantain the Parliament, Citadel, School of Magic and other institutions, and to clean the waterways. PCs may want to move out of Glantri city to pay a smaller amount of taxes

The total amount of taxes that a citizen has to pay in a year is calculated by adding up all of the taxes he or she has to pay. Before each of the four tax days during the year, the character is supposed to pay 1/4 of the total, round down, except for the fourth one, when he or she will have to round up all of that was rounded down in the other days. For example, a character that has to pay 19 Dc of taxes throughout the year pays 4 Dc on the first, second and third tax days, and the remaining 7 Dc on the fourth tax day.

TAXATION IN THE PRINCIPALITIES OF GLANTRI			
TAX NAME	**LOCAL TAXATION**		**TAX DESCRIPTION**
	GLANTRI CITY	**FEUDS**	**FREE LAND**	
BASIC TAX	5 dc	4 dc	3 dc	This tax must be paid by all the citizens, no matter the status, magic abilities, income or anything else.
HOUSE TAX	10% of the value	10% of the value	5% of the value	Houses are buildings not taller than 2 floors and not wider than 250 sq m. Bigger ones are *palaces* (see below).
PALACE TAX	20% of the value	20% of the value	10% of the value	Palaces are buildings taller than 2 floors or wider than 250 sq m. The towers of the nobles and Princes are not considered palaces: they are not private properties, but they are owned by the Grand Council.
GROUND TAX	Not applicable	2 sv per 100 sq m	1 sv per 100 sq m	It's only applied to people who have more than 100 sq m of land, not including their house. It can be any kind of land. It's not applied within the walls of Glantri city and does not apply to the dominions.
NOBLES TAX	Not applicable	20% of the income	Not applicable	Nobles and Princes must pay 20% of their dominion's total income (including taxes) to the Grand Council.
MUNDANE BUSINESS TAX	10% of the income	10% of the income	10% of the income	All of the jobs that do not require any use of magic have the same taxation. Killing monsters for a reward is actually considered a mundane business.
ENCHANTMENT TAX	20% of the income	20% of the income	20% of the income	This tax is applied to all of those jobs that are done by magic. Minimum annual taxation for these jobs is 20 dc even if the income is lower.
DANGEROUS CREATURES TAX	10 dc per HD	10 dc per HD	10 dc per HD	Possessors of creatures that are not just domestic animals must pay an yearly tax. This tax applies to all of the animals that are not considered "domestic", including monsters, dwarves and halflings. This tax alone is not enough to be allowed to have dangerous creatures: the owner must have a monster handler per each different species he has and a licence to hold them (see below). Creatures like constructs or undead or permanent summoned creatures don't need a handler, but are still subject to this tax.
CHANCELLOR'S BILL	Not applicable	See description	Not applicable	When a noble gains a new, higher rank and title, or when a character gets his first title and dominion, this tax must be paid within one month. If not paid, the new noble is removed and the title re-assigned. The tax is worth 10% of the monthly income of the new dominion, plus 100dc per each voting session conducted in the Parliament in which the assignment of the title was discussed.
ROADS AND WATERWAYS TAX	12 dc	5 dc	Not applicable	This tax is used by the Grand Council and the nobles to fix and build new roads and, in Glantri city, to take care of the waterways.

A character may also pay everything he owes to the treasury for the whole year by the first tax day, to make sure that he won't forget to make any payment during the year. In small and far away villages, it is normal that the taxes are collected only on one or two of the tax days, so that the tax solicitors from the capital must not travel there every three months.

LICENCES

No matter how stupid that may be, whatever a person wants to do in the Principalities of Glantri must be approved by the authorities: people here must get licences to do altmost everything. Licence checks on people travelling around are very common.

All licences expire on the last day of the year, every year, and may be purchased for the next year since the last month of the year before. Unlike taxes, licences can only be purchased at a magistrate's office. The cost of licences in the Principalities is decided by the Grand Council and already includes the payment of the Magistrate. If a character is found without a licence for something he owns or he does, he may be spared further problems by buying the licence within 3 days and paying a fee that's exactly as expensive as the licence itself. If the licence was due for some object (for example weapons or armors), that object is confiscated. If the character fails to show the new licence within the third day, the object will be sold on a public auction.

A full list of the licences in the Principalities is given here. Mundane licences can be bought by any characters, while Arcane licences are limited to arcane spellcasters only. The players and the Master should familiarize as fast as they can with licenses.

MUNDANE LICENCES		
LICENCE NAME	COST	DESCRIPTION
MUNDANE BUSINESS (UP TO 5DC PER DAY)	1	Licences for mundane business are needed to perform any job that does not require the use of magic. The cost of the licence is determined by the income of the year before. A licence is needed to cover all of the jobs a character may perform. Killing monsters for a reward is actually considered a mundane business.
MUNDANE BUSINESS (BETWEEN 6 AND 100 DC PER DAY)	20	
MUNDANE BUSINESS (101 DC PER DAY AND ABOVE)	200	
SPEAKING IN PUBLIC	10	This licence is needed by anyone who wants to speak to an audience of 10 or more people. In exceptional cases, for example for a prize ceremony or in a tavern, or whenever a person is speaking along the road without the intent of raising the crowd into his support, this licence is not required. All students of the Great School of Magic must have it, to be able to take part to the debates and answer questions during their classes.
TEACHING	25	This licence is needed to teach anyone anything. Only one licence per teacher is required, no matter how many things he may teach or to how many students. This licence is also required for a character to have followers and apprentices. Teaching magic without a licence is considered a very severe crime and it's punished with the confiscation of all the offender's possessions.
HOUSE BUILDING	25	Building licences are given only to the members of the Architects Cadre: nobody wants people to die under a collapsed house made by a non-professional. Houses are buildings not taller than 2 floors and not wider than 250 sq m. Bigger ones are *palaces*.
PALACE BUILDING	250	
CARRYING OBJECTS	10	This licence is needed to carry things for other people for money. Only the members of the Movers' Guild are entitled to this licence, and with it they take all the responsability to protect the object they carry. Delivering items for free doesn't need a licence.
CARRYING WEAPONS	5	Licences for bearing weapons or wearing armors are only given to people with some reference from an Arcane who already has that licence. For each piece of armor or weapon a different licence is needed: the weapon or armor is magically marked to be recognized as an authorized one. The *carrying weapons* licence is only needed to use weapons in urban areas. If a person does not want to use any weapon in a town, he may enter without a licence and just leave the weapons at the guard post. This is oly possoble for short stays. The weapons may be taken back at no cost when leaving the town, but it must be done before 7 days. After the 7th day, the weapons are lost and may be sold in an auction.
WEARING SHIELDS AND HELMS	5	
WEARING LEATHER ARMORS	10	
WEARING METALLIC ARMORS	20	
HIKING	500	Hiking licence is only given in the Principality of Belcadiz to enter the woods and in Huledain to adventure on the Silver Sierras and its duation is usually limited to two weeks, although longer or shorter licences may be issued, according to the situation. The Hiking licence in Belcadiz may only be required by Belcadiz elves, and allows an elf to take along a group not bigger than 10 people (including himself). The Hiking licence in the Silver Sierras must be approved by the Capitain of Huledain and can only be given to men and women who have some role in the Great Army. The licence allows the officier to take along a group not bigger than 10 people (including himself).
HIRE SERVANTS	100	This licence must be required before hiring any servant or specialist. This licence may be given to anyone wealthy enough to pay for servants, but may be suspended or cancellled if the servants are not paid or are ill-treated. This licence is needed to hire monster handlers, spokesmen or any other professionals.
POSSESSION OF DANGEROUS CREATURES	500	This licence is mandatory to possess creatures other than domestic animals. The licence allows to hold up to 10 creatures: above that limit, an *Army* licence is required. The possessor must also have a monster handler per each different species he has. Creatures like constructs and undead, who don't need handlers, are still included in this licence.
MINING	200	Mining licence is only given by the parliament. It is usually accorded only to nobles, but there are exceptions, especially if there are not nobles in the area of the mine. The licence allows the owner to dig and extract minerals in a round area 7,5 km wide. Normal taxation applies to profits..

