

CHARACTER HANDBOOK 9

DUNGEONS & DRAGONS®

Arsenic and old Spellbooks

The Half-Ogre



A Book by
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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 Gazetteer 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 Gazetteer 03: the Principalities of Glantri.

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INTRODUCTION

This series of handbooks is studied so that each player may find all of the rules concerning his character in the same place, whenever he needs them. Each book of this series will present all of the options that a character of that class is allowed, from specializations, to career opportunities, with a particular attention to the setting where this campaign is set.

This book is about the half ogre, an extremely rare breed of a human and an ogre. Half ogres may belong to three classes: Fighter, Magic-User and Cleric. Unfortunately, they are too big and they cannot be thieves.

There are very few half ogres in the world, and they only live in some particular areas, where ogres are more common and better merged in the society. The Principalities of Glantri are one of these countries.

HALF OGRES IN

THE PRINCIPALITIES OF GLANTRI

Half ogres are extremely rare: in the whole area of the Principalities there can be found no more than 20, probably. Most of them are sons and daughters of human women who were raped by ogres but managed to survive. In a very little amount of cases, they were born by actual human-ogre couples.

Half-ogres that are raised among ogres are not able to develop class abilities, and are usually referred to as

usual ogres. However, being physically weaker than common ogres, they often become shamans or wiccans.

On the other hand, half ogres that are raised among humans may belong to human classes but, like any other demi-human, their maximum level is 20.

For their resemblance to monsters, half-ogres are often living at the edge of the Glantrian society, and most of them become adventurers or criminals. Common citizens consider them dangerous and have a lot of prejudice. It would take a huge effort for a half-ogre to be trusted by humans and elves, and to fit in the Glantrian society as a proper Glantrian Citizen. However, it may be a little easier if the half-ogre is a magic-user. In that case, being an Arcane, the people will still give him or her a certain amount of respect (which doesn't cancel the fear they feel towards the half-ogre).

ABOUT THIS HANDBOOK

This handbook will cover different topics. It will start by describing the general traits of the Half-Ogre as a race and its skills and basic abilities, and then it will describe the four basic classes of half-ogres. To keep this volume short enough, most of the class features are not repeated in this handbook, but are just summarized here. You may find the details you need in the human classes handbooks, after picking the class of your half-ogre..

A short chapter will be devoted to fitting half-ogres in the campaign and using them as points of connection between humans and ogres, or other goblinoids.

EXPERIENCE AND LEVEL UP

When the Gazetteer of the Principalities of Glantri was first published many years ago, rules for personalized Experience points for Magic-Users were introduced to balance the otherwise too fast growth of Arcanes who would indulge in Magic Research. Those rules have in these handbooks been expanded to suit each Class, so that every character gets extra experience when using his class skills for the group, and may also help players to play their character better.

Level up rules are somehow inspired to the same Gazetteer as well. In the Great School of Magic it is described how a student needs to research a new spell as an exam to get to the next level. These rules are similarly pushing other characters to perform something that's typical of their Class to be able to progress to the next level.

Both these rules also apply to half-ogres, to provide a better balance between Mundanes and Arcanes. However, being these class-related, they coincide with the same features for human classes, and here they are just summarized, and not exhaustively explained.

THE HALF OGRE

Because half ogres are usually not very well accepted among men, they tend to be lonely characters, quite independent, and seldom they fit well in a group. Even when they become adventurers or criminals, they tend not to fit well in their own group, being marginalized and often considered like any other monster.

Half-ogres tend to be bullied during their childhood, mainly because of their look: people usually associate them with their ogre ancestors, and don't understand that they are much more human than they look. For this reason, most half-ogres grow up being introverts, marginalised and lonely. With such a character, they don't normally know how to express their feelings, especially the ones that make them feel vulnerable, like love, trust and friendship. They tend to have a fiery temper and, when they get frustrated, the only way they know to express their frustration is with rage.

Not all of the half-ogres are gentle at heart and feel marginalised, though. For each one of them that is frustrated, there are a few that are just happy to be mean, to bully other people and to get what they want by just using their superior strength. And the evil traits of the character of a half-ogre are often magnified by the group of people he or she lives with. Most of them end up being criminals, outcasts, living with bandits, thieves and thugs, or serving evil wizards or warlords.

However bad it may be, the half-ogres have on their side a very strong physical structure that allows them to take much more damage than other characters before dying, and that often makes up for the absence of a group of friends supporting them.

ABILITY SCORES

Half ogres have a very peculiar body structure, They are strong and sturdy, and usually much taller than common humans. It is not unusual for male half ogres to stand a couple of meters tall

and for females to reach 1,8 meters, but they may even reach 2,3 meters if they are very tall. They tend to be very muscular, too.

These features translate into their ability scores. When generating a half-ogre character, it must have a strength score of 9 or higher and a Constitution score of 9 or higher. However, except for that, they follow the same rules for ability scores as any other character.

When rolling for a half-ogre, the DM may allow to re-roll any scores below 9 for these two stats, or he may force the player to swap points or scores from other stats, so that the character doesn't become too strong.

CLASSES

The half-ogre may belong to different classes, like most of the demi-humans. Half-ogres may be of any class that is allowed for humans. However, their level progression is limited like any other demi-human.

Please check each class description in this booklet to find the skills, abilities, limitations and powers related to each of them.

AGE AND HP

Half-ogres are much bigger than humans, and normally they are not really welcome among people. Therefore, they tend to start adventuring when they are very young.

A half-ogre PC may be as young as the DM allows, but it's normal for a 14 years old half-ogre to look like an adult on a human perspective.

Being part-monster, the half-ogre grows stronger and bigger with age. This works exactly as it does for humans and elves in many ways, but also means that a half-ogre gets more HP and more HD passing from child, to young, to adult. The next table shows the different stages in life of a half-ogre.

Please note that these HD are added to the HP that the character gets at 1st level in his or her class. Therefore, a half-ogre has a bigger amount of HP

than normal humans of the same class, at the same level.

AGE	HD	SAVE AS
6-12	1d8 (2HD)	F2
13-19	2d8 (3HD)	F3
20+	3d8 (4HD)	F4

On top of that, the half-ogre is always allowed to pick the best to-hit-rolls and the best saving throws between his class and his monster HD.

For example, a 17 years-old half-ogre magic-user of the 1st level would attack as a 3 HD monster, and his saving throws would be:

Death ray and poison	12
Magic wands	13
Paralysis / Turn to stone	13
Dramgon's breath	15
Spells, Staves and Rods	15

In this example, the character has the first, second and fourth saving throw from the fighter class, and the other two from the magic-user class, always picking the best possible scores.

GENERAL SKILLS

General skills are commonly picked according to the class of the character. However, in the case of a half-ogre, the player may want to pick some of them in relation to the special background of the character.

Strength and Constitution skills are a very common and easy choice for half-ogres, and surely give him advantages in adventures when physical strength and resistance are mostly needed.

Charisma skills, on the other hand, may be another wise choice for a character that is normally considered an outcast. The half-ogres who actually want to try and live among the men – and especially the ones who want to learn how to use magic – may be willing to improve their inter-personal skills, to make up for their look and to try and overcome the prejudice around them.

FIGHTER

The fighter class is possibly the most common and the easiest choice for a half-ogre character: its strength is physical strength, and that's what a half-ogre is normally gifted with. A half-ogre that decides to pursue the path of the fighter may become a powerful one, stronger than most men and ogres, and is possibly one of the most dangerous enemies that anyone may happen to meet.

Add to that the fact that half-ogres are smarter and better trained than ogres, and you get a very dangerous combination.

Half-ogre fighters tend to be mercenaries that join adventurers or fight for nobles for gold, with little to no moral restraints and a wild

SPECIAL ABILITIES

Fighters do not initially have any special abilities. However, they may learn some Combat skills by training, as described in the next pages.

GENERAL SKILLS

Fighters start the game with 3 General Skills at first level, plus the bonus on their Strength.

The players may pick whatever skills they need, but the ones that are most useful for a fighter are usually the ones related to the physical attributes: Strength, Dexterity and Constitution. However, there are some other skills that a Fighter may want to take, depending on the Player's idea of his fighter.

Intelligence skills: Skills like Appraise, Cartography, Fire-building, Knowledge of Monsters, Sense of Direction, Survival and Tracking are always a useful pick for every character. Reading and Writing may be useful, especially if you plan for some career in the Army or to become an Arcane Knight (see later). Military tactics would be essential for characters that plan a career in the Army as well. Profession and Labour may always be useful to employ the

character's time out of the adventures and in the same time earn some money.

Wisdom skills: Animal breeding, Animal training and Falconeer are good for a Fighter who wants to raise his own horse, hound or other animal (or even monster, especially for a half-ogre). Blind Combat and Bravery are somehow obvious choices for a Fighter to avoid some maluses in combat. Healing and Natural healing are very useful as well, because they allow fighters to heal the wounds and the altered statuses they will probably get in the adventures.

Charisma skills: Most of the Charisma skills are suitable only for characters with a high Charisma, so if your Fighter has a low score on this ability, you may just decide not to pick any of these. However, a Fighter may surely benefit from having Bargain or Eloquence skill. Moreover, if planning for a career in the Army or in any guild or corporation, Leadership skill may be very useful as well. Gather informations may also be useful for guards who are usually involved in investigations.

WEAPONS

Fighters may use any weapon. Moreover, they are the characters that are allowed more weapon mastery slot of them all. They start at level one with 4 available picks for Weapon Mastery, and they get a new slot at levels 3, 6, 9, 12, 15, 18, and for every 250.000 XP gained after reaching level 20.

There are many ways a half-ogre Fighter may pick his weapons. The choice of the weapons may make a big difference even in the characterization of your Fighter, making him stand out of the crowd.

ARMORS

Fighters may use any armors. However, be careful picking your armors, because the strongest ones are the ones that slow you down the most, and being able to run from enemies

may sometimes make the difference from surviving and being eaten or dismembered alive. Fighters may use the shield as well.

MAGIC

Fighters don't have magic powers and cannot cast magic. Fighters with Intelligence score of 12 or higher may aim to become Arcane Knights, and be taught some simple magic from the Arcanes, but they may only be able to do spell research (see later).

PRIME REQUISITES

Fighters only have one prime requisite, which is Strength. Strength is extremely important for Fighters, because it allows them to have a higher chance to hit and to deal more damage when hitting the enemy.

Moreover, Fighters with particularly high strength scores get bonuses to their earned experience points at the end of each adventure.

Fighters with Strength 13 or higher earn +5% XP at the end of the adventure.

Fighters with Strength 16 or higher double that bonus, earning +10% XP at the end of each adventure.

HIT DICE

Fighters roll 1d8 for their Hit Dice. After reaching level 9, they only add +2 to their HP at every level, and Constitution bonuses no longer apply.

FIGHTER

HALF-OGRE FIGHTER'S EXPERIENCE TABLE

XP	LEVEL	HD	THAC0	XP	LEVEL	HD	THAC0
0	1	1D8	19	640.000	11	+2	7
2.500	2	2D8		800.000	12	+2	
5.000	3	3D8		960.000	13	+2	
10.000	4	4D8	17	1.120.000	14	+2	5
20.000	5	5D8		1.280.000	15	+2	
40.000	6	6D8		1.440.000	16	+2	
80.000	7	7D8	15	1.600.000	17	+2	3
160.000	8	8D8		1.760.000	18	+2	
320.000	9	9D8		1.920.000	19	+2	
480.000	10	+2	13	2.080.000	20	+2	2 (1)

FIGHTER'S SAVING THROWS

LEVEL	SAVING THROW				
	DEATH RAY AND POISON	MAGIC WANDS	PARALYSIS AND TURN TO STONE	DRAGON'S BREATHE	SPELLS, STAVES AND 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 - 20	5	5	6	6	7

SPECIAL ABILITIES

Fighters do not have any special abilities, but they can decide to undergo a special training to learn new combat styles and skills that allow them to perform different actions when fighting. To learn these skills, a fighter needs training.

Training: Training needs to be done in a fighting school, in the Army or the City guards corps, or at any higher level fighter's place. Fighters above level 9 usually learn their new skills from Masters and Grand Masters of the knight orders, high officials of the Army, and other similarly famous fighters.

The teacher always requires the payment of a training fee, which is normally of about 500 Dc per week, but some teachers may ask for up to 20% more or less, depending on the situation. At the end of the training, the new abilities are automatically learned.

CHARGE

A fighter may train to learn this maneuver at any level, but he needs to have the general skill *Riding: horse* with a score of 15 or more points and at least Base mastery with the knight's lance. Training for this skill takes 1 week time.

A Fighter may only charge when mounted on a horse, and only with the knight's lance. It is not possible to charge without being on horseback. The DM may allow a character to charge when mounted on different creatures, if they are properly trained. The Player playing the Fighter should always check this possibility with the DM when picking his ride.