ARCANE LICENCES		
LICENCE NAME	COST	DESCRIPTION
PRIVATE SPELLCASTING LEVEL 1	10	Private spelcasting licence is to be bought for each and every spell a spellcaster has on his spellbook. Every time the spellcaster gains a new spell, he must inform the magistrate within 3 days and get the new licence for the rest of the year. The most common punishment for using spells without a licence is the confiscation of the spellbook. The spellcaster has 3 months to redeem the spellbook by buying the licences needed and paying a fee (same cost as the licences), otherwise the spellbook may be sold on an auction, or even destroyed.
PRIVATE SPELLCASTING LEVEL 2	30	
PRIVATE SPELLCASTING LEVEL 3	60	
PRIVATE SPELLCASTING LEVEL 4	100	
PRIVATE SPELLCASTING LEVEL 5	150	
PRIVATE SPELLCASTING LEVEL 6	210	
PRIVATE SPELLCASTING LEVEL 7	280	
PRIVATE SPELLCASTING LEVEL 8	360	
PRIVATE SPELLCASTING LEVEL 9	450	
HAZARDOUS MAGIC IN URBAN AREA	100	It is considered hazardous magic whatever spell that may damage objects or cause harm, confusion, illusion, dangerous alterations. The licence is required for each and every spell the spellcaster wants to use in urban areas. The punishment for the use of unauthorized magic in urban areas may change greatly depending on the consequences of the magic itself. It is considered "urban area" every group of more than 10 buildings or hosting 50 or more dwellers. Many small villages don't usually require this licence, if there is not a magistrate to check on it.
PROFESSIONAL SPELLCASTING LEVEL 1	20	This licence must be paid for every single spell that is meant to be used regularly in exchange for money or during one's own job. The use of spells during work without a proper licence may cost the suspension of all *professional spellcasting* licences for a period from several months to years, or even for life if it's reiterated.
PROFESSIONAL SPELLCASTING LEVEL 2	60	
PROFESSIONAL SPELLCASTING LEVEL 3	120	
PROFESSIONAL SPELLCASTING LEVEL 4	200	
PROFESSIONAL SPELLCASTING LEVEL 5	300	
PROFESSIONAL SPELLCASTING LEVEL 6	420	
PROFESSIONAL SPELLCASTING LEVEL 7	560	
PROFESSIONAL SPELLCASTING LEVEL 8	720	
PROFESSIONAL SPELLCASTING LEVEL 9	900	
SPELL COMMERCE - LEVEL 1	50	These licences are required to sell spellbooks, parchment scrolls, potions and, in general, all the magic items. The licence is required for each level of spells that the character wants to sell. One licence per level is enough. The level of the spell used for a magic item is always the level of the most powerful spell used in its creation.
SPELL COMMERCE - LEVEL 2	150	
SPELL COMMERCE - LEVEL 3	300	
SPELL COMMERCE - LEVEL 4	500	
SPELL COMMERCE - LEVEL 5	750	
SPELL COMMERCE - LEVEL 6	1050	
SPELL COMMERCE - LEVEL 7	1400	
SPELL COMMERCE - LEVEL 8	1800	
SPELL COMMERCE - LEVEL 9	2250	
ARMY	5000	This licence allows to build a small private army of 45 elements plus 5 officials. Mounts are not included, even if they are powerful creatures themselves, unless they are sentient. Without this licence, no one is allowed to have more than 10 armed servants. This licence may only be given to nobles. Only nobles that hold some role in the Great Army may have more than one army licence, for a maximum of 3. Militia and regular armies of a feud don't need this licence, but the private guard of a tower does.

ASSOCIATIONS, GUILDS AND CORPORATIONS

In a society that's as complex as the Glantrian one, many associations get a very important role to help their members cope with the bureaucracy. The following associations are the most well-known legal ones around the Principalities, but there are many more. Illegal ones that are not listed.

Please note that there is not one official *adventurers' Guild*, but the characters may find many small local ones. Many adventurers, though, prefer to join other guilds: here they can be hired for specific missions and gather informations from the other guild members.

Inscription to a guild usually costs a fee, that may be monthly or yearly, and may be restricted to some characters only. If you want your character to be a member of a specific guild, talk to your DM and he will be able to guide you.

AMBASSADORS AND MINISTERS SOLIDARITY

ARCHITECTS CADRE

ARTISTS' UNION

CORPORATION OF ALCHEMISTS

HALL OF MAGISTRATES

HOSPICE OF MYSTIC HEALERS

MERCHANTS' CONSORTIUM

MONSTER HANDLERS' SYNDICATE

MONSTER HUNTERS' UNION

MOVERS' GUILD

SAGES' LEAGUE

SCHOLARS' FRATERNITY

SCRIBES ASSOCIATION

SPOKEMEN'S GUILD

SETTING

THE GREAT ARMY

The Great Army is the army of the Principalities. It is easily the better trained and most deadly army in the known world, compared to its size. It has many elves and magic-users among its members and most of the soldiers are armed with magic equipment.

The Great Army is divided in divisions guided by nobles. The different divisions are split into *Banners* and the banners, in peace, are guarding big cities and the fortresses. The fortresses guard the borders and the most dangerous areas of the mountains.

Many young men and women join the army in search of glory or money. Fighters may have a long career, here, and magic-users and elves may impress their superiors and gain a reference letter to enter the Great School of Magic.

This may be a great place to find adventures, gain a reputation and be involved in national and international missions, especially for mundane characters.

THE SHRINES OF RAD

Rad is the Immortal of Light, Knowledge and Magic: he is the protector of the Principalities and it is said that he may grant huge magic powers to the ones who worship him. The cult of Rad is the only one admitted in the Principalities and it has no clerics: the Priests of Rad are magic-users and elves.

The priests of Rad vow their life to the study of magic. Since when they become Priests, they retreat from their lives into the shrines, where their primary activities are meditation, study and research. If they were married, the marriage is cancelled. Priests of Rad do not indulge in sex or have families.

On the other hand, it is said that in the shrines there are unbelievable magic treasures, big libraries and awesome laboratories for the Priests to use. Many young magic-users with no money become Priests in order to have an education in magic. Many old magic-users and elves retire in the Srhrines of Rad to live their last years peacefully.

Sometimes, the Priests also adventure out of the Shrines, especially if they are asked by the Dean of the Shrine for some important task.

They say Priests are wise and intelligent, above every other men.

OTHER RELIGIONS

As already said, no clerics are alllowed in the lands of the Principalities. This does not mean, though, that there is no other religion, here. Because of the absence of cleric in their cults, both Rafiel and Ilsundal are worshipped by the shadow elves and by the elves in their lands. The shrines of these Immortals are usually in lands out of the jurisdiction of the Council. Another exception is the pantheistic religion of the Mornei gypsies, who don't worship one single Immortal, and don't really have temples, so the Council can not really attack them for any kind of heresy.

Apart from these aspects, though, other religions are usually fought by the Council and the shrines of Rad, whose high Priests and Deans may prepare full fledged armed attacks if they know of any heretic around.

A campaign in the Principalities of Glantri is in many ways very challenging for a Dungeon Master as much, and even more than it may be for players. Many rules need to be adapted, rewritten or invented to handle this huge amount of magic, and the Master needs to keep control very well on the setting and the developments and achievements of the characters.

In this last section, I will introduce some rules for the Master that may be used to speed up the game and at the same time add realism to the situations described in the adventures.

GAME TIME

The importance of keeping track of time has already been discussed in the rules chapter of this book. However, it is important to underline that it is the DM's duty to keep track of time precisely, and that may even mean to prepare a prospect to update every now and then, so that you always know what time of the day it is and how much time passed since the characters lit up the torch or cast the last spell.

The passage of time becomes even more important when the DM needs to check for Random Encounters and during fights.

RANDOM ENCOUNTERS

Random encounters are, as the name says, encounters that may happen random every now and then and are not fixed in time or in space. In the adventures where the random encounters are included, there's always a chart and a short guide on how to use it. Generally speaking, random encounters should be checked once every two or three turns in dungeons and once per day and twice per night outdoors. Random encounters usually happen if, rolling 1d6, the DM gets a 1 as a result.

If a random encounter happens, the DM needs to check the random encounters table of the area where it

happens (it may be a particular terrain in the outdoors, or a level of the dungeon indoor). The table usually reports a die roll and many different results, associated to the different scores on the die. The DM must roll the die and just pick the encounter that the table shows for that die roll.

The DM may also decide to pick one of the random encounters instead of rolling for it, if he thinks it better fits the story or the party.

Random encounters must be handled exactly like normal encounters, once they happened, from the initial possible surprise, passing through the monsters' reactions, to the many possible outcomes including a fight.

MONSTERS REACTION ROLLS

The first thing to do when a random encounter happens, is to determine what is the reaction of monsters towards the group. The group may have time to do something before the monsters show their reaction, so they may try to influence the monsters to get a positive reaction. Giving presents or food, talking to them and blandishing them may gain some points towards the monsters.

When the time comes, the DM has to roll for monsters' reaction. To do so, the DM rolls 2d6, and adds to the score the Charisma modifier of the character that handled the talks. The DM may also decide to add some modifier based on the Alignments of characters and monsters, if the talk has been handled well or badly, and if the characters made any gifts or offers to the monsters.These modifiers should never exceed +3 or -3.

Once the DM has the total, he should check the chart for the result, and act accordingly. Keep up role-playing the situation until it's sorted, one way or another.

MONSTER REACTION CHART	
2D6	**REACTION**
2-3	The monster attacks
4-6	The monster is aggressive, growls and has a menacing behaviour. Roll again next round with a -4 modifier.
7-9	The monster is suspicious. Roll again next round.
10-11	The monster is quiet. Roll again next round with a +4 modifier.
12	The monster is friendly

MONSTERS AND ALIGNMENT

Monsters, like characters, have 3 Moral Alignments. While the alignments mostly work in the same way for monsters and characters, there are monsters that have completely no morale and, no matter what happens, will only try to kill and destroy. Usually, these monsters are only undead creatures controlled by someone, whose mind is blank or so corrupted that they cannot really understand anything anyone may tel them. They still fall under the *Chaotic* alignment, but are not reasonable enough to try any approach other than fight.