A charging fighter needs to ride his horse for at least 20 m for the charge to be effective, and rolls to hit as usual. If the attack hits the enemy, the damage dealt to the enemy is automatically doubled.

SET SPEAR AGAINST CHARGE

This skill can be learned at any level and only needs one week training.

A Fighter may use this skill to strike back at a charging enemy with the same strength. The Fighter needs to push the back of the spear to the ground and aim with the tip to the enemy. When the charging enemy arrives, the fighter rolls to hit as usual and the two attacks are dealt simultaneously. If the spear hits the enemy, the damage dealt is automatically doubled. However, if the

charging enemy hits the fighter, his damage is doubled as well.

The DM may allow the use of this skill even with different weapons, if they are similar to the spear, for example trident, pike and halberd.

SMASH

A fighter may train to learn this skill from level 9, and must have the general skill *Muscles* with a score of 15 or more points to be able to learn it. The training for this skill takes 2 weeks time.

The fighter that uses this option must say it before rolling for initiative and is always last in the initiative, because he needs time to get ready for the smash. At his round, the Fighter deals his attack with a malus of -5 on his to-hit roll. If the smash hits the target, the damage is increased not by the Strength bonus as usual, but by the whole Strength score, plus the normal bonuses for mastery and magic.

PARRY

To learn this skill a Fighter must be at least level 9 and needs to train for 2 weeks.

The character that wants to parry the attacks declares it before initiative, and may not attack for the whole round. However, all of the attacks dealt to the Fighter in that round have a -4 malus on the To-Hit rolls, both in melee and ranged combat.

DISARM

The minimum level to learn this skill is 20 minus the Dexterity score of the Fighter. The training to learn this skill takes three whole weeks.

This option can be used instead of the normal attacks and its use must be declared before rolling for initiative. It is possible to use this option only against enemies that hold weapons, and never against enemies that use natural weapons such as claws, tails and bites.

When trying to disarm an enemy, the Fighter attacks as usual. If the attack

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hits the target, the victim must roll 1d20 adding the fighter's dexterity modifier and subtracting his own. If the total is higher than the total dexterity of the target, the weapon falls from his hands on the ground. A disarmed creature may switch to another weapon he's carrying by simply losing his initiative in the next round. Any character that decides to pick up the weapon from the ground needs a whole round to do so. Moreover, the character is forced to show his back to the enemies to pick up the weapon, and it means that the enemy may immediately attack him with a +2 bonus on the To-Hit roll and the character may not use the shield, if he has, to protect himself.

Of course, there may be particular situations in which it may be impossible to get the fallen weapon back.

MULTIPLE ATTACKS

This option may only be learned by fighters level 12 and above, and may allow a fighter to do 2 attacks in one round at level 12, three at level 24 and four at level 36. This does not include the off-hand bonus attack that is available for all characters.

A fighter must train for 3 weeks to be able to deal 2 attacks per round. Another 4 weeks are needed to learn how to make a third, and an extra 4 weeks are needed to learn how to deal 4 attacks per round. Note that training cannot be made if the character's level

does not allow him to deal that number of attacks.

A Fighter can deal multiple attacks against the same one enemy, and only if the fighter is able to hit that enemy with a roll of 2. Each attack of the multiple attack maneuver may be, at the fighter's discretion, a normal attack, a disarm, a throw, a charge or set spear against charge.

Multiple attacks cannot be used with missile weapons, but may be used to throw multiple ranged weapons or in melee combat or as a combination of them. All of the multiple attacks are dealt at the same initiative during the round.

Multiple attacks do not allow to substitute the off-hand attack with any other option than a normal off-hand attack.

FOLLOWERS

A Fighter may have followers as most of the other characters. He may get his first follower at level 6, as it is explained in the Campaign book.

Fighters usually have only other fighters as followers. However, there's a 10% chance for each new follower the Fighter gets after the first, that this follower may be of another class. The DM may pick the class or determine it random. It is very unusual that a magic-user or a nagpa become followers of a fighter. Mystics, elves and thieves are

much more suitable because they may want to improve their fighting skills.

Arcane knights usually have 75% of their followers being fighters, and the other ones either elves or magic-users.

Half-ogre fighters may pick their followers among humans and ogres, as they prefer, and very rarely they may have some half-ogre follower, but never more than one.

FIGHTER

SPECIALIZATIONS

Upon reaching level 9, a fighter may decide to keep up being independent, and try to achieve his goals without serving anyone, or swearing to serve a Ruler and becoming a Knight or an Arcane Knight. Knight and Arcane knight are described in the next pages.

For obvious reasons, mainly based on discrimination and distrust, half-ogres have a very hard time if they try to become a knight or an arcane knight. Some very conservative orders, like Blackhill and Bergdhoven, may not allow half-ogres among their knights. On the other hand, Knights of Averogne and Knights of Aalban may praise the diversity that they bring into their ranks. Other Knight orders may be more or less open, depending on the specific case, but elven orders never allow half-ogres in.

FIGHTER

KNIGHT

Every fighter level 9 and above may ask a Ruler to serve him as a Knight, or ask to join a Knight Order. The Ruler or the Master of the Order may ask the Fighter to pass a trial to allow him to become a Knight, and the trial may also be an adventure. If the Ruler or the order accept the Fighter as his Knight, the Fighter will be taught all of what he needs to become a knight, including the Order's Code of Conduct.

A novice knight is therefore trained for at least 3 months, during which he may not take part in other adventures, and only once the training is over the Fighter becomes a Knight. The training is considered extremely important and if the Fighter leaves before the training is over, which may be allowed only in very exceptional situations and for very important reasons, he will have to start it back from the beginning once he goes back to it.

At the end of the training, a Fighter becomes a Knight in an official ceremony that is held by his Ruler, and that is called Investiture. During the ceremony, the Fighter takes off his common clothes and is given the Knights' Uniform, armor and weapons. The Fighter pronounces the Oath of Allegiance to his Ruler and, at the end of the ceremony he is proclaimed a new Knight.

THE OATH OF ALLEGIANCE

By pronouncing the Oath during the Investiture, the Knight accepts his obligations towards the Ruler. The Fighter swears to always obey the ruler, to always run to him when summoned as fast as possible, and to always protect him from dangers. If a knight refuses to obey a direct order from his Ruler, he is immediately dismissed from his role, loses all of the benefits of the Knighthood and also loses 3 levels of experience. His Ruler may also decide to punish him and, depending on the nature of the disobedience, may

sentence him to jail, to forced unpaid service, strip him of some valuable possessions or privileges, or even give him a death sentence.

If a Knight does not feel like serving a Ruler, he may always ask to be freed from the Oath of Allegiance. This is a very rare situation, because usually if a Knight asks to be set free, either outcome is bad.

If the Ruler accepts, the Knight will be probably stripped of all of his possessions and privileges and will be banned by the lands of the Ruler, for his disobedience. If the ruler denies the freedom, the Knight will be seen as a traitor and possibly he will be put under pressure, given dangerous tasks and kept under strict control.

A ruler may accept to free a Knight from his oath without any punishment only if there is a very important and extremely serious reason.

If a Ruler dies, all of the Knights that were serving him are required to repeat their Oath of Allegiance to his heir. Knights may refuse, but if they do so, they will be stripped of all of their belongings and privileges and banned from the new Ruler's lands. A Knight that left the service of a Ruler may offer his services to another Ruler or join another Order.

CALL TO ARMS

A Ruler may at any times declare a call to arms of all the men in his lands. This is usually because the land is entering a war, and all of the capable men are called to protect it.

When a knight is in a land where a call to arms is declared, even if it is not his Ruler's, he must always go to the Ruler and offer his services. The Knight is not supposed to fight for free, though, and if he asks to be paid, the Ruler must provide him a fair pay.

A Knight may ignore a Call to Arms only in three cases: if he is in a non-civilized land, if he is in a land where this tradition is not known, or if he is passing through an enemy land.

SANCTUARY

A Knight, especially if wounded, may at any time visit any fortress or any Shrine of Rad and ask for Sanctuary. The request for Sanctuary must always be answered, and the owner of the fortress or the Dean of the Shrine must help the Knight at their best providing him food, shelter and drinks for up to three days. The owner of the place is not supposed to be friendly with the Knight but, according to this custom, may not challenge, attack or refuse sanctuary to the knight. For the time the Knight is his guest, a ruler or Dean must always keep him safe and protect him from attacks from outsiders as well. The same Knight must not cause any harm, challenge or attack the Ruler or anyone else living in the place where he asked for Sanctuary, otherwise the Sanctuary immediately ends and the host is free to punish him for his behaviour.

KNIGHT PRIVILEGES

Knights are seen by commoners as noble-hearted, proud and reliable protectors of the nation. They are considered just a little less important than Nobles, but they drive the same respect from both peasants and nobles.

Knights somehow represent their Ruler, and for this reason they must always follow their Code of Conduct, behave with dignity and decorum, and try to look at their best. For the same reason, usually the Rulers provide the Knights with uniforms, weapons and armors, and give them a monthly pay.

Rulers also take care of the family of a knight if the knight has some financial troubles, or if the knight dies during a mission. Rulers often take care of the education of the sons and daughters of their Knights, as well, introducing them to schools and providing important contacts with rich and influent people that may come in handy in their future. The Ruler usually doesn't do all of these things just because a knight asks for them: he steps in when a knight is in

FIGHTER

need and cannot provide to these things by himself, and will do it according to his finances and his ability to help.

ARCANE KNIGHT

The Arcane Knight is a variation of the knight that only exists in nations, like the Principalities of Glantri, that are ruled by Arcane spellcasters. All of the rules and everything that has been said for the Knight also applies to the Arcane knight.

For a Fighter to be able to become an Arcane Knight, he must have an Intelligence score of 12 or higher, must have *Reading and Writing* general skill, and he cannot serve any one Ruler, but only a Ruler that is an Arcane spellcaster himself.

In the Principalities of Glantri, this is obviously not a problem at all. Moreover, each of the Princes of Glantri is the Ruler that is in command of one of the Knights Orders (see later), and most of the Grand Masters of the Orders are Nobles and powerful spellcasters as well. If an Arcane Knight is not at the service of any ruler, for any reason, he cannot progress in his magic studies until he doesn't find another ruler to serve. In the meantime, he can still use the powers he obtained so far.

MAGIC

Arcane Knights, during their novice months, not only study the rules and the Code of Conduct of the Order, but they are also introduced to the study of magic by their Rulers. Arcane Knights will never become independent in the study of magic, and they will always need a Ruler to improve in their magic studies. An Arcane knight gains the spellcasting abilities of a magic-user 1/3 of his level, round down, as shown in the table in this page. When casting a spell, the "spellcaster's level" they may use is always their level divided by 3, round down.

Arcane Knights need to have a spellbook and need to memorize their spells in the morning like any other arcane. They receive their spellbook with some basic spells from their Ruler when they become Arcane Knights, but they can also try and research new spells by studying in their Ruler's library. Unfortunately, the Arcane Knights may never add bonuses to their research rolls due to the size of the labrary they use, even if they own one. Moreover, they use for the spell research their spellcaster level, and not their actual level. When an Arcane Knight successfully researches a new spell, he must always offer the new knowledge he obtained to his Ruler as well. On the other hand, whenever an

Arcane Knight gets a new spellcasting level, his Ruler must teach him at least one new spell.

Arcane Knights cannot create magic items, animate constructs or use any of the magic items restricted to spellcasters, not even spell scrolls.

The spellcaster level of an Arcane Knight may never progress above the level of their Ruler. If the Arcane Knight's level grows more than three times his Ruler's level, the Arcane Knight stops improving in magic and only improves with weapons, like a normal Knight.

SANCTUARY

On top of what already said about Sanctuary, an Arcane Knight may be asked to help the owner of a tower or the Dean of a Shrine in his magic studies, while enjoying the sanctuary. The Knight is not forced to accept, and may actually ask to be rewarded for it. When an Arcane Knight helps researching a new spell or creating a magic item, the time an Arcane spellcaster needs to finish his research reduces of 1 day for every day the knight helped him out. Obviously, if this is the case, the owner of the tower or the Dean of the Shrine may decide to stretch the Sanctuary for longer than three days.