These monsters will always be identified as evil by the spell *Detect evil* and are affected by all of the spells affecting Evil.

It is important to note that most of the highest level undeads are Chaotic or even Neutral, but being very ancient and intelligent beings, they understand that sometimes it is better to talk with people, rather than jump at them and try to kill them. This way, at least, it is easier to deceive them and take them by surprise.

NON-PLAYING-CHARACTERS

Non-Playing-Characters (NPCs for short) are characters that may be encountered in the adventures, or that the Playing Characters (PCs) may need to contact or may want to hire. NPCs are usually played by the DM. They may be met in random encounters as well, but they will usually have a more friendly approach to the characters, and some kind of backstory to tell.

NPCs are very useful to the DM for many reasons. They may provide

unexpected help or unexpected enemies for the group, they may be used as counselors and teachers if needed, and they may also be hired as specialists and mercenaries.

The DM should always make clear to the players that implications of killing NPCs, that are normally humans or demi-humans like the characters, may be much different from killing any monster. People would not get upset if adventurers kill goblins or dragons, but they would probably try and chase the same adventurers, if they suspect them of the murder of a city guard or some other peasant.

For the same reason, it is better that characters try and keep their followers and hirelings alive throughout the adventures, otherwise someone may start and suspect that they kill them on purpose not to pay their fees.

MONSTERS ABILITIES

Monsters are very different from each other. When monsters are picked for an adventure, they are usually chosen by carefully balancing their skills and resistance to the level of the characters. Monsters with high HP scores may be very easy to take down, if their AC is very high, while monsters with few HP may be deadly for a group if they have a low AC and a lot of special abilities.

Most of the special abilities of the monsters are typical of only one monster, and they are described in detail when that monster is described. There are some quite comon abilities, though, that are shared by many monsters, and the rules that govern them are described here.

CONSTRUCTS

Constructs are monsters made by some spellcaster, like golems, animated statues and juggernaughts. They are not really alive and they cannot be affected by spells and effects

that affect the mind, sleep, charme, poisons and gas attacks.

UNDEAD

Undead creatures are the bodies or souls of dead creatures raised by evil necromancers to use them as slaves. They are always immune to slowing down, sleep, charme and mental attacks and may have very powerful abilities. They can be destroyed or turned away by powerful clerics.

ELEMENTALS

Elementals are creatures made of only one solid element. There are 8 types of elementals, one per element, and each type is usually living only in the Plane of that element, a parallel dimension where everything is made of the same element. For example, thunder elementals come from the Plane of Thunder, and Fire elementals come from the Plane of Fire.

Elementals of each type may take different shapes and be more or less powerful. They can be summoned in the Prime dimension by powerful spellcasters, by using magic items, or they may be attracted here through a natural portal.

Elementals and other extraplanar creatures may only be hit by magic weapons and magic, and are considered enchanted creatures.

ENERGY DRAIN

Energy drain is one of the most dreadful abilities that a monster may have, and many undead may use it just with their touch. The touch of these undead creatures drains the life and the energy from the body of a person, and leaves that person much weaker in the end. In game terms, an energy drain actualy drains a level away from a character or one HD from another creature. The level is lost permanently, at least until the character gets enough XP to get it back, and it means that HP, skill levels, special abilities and even weapon mastery levels may be reduced

when it happens. The Energy drain takes the character's XP back to exactly halfway between the lost level and the previous one. A first-level character hit by an energy drain is immediately killed and will probably come back as an undead himself. No saving throw is allowed to resist the energy drain.

A creature must willingly hurt an enemy to perform an energy drain. For example, a vampire may carry a person without harming it and without draining his or her life. Only a proper attack causes the energy drain to happen. In a likely way, bare-hand attacks to the vampire won't trigger the energy drain.

POISON

Poisonous creatures can be very dangerous for characters. There are 7 different types of poison that creatures may have. These types are standard and their effect is always the same, as described beow. When a character is hit by a poison, he must save vs. poison and, if the save fails, the effect of the poison is applied.

Paralyzing: the character is paralyzed for 2d4 turns.

Irritating: The character gets a malus of 2 points on his AC, Saving Throws and To-Hit rolls for 2d4 turns.

Debilitating: The victim feels weak and sick. The debilitation may last for 2d4 hours. During this time, the victim may only move half speed, and his Strength, Dexterity and Constitution drop by 3 points. If any of those ability scores goes below 3, the character cannot move at all. Debilitated spellcasters cannot cast spells. The character may still fight, but he has a 1 point malus on the AC and on To-Hit rolls and Saving throws, in addition to the maluses coming from the reduction of the three ability scores.

Light poison: For 1d8+1 rounds, the victim of the poison takes 1 damage per round.

Normal poison: For 1d12+1 rounds, the victim loses 1d4 HP per round.

Heavy poison: For 2d10+2 rounds, the victim of the poison takes 1d8 damage per round.

Lethal poison: The victim takes 2d10 damage per round until his death, or until an antidote is given to him.

Note that all of the poisons' effects can be cancelled if the victim takes an antidote while the poison is active. A poisoned character cannot be poisoned again by the same substance or attack until the effect of the first poisoning is over. Each failed saving throw only adds 1d4 rounds to the duration of the poisoning. The victim may be poisoned by a different poison, though.

ELEMENTS

Elements may affect the monsters in different ways, depending on their natural resistances and abilities. Elemental attacks can be made with elemental weapons, by elemental monsters, or with magic. Some monsters, like dragons and gorgons, have elemental-based attacks as well.

When an elemental attack hits a monster, the Master must check in the monster's chart what is the reaction of that monster to that element. Many different outcomes are possible.

Double damage: the monster is very sensitive to that element, and the damage dealt by that element is doubled. If the damage can be halved with a saving throw, the monster is still allowed a save.

Normal: The monster has no particular sensitivity or protection about this element, and the effect is treated as usual.

Half damage: The monster's natural resistance to that element allows it to reduce the damage taken from that element by half, rounding down the total. If a Saving throw is allowed to reduce the damage, the monster is still entitled to a save as well.

Immunity: The monster is completely immune to that element and any damage dealt with that element is automatically reduced to zero.

Absorb: The monster is made of the element, and any attack dealt to him with this element is added to his HP instead of being subtracted, healing him. The monster cannot get more HP than his maximum amount, though.

NOTE: Some weapons or attacks may sometimes have double or triple elemental attributes. For example, a fire arrow shot with a wind bow will sum up both the elements and will be an air+fire attack. When this happens, if the damage is not split between different dice, the element to be taken into consideration is always the one that's more harmful for the target.

If the elements of a single attack may be split in different dice, the single damages are to be applied separately.

PHYSICAL DAMAGE

Weapons can be divided in three big families depending on the type of damage they make.

Edged: Weapos with a blade are made to cut. In this family you can find swords, daggers, axes, halberd, war scythe and generally everything that's made to cut.

Piercing: Piercing weapon usually hit only with the tip and may be pushed very deep into the enemy's body. In this family you can find arrows and quarrels, lances and spears, pikes,, cestus, javelins, blowgun darts and all of the things that hit with a sharp tip.

Blunt: Blunt weapons are used to crush enemies' bones without cutting through. They have no blades or tips, but are heavy and usually made of metal. Typical blunt weapons are mace, warhammer, maul, blackjack, staff, club, sling and most of the improper weapons and the thrown objects.

Different weapons may afect differently the monsters, depending on the monsters' body structure. Some monsters with a very soft body may not take damage from blunt weapons, while some other ones with heavy armors may be well protected from piercing weapons. In a very similar way to the elements, monsters may react in different ways to the attacks performed with different weapons. The list below shows all of the possible outcomes of an attack taken with weapons to a monster.

Double damage: the monster is very sensitive to that kind of weapon, and the damage inflicted by that weapon is doubled.

Normal: The monster has no particular sensitivity or protection towards that weapon, and the effect is treated as usual.

Half damage: The monster's body is very resistant to that kind of attacks, and the damage dealt with that weapon is automatically halved.

Immunity: The monster is completely immune to that weapon and the damage dealt is automatically reduced to zero.

Evasion: The monster is very skilled in avoiding that kind of damage, gaining an AC bonus aganst attacks taken with that weapon. The evasion bonus is always specified in the monster chart.

NOTE: Enchanted monsters are immune to non-magic weapons, and were-creatures are immune to non-magic weapons except the ones made in silver. This is a different type of weapon resistance that adds up to any physical resistances that a monster may have.

MONSTERS' EQUIPMENT

Some monsters, usually humanoid ones, may have and use equipment during the fights. Monsters that have magic items in their treasures may as well use those items when they need, instead of just leaving them in the treasure for adventurers to loot them.

It will be a surprise for characters to find a goblin that fights with a magic sword, or an ogre mage that casts spels from a scroll.

When giving magic items to monsters, always remember that magic items are to be rewarded to the characters as well when they reach their goals, so don't give to the monsters all of the consumable magic items, otherwise the characters will get nothing for their efforts.