ARCANE KNIGHT SPELLCASTING TABLE							
ARCANE KNIGHT'S LEVEL	SPELLCASTING LEVEL	DAILY SPELLS BY LEVEL					
		I	II	III	IV	V	VI
9 – 11	3	2	1	-	-	-	-
12 – 14	4	2	2	-	-	-	-
15 – 17	5	2	2	1	-	-	-
18 – 20	6	2	2	2	-	-	-
21 – 23	7	3	2	2	1	-	-
24 – 26	8	3	3	2	2	-	-
27 – 29	9	3	3	2	2	1	-
30 – 32	10	4	3	3	2	2	-
33 – 35	11	4	4	4	3	2	-
36	12	4	4	4	3	2	1

THIEF

The thief is the class that suits a half-ogre the least. Thieves need to be stealth and silent, not big and sturdy. However, if the player wants, even a half-ogre may become a thief, by training with human thief, if he has a dexterity that's high enough.

Half-ogre thieves are normally bandits that attack the travellers, rather than sneaky ones that rob houses. They share the same skill set with human thieves, but have slightly different scores in some of them.

SPECIAL ABILITIES

Thieves have plenty of special abilities, and many more they can earn with experience. The thief's special abilities are described later on in the book.

GENERAL SKILLS

Thieves start the game with 3 General Skills at first level, plus the bonus on their Dexterity.

Characters may pick whatever skills they need, but the ones that are most useful for the thief are usually the ones related to Strength, Dexterity and Charisma. However, there are some other skills that a Thief may want to take, depending on the Player's idea of his character.

Intelligence skills: A thief should always put some points in Intelligence, as this score determines some very important general skills for a thief.

Definitely, reading and writing is very useful for any thief, as well as appraise, disguise, cartography, sense of direction and tracking. Less used, but not less useful, a thief may want to learn some other skills like knowledge of the city where he lives, that may allow him to get protection and informations when he needs. Lip reading may substitute hear noises when he may not use that skill, to steal useful informations. Cramming, especially for a thief with low Strength, would allow the thief to store more loot

HALF-OGRE THIEF EXPERIENCE CHART											
XP	LEVEL	HD	THIEF SKILLS*								THACO
			OL	FT	RT	CW	MS	HS	PP	HN	
0	1	1d4	10	15	10	76	15	10	20	30	19
1.700	2	2d4	15	20	15	77	20	15	25	35	
3.400	3	3d4	20	25	20	78	25	20	30	40	
6.800	4	4d4	25	30	25	79	30	24	35	45	
13.600	5	5d5	30	35	30	80	35	28	40	50	17
27.000	6	6d4	35	40	34	81	39	32	45	54	
54.000	7	7d4	40	45	38	82	43	35	50	58	
108.000	8	8d4	45	50	42	83	47	38	55	62	
220.000	9	9d4	49	55	46	84	50	41	60	66	15
330.000	10	+2	53	59	50	85	53	44	65	70	
440.000	11	+2	57	63	54	86	56	47	70	74	
550.000	12	+2	61	67	58	87	59	50	75	78	
660.000	13	+2	64	71	61	88	62	53	80	81	13
770.000	14	+2	67	75	64	89	64	56	85	84	
880.000	15	+2	70	78	67	90	66	58	90	87	
990.000	16	+2	73	81	70	91	68	60	95	90	
1.100.000	17	+2	76	84	73	92	70	62	100	92	11
1.210.000	18	+2	79	87	76	93	72	64	105	94	
1.320.000	19	+2	81	90	79	94	74	66	110	96	
1.430.000	20	+2	83	93	82	95	76	68	115	98	

* 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

THIEVES' SAVING THROWS					
LEVEL	SAVING THROWS				
	DEATH RAY & POISON	MSGIC WANDS	PSRALYSIS & TURN TO STONE	BREATHE WEAPON	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

in his bags and still be able to run at the same speed. Gambling is more of a flavour-like skill but it may be used to gather money from chance games and to get introduced to the city's downtown rulers. Survival skill may be useful when the thief needs to go on the run, spending some time in the woods or on the hills and waiting until the guards stop searching for him. Fire-building may help as well. And finally, a labor or profession may be a good cover-up and provide a thief, if picked carefully, valuable informations for his theft practice.

Wisdom skills: Blind Combat and Bravery may very well suit any thief,

especially if he goes adventuring alone. Concentration is going to be very useful for thieves that learn how to cast spells from scrolls or even use shadow magic. First Aid and Natural Healing may be vital if the thief has not got a chance of taking along many potions or other healing devices. Recognize tastes and smells may be used to identify monsters by their smell, or hebralist preparations, poisons and the likes. Law allows the thief to know not only the crimes and the punishments, but also the cavils and loopholes of the law that he may use for his advantage.

Constitution skills: Of the Constitution skills the ones that a thief should

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always get are slow breathing and run. The first, to be more silent when hiding and moving. The second, to have better chances of getting away from chasing enemies. A thief may also want to get resist starvation if he plans to be often hiding in the wilderness with no food, or Endurance to help him climbing for longer.

WEAPONS

Half-ogre thieves may not use 2-handed melee weapons, but they may use any one-hand weapon and have no issues in using 2-handed missile weapons. Thieves may pick 3 weapons at first level, and they will have Base Mastery in them. Thieves get new mastery slots at levels 4, 8, 12, 16, 20, 24, 28, 32 and 36, and for every 400.000 XP gained after reaching level 36.

Thieves may always pick some special weapons, like blow gun, blackjack, cestus, whip, bolas or net, that may be very useful to them for their special effects.

ARMORS

Thieves may only use armors that don't slow down who wears them, and may not use the shield. This means that, if they don't get very rich or don't manage to steal some precious elven silver mail or Alphantian silk robe, thieves may only wear the leather armor.

MAGIC

Thieves cannot cast spells and may only use common magic items, initially. Later on, by earning new class abilities and secret techniques, they may be able to use a bigger selection of magic items, cast spells from scrolls, and even use Shadow Magic.

PRIME REQUISITES

Thieves' Prime Requisite is Dexterity. Dexterity helps them to be fast, to be

precise with tools to open locks and remove traps, to be silent and in general in most of their thief skills.

A thief with a particularly high Dexterity score gets a bonus on the experience points he earns at the end of each adventure.

Thieves with Dexterity 13 or higher earn +5% XP at the end of the adventure.

Thieves with Dexterity 16 or higher double that bonus, earning +10% XP at the end of each adventure.

HIT DICE

Thieves roll 1d4 for their Hit Dice. After reaching level 9, they only add +2 to their HP at every level, and Constitution bonuses no longer apply.

SPECIAL ABILITIES

The thief class is characterized by the huge number of abilities that he earns and improves level after level. In this chapter they will all be described in detail for the player to use them at their best. It will be very important for whoever plays a thief to know the skills and the way they are used very well.