MONSTER LEVEL

When characters meet monsters, it is not very likely that all monsters of the same species are exactly the same. Monsters can always be bigger or smaller, and this reflects the Level of the monster. In the description of the monsters, more detailed informations about different abilities of the monsters at different levels will be given. By changing the level of the monsters, the DM may easily make an encounter harder or easier, and give more or less XP and treasures to the party.

BALANCING THE ENCOUNTERS

Sometimes the encounters are just too hard for characters, and sometimes the characters get through them far too easily. It is good that not all of the encounters are the same, but if they are always too easy or too hard for the characters, there is something wrong.

When this happens, the DM must try and balance the encounters and he may do that with different strategies.

As I just said, by changing the monster level, monsters can be made stronger or weaker, and by changing it just slightly the DM may even make small adjustments.

The DM may also decide to change the number of monsters in an encounter, to give the characters a higher chance of running away or to force them to stay put and fight.

The Master may increase or reduce the amount of magic items in the loot, so that the characters get more magic when they need, or less when they already have more than enough.

Another good way to balance the encounters may be to put in the adventurs some monsters that look completely different from the other monsters of the same species, to confuse the characters, like a human-shaped gelatinous cube, a short troll that looks like an ogre, a bold bugbear that looks like a hobgoblin, and so on.

Monsters may also be modified to have particular and unique features, that may give them special abilities and a new type of attacks. For example the characters may find a two-headed Roc that attacks twice per round with its beak, or a regenerating hydra, or a troll that is living underwater thanks to his regeneration ability and cannot drown.

As a general rule, characters should use up some of their resources at every encounter, but they should not find more than one or two encounters per adventure that drain them up almost completely, forcing them to rest immediately after. In the same way, characters may find some easy encounters that don't give them much trouble, but they should not find too many, or the adventure will be boring.

MONSTER SPELLCASTERS

Monsters can be spellcasters as much as humans. It is not as usual as it is for humans, but especially humanoid monsters may have magic powers of some kind.

Spellcasting monsters usually represent a big problem for characters, because they tend to think that magic is not for monsters. Thus, a spellcasting monster may come as a big surprise for a party.

However, spellcasting monsters may be a good way for the master to introduce in the game new spells, that may be typical of that race, and that the spellcasters in the group may learn, if they manage to find the monster's spellbook. The only problem with this is that usually monsters write their spellbooks in their own language, so a spellcaster would not only need the *read magic* spel to read the spellbook, but he would also need to know the language of the monster or use a *read languages* spell as well.

MASTER TABLES

In the next pages you can find the tables for determining random treasures and magic items. You can use them to draw your encounters during the campaign or to add something to the existing adventures.

Description of the magic items is not included to avoid making this book extremely big. The DM may find most of the magic items in this table described in the books of the campaign. Another book of this campaign will be devoted to a summary of all the magic in this campaign, and in that one all the descriptions of the magic items will be included as well.

HOW TO USE THE
MAGIC ITEMS CHARTS

Magic Items charts are used by just rolling dice and checking the results on the tables. The basic rolls are to be made on the first two tables: the Magic items chart and the Magic Item rarity.

With the first roll, you will determine which chart you will have to find, while with the second roll you will determine which part of that chart you will have to roll in. Magic items are divided in three groups: common, uncommon and rare ones. The most common items are usually weaker and less precious, while the rare ones are more powerful.

In each chart, on the rare column there's a chance to obtain a "unique"

item. The DM should pick that item personally and make it powerful, making around it some kind of legend or story, that may bring the characters to new adventures and explorations.

MAGIC ITEMS CHART	
01 - 25	POTIONS
26 - 37	SCROLLS
38 - 39	RODS
40 - 43	WANDS
44 - 47	STAVES
48 - 52	RINGS
53 - 72	WEAPONS
73 - 77	MISSILES
78 - 85	ARMORS
86 - 90	SHIELDS
91 - 00	MISCELLANEOUS

MAGIC ITEM RARITY	
01 - 60	COMMON
61 - 90	UNCOMMON
91 - 00	RARE

MAGIC ARMORS CHART	
01 - 05	ALPHATIAN SILK TUNIC
06 - 20	LEATHER ARMOR
21 - 35	SCALE MAIL
36 - 50	CHAIN MAIL
51 - 65	BANDED MAIL
66 - 80	PLATE MAIL
81 - 90	FULL ARMOR
91 - 95	DRAGON SCALES MAIL
96 - 00	ELVEN SILVER MAIL

MAGIC MISSILES CHART	
01 - 50	ARROWS
51 - 60	SLING BERRIES
61 - 95	QUARRELS
96 - 00	DARTS FOR BLOW GUN

MAGIC WEAPONS CHART	
01 - 04	HALBERD
05 - 08	TWO-HANDED STAFF
09 - 10	WAR SCYTHE
11 - 12	WHIP
13	KNIGHT'S LANCE
14 - 15	BLACKJACK
16 - 18	PIKE
19 - 26	CLAYMORE
27 - 28	CESTUS
29 - 32	BATTLE AXE
33 - 36	GREAT MAUL
37 - 41	WAR HAMMER
42 - 46	MACE
47 - 48	CLUB
49 - 58	LONG SWORD
59 - 65	SHORT SWORD
66 - 69	AXE
70 - 72	JAVELIN
73 - 76	SPEAR
77 - 81	DAGGER
82	NET
83 - 84	TRIDENT
85 - 86	SHORT BOW
87 - 90	LONG BOW
91 - 94	CROSSBOW
95 - 96	BOLAS
97	BLOW GUN
98 - 00	SLING

WEAPONS, SHIELDS AND ARMOR BONUS	
DIE ROLL	BONUS
01 - 55	+1
56 - 80	+2
81 - 91	+3
92 - 97	+4
98 - 00	+5

MISSILE, SHIELDS AND ARMOR SPECIAL POWERS			
DIE ROLL + 10 X WEAPON BONUS	COMMON POWERS	UNCOMMON POWERS	RARE POWERS
01 - 80	-	-	-
81 - 110	1	-	-
111 - 135	-	1	-
136 - 150	-	-	1

WEAPONS SPECIAL POWERS			
DIE ROLL + 10 X WEAPON BONUS	COMMON POWERS	UNCOMMON POWERS	RARE POWERS
01 - 70	-	-	-
71 - 90	1	-	-
91 - 100	2	-	-
101 - 110	1	1	-
111 - 118	2	1	-
119 - 124	2	2	-
125 - 130	1	1	1
131 - 135	2	1	1
136 - 139	2	2	1
140 - 143	1	2	2
144 - 146	-	3	2
147 - 148	1	1	3
149 - 150	-	2	3

WEAPONS BONUS VS. ENEMIES	
DIE ROLL	ENEMY
01 - 05	INSECTS
06 - 10	DRAGONS
11 - 15	GIANTS
16 - 20	SPELLCASTERS
21 - 25	SUMMONED
26 - 30	ENCHANTED
31 - 35	UNDEAD
36 - 40	WATER-DWELLING
41 - 45	WOODLAND
46 - 50	ANIMALS
51 - 55	PLANTS
56 - 60	FLYING
61 - 65	WEAPON USERS
66 - 70	HUMANS
71 - 75	GOBLINOIDS
76 - 80	REGENERATING
81 - 85	CONSTRUCTS
86 - 90	WERECREATURES
91 - 95	REPTILES
96 - 00	IMMUNE TO SPELLS

POTIONS CHART

COMMON POTIONS		UNCOMMON POTIONS		RARE POTIONS	
01 - 05	HOLY WATER	01	MUTATION	01	LOVE POTION N.1
06 - 10	MAGIC INK	02 - 04	ACID	02 - 03	LOVE POTION N.2
11 - 13	ANTIDOTE	05 - 08	STRENGTH	04 - 05	LOVE POTION N.3
14 - 16	BUG REPELLENT	09 - 11	INTELLIGENCE	06 - 07	LOVE POTION N.4
17 - 18	CLIMBING	12 - 14	WISDOM	08 - 09	LOVE POTION N.5
19 - 20	GROWTH	15 - 17	DEXTERITY	10 - 11	LOVE POTION N.6
21 - 22	INVISIBILITY	18 - 20	CONSTITUTION	12 - 13	LOVE POTION N.7
23 - 25	LEVITATION	21 - 23	CHARISMA	14 - 15	LOVE POTION N.8
26 - 29	LANGUAGES	24 - 26	PERCEPTION	16 - 18	LOVE POTION N.9
30 - 31	HEROISM	27 - 28	PANACEA	19 - 24	VISIONS
32 - 33	MANA	29 - 32	MEDUSA TEARS	25 - 31	FULL HEALING
34 - 36	SWIMMING	33 - 36	EXPLOSIVE	31 - 36	FREEDOM
37 - 38	REDUCTION	37 - 40	DELUSION (ROLL AGAIN)	37 - 41	MERGING
39 - 41	POISON	41 - 42	INVULNERABILITY	42 - 44	GARGANTUA
42 - 43	LIGHT	43 - 45	COLOURING	45 - 48	CONTROL: HUMANS
44 - 46	WATER BREATHING	46 - 47	SLEEP TALK	49 - 52	CONTROL: GIANTS
47 - 50	HEALING	48 - 50	ELASTICITY	53 - 56	CONTROL: DRAGONS
51 - 52	CLAIRAUDIENCE	51 - 55	GREATER HEALING	57 - 62	LONGEVITY
53 - 54	CLAIRVOYANCE	56 - 58	POLYMORPH	63 - 69	REGRESSION
55 - 56	DETECT INVISIBLE	59 - 63	CONTROL: PLANTS	70 - 72	ELEMENTAL FORM: FIRE
57 - 58	GIANT STRENGTH	64 - 68	CONTROL: ANIMALS	73 - 75	ELEMENTAL FORM: AIR
59 - 60	MIRRORING	69 - 74	CONTROL: UNDEAD	76 - 78	ELEMENTAL FORM: WATER
61 - 64	GASEOUS FORM	75 - 76	ETHEREAL FORM	79 - 81	ELEMENTAL FORM: ICE
65 - 66	ELEMENTAL RESISTANCE: FIRE	77 - 79	OINTMENT	82 - 84	ELEMENTAL FORM: EARTH
67 - 68	ELEMENTAL RESISTANCE: ICE	80 - 81	LUCK	85 - 87	ELEMENTAL FORM: THUNDER
69 - 70	ELEMENTAL RESISTANCE: THUNDER	82 - 83	GENDER SHIFTING	88 - 89	ELEMENTAL FORM: LIGHT
71 - 72	ELEMENTAL RESISTANCE: WATER	84 - 85	DRAGON BREATH: FIRE	90 - 91	ELEMENTAL FORM: SHADOW
73 - 74	ELEMENTAL RESISTANCE: EARTH	86 - 87	DRAGON BREATH: ICE	92 - 97	ACONITE DISTILLATION
75 - 76	ELEMENTAL RESISTANCE: AIR	88 - 89	DRAGON BREATH: THUNDER	98 - 99	BLOOD OF SKAAG
77	ELEMENTAL RESISTANCE: LIGHT	90 - 91	DRAGON BREATH: POISON	00	UNIQUE POTION
78	ELEMENTAL RESISTANCE: SHADOW	92 - 93	DRAGON BREATH: ACID		
79 - 81	SLEEP	94 - 95	DRAGON BREATH: LIGHT		
82 - 84	SPEED	96 - 97	DRAGON BREATH: SANDSTORM		
85 - 88	FLY	98 - 99	DRAGON BREATH: WATER		
89 - 92	ESP	00	DEADLY SLEEP		
93 - 94	FIND TREASURES				
95	CHAMELEON				
96 - 97	BRAVERY				
98 - 00	DEFENSE				

SCROLLS CHART

COMMON SCROLLS		UNCOMMON SCROLLS		RARE SCROLLS	
01 - 12	1D6+2 MAGIC USERS SPELLS LV. 1-3	01 - 15	1D4+1 MAGIC USERS SPELLS LV. 3-6	01 - 18	1D3 MAGIC USERS SPELLS LV. 6-9
13 - 16	1D3 NEW MAGIC USERS SPELLS LV. 1-3	16 - 20	1D2 NEW MAGIC USERS SPELLS LV. 3-6	19 - 24	1 NEW MAGIC USERS SPELL LV. 6-9
17 - 26	1D6+2 CLERICAL SPELLS LV. 1-3	21 - 30	1D4+1 CLERICAL SPELLS LV. 3-5	25 - 35	1D3 CLERICAL SPELLS LV. 5-7
27 - 33	MAPPING	31 - 35	TREASURE MAP	36 - 44	MAGIC TREASURE MAP
34 - 40	COMMUNICATION	36 - 40	SPELL CATCHING	45 - 56	OWL
41 - 45	EQUIPMENT	41 - 48	PORTALS	57 - 66	MAGES
46 - 50	MESSAGES	49 - 56	EXORCISM	67 - 73	FUTURE
51 - 55	PROTECTION: PLANTS	57 - 66	CURSED	74 - 85	BRIDGE
56 - 59	PROTECTION: ELEMENTALS	67 - 72	CREATION	86 - 94	SHELTER
60 - 65	PROTECTION: UNDEAD	73 - 82	GARDEN	95 - 99	ANCIENT CODEX
66 - 71	PROTECTION: MAGIC	83 - 88	TRAPS	00	UNIQUE SCROLL
72 - 75	PROTECTION: ANIMALS	89 - 92	TRUTH		
76 - 80	PROTECTION: WERECREATURES	93 - 00	REPEATING		
81 - 84	SILENCE				
85 - 87	PEEPING				
88 - 93	SHIELD				
94 - 00	LIGHT				

MASTER REFERENCE

RODS CHART

COMMON RODS		UNCOMMON RODS		RARE RODS	
01 - 08	ROD OF THE DRUIDS	01 - 18	ROD OF THE PUPPET MASTER	01 - 32	GOLDEN ROD OF WEALTH
09 - 20	ROD OF CANCELLATION	19 - 40	ROD OF SLAYING	33- 64	ROD OF DOMINION
21 - 38	ROD OF DISPELLING	41 - 58	ROD OF VICTORY	65- 96	ROD OF TIME
39 - 48	ROD OF PARRYING	59 - 72	ROD OF THE LAWFUL DRAGONS	97 - 00	UNIQUE ROD
49 - 56	ROD OF THE SHADOWS	73 - 86	ROD OF THE NEUTRAL DRAGONS		
57 - 68	AMETHYST ROD	87 - 00	ROD OF THE CHAOTIC DRAGONS		
69 - 80	ROD OF HEALTH				
81 - 91	ROD OF FIGHTING				
92 - 00	ROD OF INERTIA				

WANDS CHART

COMMON WANDS		UNCOMMON WANDS		RARE WANDS	
01 - 08	MAGIC MISSILE	01 - 09	FEAR	01 - 07	DEATH
09 - 18	DETECT MAGIC	10 - 17	COLD	08 - 21	NEGATION
19 - 24	DETECT SECRET DOORS	18 - 25	LIGHTNING	22 - 34	WISE
25 - 32	DETECT TRAPS	26 - 33	TRANSFORMATIONS	35 - 44	VAMPIRE
33 - 42	CANTRIPS	34 - 45	ILLUSIONS	45 - 56	NECROMANCER
43 - 50	LIGHT	46 - 54	FIREBALL	57 - 70	MEMORY
51 - 56	REPAIR	55 - 60	ROSES	71 - 75	GARGANTUA
57 - 62	SLEEP	61 - 70	MIRROR IMAGES	76 - 87	POISON
63 - 66	IVY	71 - 79	WIND	88 - 97	LUCK
67 - 70	DISGUISE	80 - 88	WATER	98 - 00	UNIQUE WAND
71 - 77	SHIELD	89 - 93	STONE		
78 - 81	PARALISYS	94 - 00	BLOSSOMS		
82 - 86	SILVER				
87 - 95	FIRE BOLT				
96 - 00	LOCKS				

STAVES CHART

COMMON STAVES		UNCOMMON STAVES		RARE STAVES	
01 - 05	CROSIER	01 - 12	BEASTS	01 - 06	PATRIARCH
06 - 09	STRIKING	13 - 21	POWER	07 - 18	NECROMANCER'S
10 - 15	STUNNING	22 - 30	WOUNDS AND DISEASES	19 - 28	EARTHQUAKE
16 - 21	HEALING	31 - 37	MEDUSA	29 - 39	CREATION
22 - 27	FIGHTER'S	38 - 42	ELEMENTAL: FIRE	40 - 48	SPIRITS
28 - 34	SUN	43 - 47	ELEMENTAL: WATER	49 - 59	SORCERY
35 - 38	SMASHING	48 - 52	ELEMENTAL: AIR	60 - 69	DRUIDS
39 - 43	MAGIC CIRCLE	53 - 57	ELEMENTAL: EARTH	70 - 77	ABSORPTION
44 - 49	WIND	58 - 62	ELEMENTAL: THUNDER	78 - 81	SKAAG
50 - 55	FLAME	63 - 67	ELEMENTAL: ICE	82 - 90	AGEING
56 - 60	SEA	68 - 70	ELEMENTAL: LIGHT	91 - 98	OBSIDIAN
61 - 64	SNOW	71 - 73	ELEMENTAL: SHADOW	99 - 00	UNIQUE STAFF
65 - 70	COMMAND	74 - 79	REVEALING		
71 - 75	THUNDER	80 - 88	CRYSTAL		
76 - 80	COPYING	89 - 00	DEFENSE		
81 - 86	POWER				
87 - 92	SNAKE				
93 - 96	DISPEL MAGIC				
97 - 00	SPIDERS				