OPEN LOCKS

This skill allows a thief to open doors, chests, padlocks and any other closed or locked item, typically using thieves tools for the task. The time needed to open locks using this skill and the difficulty level of the lock depend on the lock itself. Using thieves tools grants a bonus to the test.

NOTE: If a lock is protected with a trap, the trap must be removed before trying to open the lock, otherwise any attempt to open the lock will automatically trigger the trap.

Thieves tools: By using them, a thief obtains a +10% to his Open Locks score. Magic thieves tools may give even higher bonuses.

Dexterity bonus: Dexterity gives a bonus to Open Locks score in the

proportion of +5% for each bonus point of Dexterity. If the thief has a malus on dexterity, the malus on the Open Locks score is -5% for each malus point.

Weak lock: Old and rusty locks that are not working properly only need 1 round to be picked. The bonus on the skill score for these locks is +10%.

Normal lock: Most of the locks are like this, and give no bonus or malus to the skill score. They can be opened in 1d3 rounds.

Good lock: A lock that's been built by a professional to be safer than usual ones. This kind of locks need 1d6+1 rounds to be opened, and the skill score gets a -10% when trying to open it.

Excellent lock: A high quality artisan lock, especially built to avoid being opened by thieves. These locks are usually very expensive and are used only to protect very precious treasures, places or creatures. To open one of these locks a thief needs 2d4+2 rounds, and the skill score suffers a -20% malus.

Exceptional lock: This kind of locks is extremely expensive and usually only the richest merchants and nobles spend this much money on a lock. This kind of locks is always used to protect the most precious belongings of a person. Most of the Exceptional locks combine a trap to the lock, for added security. To open an Exceptional lock, a thief needs 3d6+3 round and the malus on the skill score is -30%.

Magic lock: Magic locks are made by experienced spellcasters and are particular magic items that reproduce the effect of *Magic Lock* spell. An experienced thief may still be able to open one of these locks, but the time required is always 1 full turn, and the skill score is reduced of a huge -40%.

FIND TRAPS

One of the best reasons to have a thief in the group is this skill. It allows the thief to find hidden traps in items, rooms and corridors, allowing him and

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his companions to try and remove them, or simply avoid them. This skill is particularly useful in ancient tombs and temples, in prisons and in places where ancient treasures are hidden. On the other hand, it is of almost no use in places where there's a very low chance of finding traps, like monsters lairs, caves, mines and in open-air environments.

When a thief has a suspect that in the area there might be a trap, he may use this skill. Using it, he may inspect an area of 3x3x3 meters to search for every kind of traps. It is the Master who rolls to test the skill secretly.

If the test is a success, the thief finds all of the traps in the area, may them be on the ground, on doors, items or walls, or even on the ceiling. The thief can only find the traps with this skill, but not identify its mechanics or possible damage. Still, a trap that has been found can be avoided or removed.

If the test fails, the thief cannot find any traps and declares the area safe from traps. If at least one trap is in the area that the thief is examining, and the test fails for more than 10 points, the thief triggers the trap during the search.

The time needed to search for traps is always 6 rounds, or one minute.

NOTE: Some traps may be made of magic, and be activated by magic runes. These traps may be impossible to find to young and unexperienced thieves. Although, thieves level 10 and above, who may use magic items and cast spells from scrolls, may still find these traps, but their skill score will suffer a -20% malus.

REMOVE TRAPS

After finding a trap, a thief can try to use this skill to disarm and remove the trap, after examining it. This may be very useful for traps that re-load after each time they are triggered, to avoid stepping on it again.

Removing a trap may, at the Master's discretion, give the thief some useful materials or items that have been

retrieved from the mechanism. Chains, ropes, nails, poles, but also swords, crossbows, daggers, arrows, oil flasks and similar items may be found. Usually, the more complex a trap is to disarm, the bigger is the number of components, and the higher the chance that the thief may retrieve something.

Depending on the complexity of the trap, bonuses or maluses may be applied to the skill score for the test, and the time needed to remove them may be longer or shorter. Using Thieves tools and a high Dexterity score may also give a thief some bonuses.

NOTE: A failure on a remove trap roll immediately triggers the trap.

Thieves tools: By using them, a thief obtains a +10% to his Remove Traps score. Magic thieves tools may give even higher bonuses.

Dexterity bonus: Dexterity gives a bonus to Remove Traps score in the proportion of +5% for each bonus point of Dexterity. If the thief has a malus on dexterity, the malus on the Remove Traps score is -5% for each malus point.

Crap traps: These are traps that are very simple in the mechanics and sometimes they are even not that well concealed. The Master may also give a bonus to the Find Traps score for these. These traps are seldom deadly and they can be removed in one round. To remove these traps, a thief has a +10% bonus to his skill score.

Simple traps: These are the most common traps, that can be found almost everywhere. To remove this kind of traps a thief needs usually 1d4+1 rounds and the skill score does not get any bonus or malus.

Smart traps: These traps may have more complex mechanics and be concealed better. They are usually used to protect palaces and tombs and they need 1d6+2 rounds to be removed. The skill score to remove these traps gets a -10% malus.

Complex traps: These traps usually have a complex trigger mechanism and some security feature to ensure they cannot be disarmed or removed easily. These traps need 2d6+2 rounds to be removed, and the skill score will suffer a -20% malus.

Genius traps: Who put this trap in place is a genius engineer, and usually finds very smart, cruel and effective ways to kill his victims. These traps are usually the deadliest ones, and use very big and complex mechanics, that are not easy at all to identify and disarm. To remove such a trap, an experienced thief will need 3d6+3 rounds and his skill score will suffer a -30% malus.

Magic traps: Magic traps are usually activated by runes or magic circles written on the floor or on the object that the trap is protecting. These traps can only be found by thieves level 10 and above and quite often they cannot be removed. Still, once the magic runes or the magic circle have been found, it is just enough not to touch them to avoid triggering the trap. Magic traps can always be removed using a *Dispel magic* spell or a similar spell that may cancel magic writings.

If the Master decides that magic traps can be removed by high level thieves, the time needed to remove one is 1 full turn, and the malus on the skill score is -40%.

Alarm: Some traps are connected to a magic alarm. Typically, when a thief tries to remove or disarm an alarmed trap, the alarm triggers.

An alarm may produce a high pitched noise that attracts wandering monsters, may be a mechanism that closes and locks the doors around, a system that releases in the area some nasty creature or substance, a trigger for another trap, or even a very silent alarm that only rings in the control room of the dungeon to inform the ruler of the presence of intruders.