MASTER REFERENCE

RINGS CHART		
COMMON RINGS	**UNCOMMON RINGS**	**RARE RINGS**
01 - 03 ELEMENTAL RESISTANCE: FIRE	01 - 05 DELUSION	01 - 03 DJINNI SUMMONER
04 - 06 ELEMENTAL RESISTANCE: WATER	06 - 12 PROTECTION +2	04 - 10 HOLINESS
07 - 09 ELEMENTAL RESISTANCE: ICE	13 - 17 GROUP PROTECTION +1	11 - 17 LIFE SAVER
10 - 12 ELEMENTAL RESISTANCE: THUNDER	18 - 20 PROTECTION +3	18 - 24 PROTECTION +4
13 - 15 ELEMENTAL RESISTANCE: EARTH	21 - 25 SAFETY	25 - 29 REGENERATION
16 - 18 ELEMENTAL RESISTANCE: AIR	26 - 30 HASTE	30 - 35 REMEDIES
19 - 20 ELEMENTAL RESISTANCE: LIGHT	31 - 34 CONTROL PLANTS	36 - 42 ELEMENTAL TRAVEL: ALL
21 - 22 ELEMENTAL RESISTANCE: SHADOW	35 - 38 CONTROL ANIMALS	43 - 47 TALENT
23 - 30 SWIMMING	39 - 41 ELEMENTAL TRAVEL: AIR & THUNDER	48 - 50 SHADOWS
31 - 36 SIGHT	42 - 44 ELEMENTAL TRAVEL: EARTH & FIRE	51 - 53 WISHES
37 - 41 EAR	45 - 47 ELEMENTAL TRAVEL: ICE & WATER	54 - 60 SPELL DEVOURING
42 - 48 HEALTH	48 - 54 INVISIBILITY	61 - 68 SPELL STORING
49 - 56 PROTECTION +1	55 - 62 STEEL	69 - 78 SPELL TURNING
57 - 62 WEAKNESS	63 - 65 FAIRIES	79 - 88 CONTROL HUMANS
63 - 64 ELEMENTAL TRAVEL: FIRE	66 - 73 THORNS	89 - 93 TWIN RINGS OF COOPERATION
65 - 66 ELEMENTAL TRAVEL: WATER	74 - 77 PROPHET	94 - 98 MEMORY
67 - 68 ELEMENTAL TRAVEL: AIR	78 - 82 CURSED	99 - 00 UNIQUE RING
69 - 70 ELEMENTAL TRAVEL: EARTH	83 - 86 TRUTH	
71 - 72 ELEMENTAL TRAVEL: THUNDER	87 - 90 LIES	
73 - 74 ELEMENTAL TRAVEL: ICE	91 - 94 RODENT	
75 ELEMENTAL TRAVEL: LIGHT	95 - 00 X RAY SIGHT	
76 ELEMENTAL TRAVEL: SHADOW		
77 - 81 SURVIVING		
82 - 86 TELEKINESYS		
87 - 94 WATER WALKING		
95 - 00 WAKENESS		

WEAPONS POWERS CHART		
COMMON WEAPONS POWERS	**UNCOMMON WEAPONS POWERS**	**RARE WEAPONS POWERS**
01 - 25 ADDITIONAL BONUS VS. ENEMIES	01 - 03 EXTRA DAMAGE	01 - 05 HEALING
26 - 29 DETECT TRAPS	04 - 08 ILLUSION	06 - 08 SLICING
30 - 33 DETECT INVISIBLE	09 - 15 LEVITATION	09 - 15 STEALING
34 - 37 DETECT MAGIC	16 - 20 TELEKINESYS	16 - 22 VAMPIRE
38 - 41 DETECT SECRET DOORS	21 - 26 TELEPATHY	23 - 29 HIDING
42 - 45 DETECT EVIL	27 - 29 POISONOUS (NOT BLUNT WEAPONS)	30 WISHING
46 - 49 DETECT GEMSTONES	30 - 34 HOLDING	31 - 38 DEFLECTING
50 - 53 DETECT METAL	35 - 38 CHARMING	39 - 46 SILENCE
54 - 57 TRANSLATING	39 - 43 DEFENSE	47 - 56 ABSORBING
58 - 62 LIGHTING	44 - 48 EXTINGUISHER	57 - 66 DESTROYING
63 - 64 ELEMENTAL: FIRE	49 - 53 DISGUISE	67 - 74 DANCING
65 - 66 ELEMENTAL: WATER	54 - 58 SLOWING	75 - 77 DOPPLEGANGER
67 - 68 ELEMENTAL: THUNDER	59 - 68 CURE WOUNDS	78 - 80 CORRUPTION
69 - 70 ELEMENTAL: ICE	69 - 72 WATCHING	81 - 86 IMPRISONING
71 - 72 ELEMENTAL: AIR	73 - 74 FROG	87 - 90 SHADOW (BOWS ONLY)
73 - 74 ELEMENTAL: EARTH	75 - 77 TELEPORT	91 - 95 RAINBOW (MISSILE WEAPONS ONLY)
75 ELEMENTAL: LIGHT	78 - 81 SPEEDING	96 - 00 UNIQUE WEAPON
76 ELEMENTAL: SHADOW	82 - 86 FLYING	
77 - 80 BREATHING	87 - 90 KNOWLEDGE	
81 - 83 X-RAY VISION	91 - 95 BETRAYAL (THROWN WEAPONS ONLY)	
84 - 86 ESP	96 - 00 CURSED	
87 - 90 FINDING		
91 - 93 CLAIRVOYANCE		
94 - 96 CLAIRAUDIENCE		
97 - 00 MULTIPLE SHOTS (MISSILE WEAPONS ONLY)		

MASTER REFERENCE

MISSILES POWERS CHART

COMMON MISSILES POWERS		UNCOMMON MISSILES POWERS		RARE MISSILES POWERS	
01 - 10	SCREAMING	01 - 05	EXPLOSIVE	01 - 05	DEADLY
11 - 17	LIGHTING	06 - 14	SILENCING	06 - 22	REFILLING
18 - 22	STUNNING	15 - 20	HOLDING	23 - 32	TELEPORTING
23 - 30	SPEAKING	21 - 25	TOAD	33 - 45	TRANSPORTING
31 - 39	SEEKING	26 - 36	REDUCING	46 - 60	DISARMING
40 - 46	CURING	37 - 47	WOUNDING	61 - 72	BLINKING
47 - 51	ELEMENTAL: AIR	48 - 54	SINKING	73 - 82	SLAYING
52 - 56	ELEMENTAL: FIRE	55 - 64	BITING	83 - 95	DISPELLING
57 - 61	ELEMENTAL: WATER	65 - 73	CHARMING	96 - 00	UNIQUE MISSILE
62 - 66	ELEMENTAL: EARTH	74 - 81	CLIMBING		
67 - 71	ELEMENTAL: ICE	82 - 86	PENETRATING		
72 - 76	ELEMENTAL: THUNDER	87 - 95	SLEEP		
77 - 79	ELEMENTAL: LIGHT	96 - 00	BETRAYAL		
80 - 82	ELEMENTAL: SHADOW				
83 - 90	FLYING				
91 - 00	DARKNESS				

ARMORS POWERS CHART

COMMON ARMORS POWERS		UNCOMMON ARMORS POWERS		RARE ARMORS POWERS	
01 - 06	ELEMENTAL: FIRE	01 - 15	GASEOUS FORM	01 - 15	ZODIAC
07 - 12	ELEMENTAL: WATER	16 - 30	SPEED	16 - 35	ENERGY DRAIN
13 - 18	ELEMENTAL: ICE	31 - 42	ETHEREAL FORM	36 - 55	SCORPION
19 - 24	ELEMENTAL: AIR	43 - 52	REFLECTIONS	56 - 65	DEMONIC
25 - 30	ELEMENTAL: THUNDER	53 - 60	REMOVE CURSE	66 - 95	HOLY
31 - 36	ELEMENTAL: EARTH	61 - 70	ABSORPTION	96 - 00	UNIQUE ARMOR
37 - 40	ELEMENTAL: LIGHT	71 - 78	ELASTICITY		
41 - 44	ELEMENTAL: SHADOW	79 - 92	CURSED		
45 - 64	FLYING	93 - 00	HIDING		
65 - 77	INVISIBILITY				
78 - 90	CHARME				
91 - 00	CURE WOUNDS				

SHIELDS POWERS CHART

COMMON SHIELDS POWERS		UNCOMMON SHIELDS POWERS		RARE SHIELD POWERS	
01 - 15	ELECTRICITY	01 - 30	SPEED	01 - 45	DEMONIC
16 - 30	MIRROR	31 - 55	INVISIBILITY	46 - 90	PARASITE
31 - 42	UNIVERSAL	56 - 70	CURSED	91 - 00	UNIQUE SHIELD
43 - 55	BLESSED	71 - 80	ANTI MAGIC		
56 - 75	LIGHT	81 - 00	DESTROYER		
76 - 83	DRAGON HUNTER'S				
84 - 00	RUNIC				