A thief level 4 or above that finds a trap is always aware if the trap is

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connected to some kind of magic alarm. The thief has no clue what kind of alarm it is, though.

If a thief tries to remove a trap that is connected to an alarm, the test is made normally. If the result is a success, but the difference between the roll and the skill score is 10 points or less, the trap is removed, but the alarm is triggered. If the remove trap test fails, or if a thief does not know a trap is connected to a magic alarm, the alarm is automatically triggered.

CLIMB WALLS

This skill allows a thief to climb walls and similar surfaces, moving both vertically and horizontally, climbing up and down. This skill may get many bonuses and maluses depending on the thief's Dexterity and Strength, his clothes, the use of tools, and also by the shape and inclination of the wall itself.

When a thief fails one Climb Walls test and has no security rope attached to him, or any other system to avoid falling, he simply falls from the wall. A thief may try to roll once on this skill during the fall, if he's falling from at least 12 m, and grab a hold halfway on anything he could use. Although, to do so, the thief has to roll using his skill score halved, round down. If the test succeeds, the thief can stop falling after $1d6 \times 1,5$ m and takes $1d6$ damage. If the thief fails the roll, he just falls on the ground taking full damage. Please note that if the thief tries to grab a hold to stop his fall and fails, he may not use his *Acrobatics* skill, if he has, to reduce the damage from the fall.

Strength: Strength allows a thief to hold on a wall much longer before getting tired. The maximum time a thief can climb a wall before getting tired is 4 rounds +2 rounds for every point in the Strength score. After this time, a thief must find a safe place to rest for a whole turn before going back to his climbing. If the thief cannot find any such a place, he will have to roll a

strength check at every round with a cumulative -1 modifier, or he'll lose his grip and fall on the ground.

Dexterity: A high score in Dexterity allows a thief to move faster when climbing a wall. The speed a thief can move when climbing walls is shown in the table below.

DEXTERITY SCORE	CLIMBING MOVEMENT RATE
3 - 8	1,5 m per round
9 - 12	3 m per round
13 - 15	4,5 m per round
16 - 17	6 m per round
18	7,5 m per round

Climbing gloves: Climbing gloves are special gloves made of soft, thin leather that are fixed to the arm with long strings, so that they cannot fall off. They have an external layer that is extremely rough and helps the thief to get a safer hold on the wall. Using these tools when climbing a wall gives a thief a +10% bonus on his skill score.

Common gloves: Common gloves, whatever material may they be made of, are not good for climbing: they reduce the hand's sensitivity and may fall off the hand anytime, causing who wears them to fall. For these reasons, wearing common gloves when climbing a wall gives a thief a -10% on the skill score.

Climbing shoes: These shoes have a soft leather sole. They are not made for walking, not even in towns, because the sole is too thin, but they have a rough bottom that sticks easily to many surfaces. They give a +10% bonus to the skill score.

Grappling boots: These are very strong and are usually reinforced in iron all around. They have small hooks coming out of the tip that help finding footholds. They can be used to walk normally and when used for climbing, they give a +5% bonus to the skill score.

Bare feet: When climbing a wall bare-footed, a thief has the highest possible sensitivity, but there's nothing

protecting his feet from dangers and wounds. Climbing a wall with bare feet gives the thief a +10% bonus on the skill score but, if he is not climbing a very smooth wall, there is a chance for him or her to get hurt. If a check is a success but the difference between the die roll and the skill score is 10 points or less, the thief gets 1HP damage and, until the thief does not get healed, the skill score is reduced of 1 cumulative point. If a wall is very dangerous to climb (with broken glasses, spikes or very hot), the damage can be higher than only 1 HP. The Master will decide an appropriate amount.

Grappling daggers: Made for thieves, these are short objects used in both hands to help climbing walls. They cannot be used as weapons, but they can be thrust in the walls to create handholds even where there is none. A thief holding one of these in each hand gets a +10% bonus on the skill score. Using only one of these gives a halved bonus of just +5%.

Grappling hook and rope: These are the safest way to climb a wall. A thief who wants to use these tools must tie the rope to the hook, then find a hold for the hook. If there's no possible hold around, the grappling hook may not be used. Then, the thief must make a to-hit roll to get a hold with the hook. The AC is 9 if the distance from the thief to the hold is 3 m or less, otherwise the AC of the hold is reduced by 1 for every 1,5 extra meters.

After getting a hold, a thief can use the rope to climb, obtaining a massive +50% on the skill score.

Please note that the maximum distance a grappling hook can be thrown is 3 times the strength score of the thief. Short, medium and long distance modifiers to hit normally apply. The rope must be long enough to reach the hold, otherwise the attack will always fail.

Rope and nails: These items can be used even on the smoothest and hardest wall to climb without the risk of

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falling. They are very noisy, so they can not be used on buildings without being noticed, but they are very useful on mountains. The thief using nails and rope can only climb 1,5 m per round, but these give the thief a +50% on his skill score and, once the thief completed his climb, they can be used by any other character to climb with a 70% chance of success.

A fail using these tools means the thief lost one nail and cannot go any further for one round. Only a 00 roll means all the nails came off the wall and the thief falls as usual.

Wall's inclination: Wall inclination affects the skill score: under 60°, there's a +1% to the skill score for each degree less than 60. Above 90°, there's a -1% to the score for each degree over 90. This means that, provided he's got handholds, a thief may also move on a ceiling (180° inclination), with a -90% to his or her skill score.

Handholds: a standard wall to climb is a normal bricks or stone wall. If a wall has got more handholds, like on a mountain full of protruding rocks, or the front of a palace full of decorations, the skill score can get a bonus up to 10%. If the wall has less handholds than usual, though, the skill score can have a malus up to -50%, which is a completely smooth wall. These bonuses and maluses are given by the Master at his complete discretion.

Encumbrance: A full inventory can cause the thief some trouble when climbing: if the thief is carrying more than half his maximum encumbrance at normal speed, the skill gets a -10% to its score. If the encumbrance forces the thief to move half his or her normal speed, the malus on the skill score is -25%.

Wind: When it blows strong, wind may affect the thief's climb walls score. The master can give the thief a malus from -5% to -30% when a very strong wind is blowing or for any other adverse weather conditions, like rain, hailstorms, snow, and so on.

Moving walls: Walls that are not still or structures that are moving are very hard to climb on. If the thief is trying to climb on something that's moving (a giant golem, a ship's tree, a treeman's trunk, and so on...), the skill score will get a -10% malus.