MISCELLANEOUS ITEMS CHART		
COMMON ITEMS	**UNCOMMON ITEMS**	**RARE ITEMS**
01 - 02 DRUMS OF PANIC	01 AMPHORA OF WATER ELEMENTAL	01 - 02 BOOK OF MISSPELLS
03 - 04 HELM OF READ LANGUAGES & MAGIC	02 TALISMAN OF ELEMENTAL TRAVEL: SHADOW	03 TALISMAN OF ELEMENTAL TRAVEL: ALL
05 - 06 EARCONE	03 - 04 LANTERN OF REVEALING	04 - 05 ARCANE GRIMOIRE
07 POUCH OF SECURITY	05 - 07 HAT OF WIZARDRY	06 - 09 GOBLET OF THE HEALER
08 - 10 QUILL OF COPYING	08 - 09 HELM OF ALIGNMENT CHANGE	10 - 14 CLOCKWORK BOMB
11 - 13 BELT OF CARRYING	10 - 12 PIPE OF THE FOG	15 - 16 JACK O'LANTERN
14 - 16 MEDALLION OF ESP (9 M)	13 - 15 HEADBAND OF THE DRYAD	17 - 19 ROSARY OF THE GOLDEN CLOUD
17 - 18 GIRDLE OF GIANT STRENGTH	16 - 18 DISPLACER CLOAK	20 - 23 UNDERWATER SHIP
19 GLOVES OF DEXTERITY	19 - 20 COMPASS OF NEEDS	24 - 26 SACRIFICE DOLL
20 AMULET OF PROTECTION VS. CRYSTAL BALL AND ESP	21 BRAZIER OF FIRE ELEMENTAL	27 - 28 SARCOPHAGUS OF SUSPENDED ANIMATION
21 - 22 GLOVES OF THE SAFE HOLD	22 - 24 CROWN OF INTELLIGENCE	29 - 33 CLOAK OF POLYMORPH
23 - 25 JOSHUA'S SANDALS	25 - 28 ELVEN GALLETTES	34 - 36 SPIRIT BOTTLE
26 - 27 ARMOR BRACELET	29 TALISMAN OF ELEMENTAL TRAVEL: LIGHT	37 - 41 SPELL BOTTLE
28 ARMLETS OF STAMINA	30 STONE OF EARTH ELEMENTAL	42 - 44 ARMLETS OF THE ELDER
29 - 30 MAGIC CROWBAR	31 - 33 BAG OF ENDLESS RATS	45 - 46 GLUTTON'S FORK
31 - 32 BOOTS OF LEVITATION	34 URN OF SHADOW ELEMENTAL	47 RELIC
33 HELM OF TELEPATHY	35 - 36 TURBAN OF THE DERVISH	48 - 51 CROWN OF COMPREHENSION
34 - 36 SPELL GEM	37 - 38 UNBREAKABLE CAGE	52 - 54 ALCHEMIC STEAM POT
37 - 38 BAG OF CARRYING	39 - 42 MEDALLION OF ESP (27 M)	55 - 56 TREE OF STEEL
39 - 40 MAGIC THIEVES TOOLS	43 SILVER FLY	57 - 59 WHEEL OF FORTUNE
41 - 42 FAIRY SEEDS	44 - 47 ELEMENTAL GEM	60 - 61 GOBLET OF PREGNANCY
43 - 44 BOOTS OF TRAVELLING AND LEAPING	48 CRYSTAL OF ICE ELEMENTAL	62 - 65 TELEPORT CIRCLE
45 - 47 HORN OF DESTRUCTION	49 - 51 BELT OF DISGUISE	66 - 68 HURRICANE LAMP
48 CLOAK OF LIVING DEATH	52 - 54 CIRCLET OF THE HUNTER	69 - 72 UNIVERSAL KEY
49 - 50 CRYSTAL BALL	55 - 57 BAG OF DEVOURING	73 - 76 TIARA
51 HELM OF TELEPORT	58 PENDANT OF LIGHTNING ELEMENTAL	77 - 81 MASK OF 1.000 FACES
52 - 53 EGGS OF WONDERS	59 - 60 CLOAK OF ROSES	82 - 83 RAVENOUS SPINNER
54 ARCHER'S ARMLETS	61 - 62 MUZZLE OF TRAINING	84 - 86 ROBE OF THE ARCHMAGE
55 - 57 MAGIC ROPE	63 - 65 ACORNS OF STONE	87 - 91 MAGIC TAROTS
58 BROOCH OF SEDUCTION	66 - 67 LIVING BELT	92 - 96 BLACK FLAME CANDLE
59 TIME DIAPASON	68 - 69 JESTER'S CROTCHLESS PANTALOONS	97 - 99 TRAPPING MIRROR
60 FLOATING WHEEL	70 - 71 MITENA OF KNOWLEDGE	00 UNIQUE ITEM
61 - 62 WIND FAN	72 - 74 JAR OF THE SWARM	
63 - 64 BOOTS OF SPEED	75 - 76 FLYING CARPET	
65 - 66 FLYING BROOMSTICK	77 - 79 SLATE OF IDENTIFYING	
67 - 68 WAR PAINTINGS	80 - 82 CHOKER OF SILENCE	
69 - 70 SCARAB OF PROTECTION	83 CENSER OF AIR ELEMENTAL	
71 - 72 GAUNTLETS OF OGRE POWER	84 - 86 CROWN OF WISDOM	
73 CLOAK OF THE BAT	87 - 89 FIGHTING SANDALS	
74 - 75 LAMP OF LONG BURNING	90 - 91 CRYSTAL BALL WITH ESP	
76 TALISMAN OF ELEMENTAL TRAVEL: EARTH	92 - 95 BOUNTIFUL SPADE	
77 - 78 MONOCLE OF APPRAISAL	96 - 97 CLOAK OF THE SHADOWS	
79 TALISMAN OF ELEMENTAL TRAVEL: ICE	98 LAMP OF LIGHT ELEMENTAL	
80 TALISMAN OF ELEMENTAL TRAVEL: LIGHTNING	99 - 00 BOTTLE OF THE EFREETI	
81 - 82 DIVINATORY RUNESTONES		
83 - 84 NAIL		
85 CRYSTAL BALL WITH CLAIRAUDIENCE		
86 - 87 ELVEN BOOTS		
88 TALISMAN OF ELEMENTAL TRAVEL: AIR		
89 TALISMAN OF ELEMENTAL TRAVEL: WATER		
90 PICKAXE OF THE LUCKY MINER		
91 POINTING NAIL		
92 SQUARE WHEEL		
93 - 94 ELVEN CLOAK		
95 TALISMAN OF ELEMENTAL TRAVEL: FIRE		
96 AMULET OF THE ENCHANTER		
97 - 98 BAG OF BEANS		
99 - 00 ROPE ARMOR		

TREASURE CHARTS

The *treasure value chart* gives the DM an average value of treasures in that class. The DM may arrange that value of +/- 50% if needed, depending on the situation, the total XP that the group has or is meant to get, and the difficulty of the encounter for the group.

Once determined the average value, the DM must decide what items compose the treasure. I suggest to roll on the *Treasure items chart* 3 or 4 times to determine what kind of items compose a treasure, but you can roll even 5 or 6 times if you have big treasures, or you just want to vary the treasures a lot. Most of the treasures are usuallymade of coins for at least 50%, while the rest can be any other items. To keep track of the value of the treasure, the DM should sum up the value of each item in the treasure, including magic items. To avoid pricing every single magic item, it is possible to roughly estimate the magic items as follows:

Potions and scrolls: Common 500 Dc, Uncommon 1.500 Dc, Rare 3.000 Dc

Other items: Common 2.000 Dc, Uncommon 5.000 Dc, Rare 15.000 Dc

BOOKS

In the Principalities of Glantri, books are very precious, because they may be used for Magic Research. The average cost of a book is normally 1d% x 10. However, there may be much more valuable books around, possibly protected by magic, or in very well hidden treasures, that may give a character special knowledge about particular types of magic. Of these, two types are very valuable:

Books about the Secret Crafts: books concerning secret crafts may help characters to find out the Secret Crafts themselves. When a character collects 2.000 Dc worth of books on one of the Secret Crafts, he finally finds out of the Craft's existence and may discover how to find members in the School. There is a chance of 10% that any book is concerning the Secret Crafts. In that case, the value of the book is increased by 50%. Books about secret crafts are also essential to research new powers of the secret craft.

Books concerning Radiance: books concerning the Radiance are extremely rare. Only 2% of the books are about this topic, and their value is usually twice what was initially determined. When a character collects at least 10.000 Dc of books about Radiance, he finds out how to build a receptacle and to contact the Fraternity.

NOTE: Books concerning Radiance and Secret Crafts will not be immediately recognizeable. Their titles may be suggestive, but not directly telling the characters about the Crafts. For example *A study of Dragon Magic* from Jaggar Von Drachenfels would be a good start to learn something about Dracology, but there won't be any book titled *Dracology 101*. In the same way, books about the Radiance could be something like *A study of Primal energies in the Known World* or *Magic Mysteries of the world*, and surely not *Radiance: a guide to build your Receptacle*.

TREASURE VALUE CHART

TREASURE TYPE	VALUE	MAGIC ITEMS	TREASURE TYPE	VALUE	MAGIC ITEMS
A	50	-	N	10.000	1-3
B	100	-	O	12.500	1-4
C	250	-	P	15.000	1-4
D	500	1 POTION	Q	20.000	1-4
E	750	1 POTION	R	30.000	2-5
F	1.000	1 SCROLL	S	40.000	2-5
G	1.500	1 SCROLL	T	50.000	2-5
H	2.000	1	U	65.000	2-5
I	3.000	1	V	80.000	2-7
J	4.000	1	W	100.000	2-7
K	5.000	1-2	X	120.000	2-8
L	6.500	1-2	Y	150.000	2-8
M	8.000	1-3	Z	200.000	2-12

TREASURE TYPE CHART

TREASURE TYPE	ART PIECES	BOOKS	COMMON ITEMS	GEMSTONES & JEWELS	MAGIC ITEMS	SPECIAL TREASURE
A - C	01 - 05	06 - 10	11 - 00	-	-	-
D - J	01 - 05	06 - 10	11 - 80	81 - 90	91 - 00	-
K - N	01 - 10	11 - 15	16 - 50	51 - 80	81 - 95	96 - 00
O - Q	01 - 10	11 - 20	21 - 50	51 - 80	81 - 95	96 - 00
R - U	01 - 10	11 - 20	21 - 45	46 - 75	76 - 90	91 - 00
V - W	01 - 15	16 - 25	26 - 45	46 - 75	76 - 90	91 - 00
X - Y	01 - 15	16 - 30	31 - 45	46 - 75	76 - 90	91 - 00
Z	01 - 15	16 - 30	31 - 40	41 - 70	71 - 85	86 - 00

MASTER REFERENCE

ART PIECES

Art pieces can be statues, paintings, artistic crafts, like decorated china, and very expensive embroidered clothes. These treasures are usually amazing to see, but their value is not extremely high, and their encumbrance may be quite big. Art pieces usually are worth around 2d20 X 20 Dc each, but the DM may increase their value if he wants.

COMMON ITEMS

These are items that can be normally found and bought in stores. They may be any non-magic adventure items, or even common things that you can find in houses, maybe just a little more refined and nice-looking. The price of these items is usually extremely low.

GEMSTONES AND JEWELS

Gemstones may be worth very different amounts of money. Some of them are very expensive, while some others are extremely cheap. The tables in the next pages give you a fast reference and have some pictures of gemstones, to see how they look and to be able to describe them to the players. You can pick the first table if you want semi-precious stones, that are not very expensive, or the second one if you want the most precious stones. Otherwise, you can roll 1d4: with 1-3 the gemstones are from table 1, but with a roll of 4 they are from table 2.

If you want to introduce in the game gemstone size, you may roll 1d6 to determine it: with 1-3 the gemstone is small, and its price is half the normal one, with 4-5 it's average, and the price

is the one in the tables, and with 6 it's big, and the price is twice a dormal stone.

Jewels are made with gemstones and precious materials, and may be of many different types. The price of a jewel may be determined by rolling 1d100 X 100. The DM may pick the jewel from the following list based on its price, or determine the price based on the tipe of jewel that has been rolled on the jewels table.

SPECIAL TREASURES

Special treasures may be some unusual but precious things, such as music sheets of a lost ballad, curative plants seeds, frankincense, perfume bottles, colorful parrots, and everything that may have a value even if the value is not immediately obvious. The Master can actually invent whatever he wants in this cathegory and put in his very special items, of any sort.

JEWELS TABLE							
1d%	**Jewel**		**1d%**	**Jewel**		**1d%**	**Jewel**
01 - 05	Anklet		56 - 58	Gemstone bracelet		89 - 90	Amulet
06 - 10	Semi-precious stones necklace		59 - 61	Belt		91	Tiara
11 - 15	Metal bracelet		62 - 64	Gemstones necklace		92	Crown
16 - 20	Clasp		65 - 67	Earrings (1d2)		93	Diadem
21 - 25	Buckle		68 - 70	Ring		94	Medallion
26 - 30	Cameo		71 - 73	Heart-shaped charm		95	Sphere
31 - 35	Chain		74 - 76	Leaf - shaped charm		96	Clover-shaped charm
36 - 40	Hook		77 - 79	Choker		97	Scarab
41 - 45	Jewel case		80 - 82	Pendant		98	Sceptre
46 - 50	Brooch		83 - 85	Rabbit paw		99	Talisman
51 - 55	Hairpin		86 - 88	Comb		00	Egg

	GEMSTONES CHART 1 - SEMI PRECIOUS STONES				
1D%	**GEMSTONE DESCRIPTION**		**1D%**	**GEMSTONE DESCRIPTION**	
01 - 10	OBSIDIAN	Vulcanic pitch black stone that shines like glass 2 Dc	69 - 73	SPINEL	Spinel may easily be mistaken for a ruby by people who is not expert in stones, but it tends to be much more fragile and of a less bright red colour 60 Dc
11 - 20	QUARTZ	Quartz may come in many different colours. The most common ones are crystal clear, pink, smoky (pictured) or lemon. 5 Dc	74 - 78	AMBER	Very shiny, goledn-yellow to deep orange or brownish, may contain insects, leaves or other impurities 70 Dc
21 - 29	MALACHITE	A very peculiar stone that is striped in many shades of dark green 10 Dc	79 - 83	JADE	Used to craft statues, rings and bracelets, this stone may have every colour between white and deep green, most commonly a veiny light green, and it's thought to improve nature magic 80 Dc
30 - 38	AGATE	Striped stone that can be found in many different colours and shades 15 Dc	84 - 87	GARNET	This blood-red stone is often not very translucent and its colour remembers the seeds of the pomegranate 100 Dc
39 - 47	JASPER	Semi-precious stone in the shades of red with usually black, but sometimes white very thick veins 20 Dc	88 - 91	TURQUOISE	This light blue stone has dark veins that may be of different colours, from sandy yellow, to grey and black 120 Dc
48 - 55	CARNELIAN	Deep orange stone, sometimes striped with different nuances of the same colour 30 Dc	92 - 94	MOON STONE	This translucent stone has a pale azure aura that makes it look like it's shining in the dark, and it's thought to increase the powers of witches and sorcerers 150 Dc
56 - 62	CHALCEDONY	White stone with light blue stripes 40 Dc	95 - 97	CITRINE	Golden-yellow variety of quartz that is very much appreciated for the bright colour 200 Dc
63 - 68	AMETHYST	Purple or lilac variety of quartz 50 Dc	98 - 00	LAPISLAZZULI	A blue stone with gold fragments, this stone represents the starry sky and is thought to increase the powers of air magic 250 Dc

Master Reference

GEMSTONES CHART 2 - PRECIOUS STONES					
1D%	**GEMSTONE DESCRIPTION**		**1D%**	**GEMSTONE DESCRIPTION**	
01 - 10	TOURMALINE	The Tourmaline has very long and clear but fragile crystals that may have many different colours, including black, and may show more than one colour on the same stone as well 300 Dc	70 - 75	TOPAZ	The most typical colour of the topaz is bright yellow and perfectly clear, but other colours, like golden, pink and azure may also be found. 1.000 Dc
11 - 20	PERIDOT	This common gemstone is easily recognizeable for the light leaf-green colour 400 Dc	76 - 80	RUBY	Rubies are blood-red and translucent stones 1.200 Dc
21 - 29	AQUAMARINE	Light blue translucent stone of the Beryl family 500	81 - 85	EMERALD	Of a very peculiar shade of green, emeralds are some of the rarest stones in the world 1.300 Dc
30 - 38	MORGANITE	Salmon-pink variety of Beryl, it is researched for its very distinctive colour 600 Dc	86 - 90	SAPPHYRE	The hardest of the stones, it can be blue, the most common, but also pink or grey 1.400 Dc
39 - 47	HELIODORO	Heliodoro is a yellow variety of Beryl, but is not as precious as emeralds or Red Beryl, and its colour is usually very pale yellow 700 Dc	91 - 94	DIAMOND	Crystal clear translucent stone. It also exists in yellow, pink and even black colour. 1.500 Dc
48 - 55	PEARL	Pearls are found in oysters and other sea shells and are usually perfectly round: they may have different colours, from white, to silvery, to pink or even black, depending on where they were collected 750 Dc	95 - 97	RED BERYL	Also called red emerald, it is the rarest of the stones, of a deep rose-red colour 2.500 Dc
56 - 62	ONYX	This shiny black stone is commonly used to craft jewels 800 Dc	98 - 99	CAT'S EYE	A cat's eye is a stone that gives a vertical reflex that looks like it's inside the stone itself: cat's eyes are extremely rare, and may show on any single-colour stone, raising their price to 5 times the other stones of the same type. X5 THE ORIGINAL STONE
63 - 69	OPAL	Opals may have any mix of colours and have the particularity that they are so bright they seem to shine of their own light 900 Dc	00	STAR CRYSTAL	A star crystal is a gemstone that has a natural star in it, like the ruby in the picture: star crystals can be of any single-colour stone and are worth 10 times the price of any other stone of that type X10 THE ORIGINAL STONE

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CREDITS

The pictures of gemstones have been taken from internet and are used only to describe the look of real gemstones. If their use violates any kind of copyright the author is available to remove or substitute them.

If the authors of the pictures want me to publish their credits on this book, I am available to do that as well.

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COVER PICTURE:
"Venice" by Drawingnightmare

PICTURE ON PAGE 6
"Inn of Heroes" by Atomiiii

PICTURE ON PAGE 42
"Magia" by Andrebdois

PICTURE ON PAGE 67
"Sun Set Klan" by Riyahd Cassiem

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