Water, oil, ice: These and similar slippery substances on the wall the thief is trying to climb give the thief's skill score a -20% malus and may make it impossible to climb (see below) if there is no handholds on it.

Impossible walls: Sometimes some walls are just impossible to climb. These are those walls a thief cannot possibly climb for some practical reason. It can be a smooth and slippery surface, or a smooth and moving one, or a flaming one, and so on... These walls can not be climbed in normal conditions. The Master may allow a test if a character gets some special tools to try and climb them (rope and grappling hook, rope and nails, grappling daggers, or even something more special, like some magic equipment), deciding what kind of malus to apply to the skill score in every different situation.

MOVE SILENTLY

By successfully using this skill, a thief can move at his normal movement rate without producing any noise.

If the check fails, the thief makes some noise, but this does not mean someone heard him or her. The higher the difference between his die roll and his skill score is, the more noisy the thief is moving. The chance for a thief to be heard when failing with this skill is 10% plus the difference between the die roll and the skill score, modified as follows.

Complete silence is the worst possible situation for a thief to move silently: even the smallest noise can be heard because there is nothing else making any noise around. The thief gets a -10% malus on his skill score.

Normal silence is the average situation when a thief moves. In this situation footsteps, small animals, something being moved around can be heard, but they are very sporadic and low volume noises. No bonuses or maluses apply.

Buzz, like a group of monks praying, a creek's gurgling noise, the noise of the waves close to the sea, a machinery in another room and so on, can produce a nice cover for the thief to try and be silent. It gives the thief a +10% bonus on the skill score.

Noise, like a village festival, a waterfall close to the place, a group of goblins fighting for the last sausage, a strong wind that makes windows slam, thunders, a hailstorm, will definitely help a thief moving unheard: the thief will get a +20% bonus on the skill score.

Strong noises, usually lasting for only one round, like something exploding, a building collapsing, a big monster roaring, are chances a thief does not often have to cover his movements. These conditions can give a thief a +30% bonus to the skill score, but only for one round.

Silence spell cast on a thief makes the thief automatically succeed in any check for this skill.

Soft sole shoes are used by thieves to cover their footsteps' noise. They are normally fixed to the leg with strings which actually hold the trousers close to the legs to avoid them touching objects around. A thief using these shoes gets a +10% bonus on the skill score. Unfortunately, these shoes are easy to get broken and they must be changed about every 6 months.

HIDE IN SHADOWS

Thieves learn since the lowest levels how to hide in dark places: they wear dark clothes and try to stay completely still. There are only three things that affect the thief's ability to hide: the presence of hideouts, his clothes and the movement. A thief that tries to hide will always think his hideout is a good

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one, thus it should always be the master to check on this skill, using the following modifiers.

Hideout: If a room does not provide any proper hideout, it is very hard for a thief to hide. He may still try to hide behind the door, or in a shadow cast by some object, but a malus between -10% and -30% can be given if he cannot find a properly hidden spot.

Clothes: If a thief wears normal clothes, he gets a -10% to this skill score. If he wears something dark, he gets no bonuses or maluses, but if he wears a completely black outfit, covering his face and hair as well, the skill score gets a bonus of +10%.

Movement: A thief may hide normally staying still, but if he tries to move while in the hide, he may only move up to half his normal speed. For each 1,5 m per round he wants to move, the thief will get a -5% malus to his skill score.

PICK POCKETS

Or, more properly, theft. A thief using this skill may take objects or money from the people he gets across, hiding them very fast. Picking pockets takes only one round. The rule says that an attempt is successful if the skill check is successful. A fail with a difference of 20 or less points between the die roll and the skill score means the thief could not steal anything, but nobody noticed him. A difference of 21 or more, on the other hand, means someone saw the thief (and the Master must determine the consequences). Before picking pockets, a thief must declare what does he want to steal. It must be something the thief can see on the victim, or something the thief knows the victim is carrying along. In this case the thief must know exactly where on the victim's body the hidden thing is kept.

Pick pockets skill score can be modified by the following factors:

Dexterity gives a +5% bonus for each bonus point on the Dexterity score, or a -5% malus for each malus point on its score.

Distractions provided by an accomplice or another person gathering the victim's attention give the thief a +10% bonus on the skill score. If the distraction attracts everybody's attention, so that no other people is looking towards the thief, the bonus is 20%.

Level difference between the thief and the victim may affect the outcome a lot. If the thief's level is higher than the victim's, the thief gets a bonus of +5% for every point of difference. If the thief's level is lower, the thief gets a malus of -5% for every point of difference.

Complications: Usually, a thief gets close to the victim, carefully cutting the string that holds the pouch or weapon, then bags it and runs away. However, if the object is not that easy to take, the Master may give a malus to the skill score. For example, a thing kept in the backpack may need a -10%, because the thief must not only cut the bag open, but even look for the item. A necklace, or any object carried on the front of the jacket, like a medal, may give a -20% malus because it's very dangerous to take it, and there is a big chance to be caught stealing it.

Impossible picking: Sometimes some items just cannot be stolen. Clothes, armors and things held in hands or worn on one's body are usually impossible targets, if the victim does not get undressed or does not leave them somewhere. Very big items can not be hidden easily, thus making it easy to find the thief who stole them. An impossible theft will always result in a fail, if the player does not come out with a smart plan to get the object. If this happens, the Master should also give an XP bonus to the thief for his idea.

HEAR NOISES

Thieves' ears are well trained to hear even the slightest noise, so that they can run away if they are in danger. To use this skill, the thief needs to stay still

and completely silent for at least 3 rounds. If he's adventuring with a group, his companions will need to be completely silent as well. If the check is a success, the thief can hear every noise in a 9m radius. The check may be affected by the environment having bonuses and maluses.

Distance may reduce the precision of the hearing. For every 3m distance from the origin of the sound, a -5% malus applies.

Doors and walls reduce the volume of the noises, making it harder to understand what's happening. The skill score gets a -5% malus for the presence of a door, while for walls it may be between -5% and -20%, depending on what material the wall is made of and how thick the wall is.

Hearing cones are designed to improve this skill specifically. If put on a wall or a door, they reduce the malus doors and walls give by 5%. Moreover, if the thief closes the other ear while using the hearing cone, the malus for the noisy environment (see below) is reduced by 10% as well.

Noisy environment affects the test in a negative way. The check gets a malus that is exactly the same amount as the bonus a thief gets when trying to move silently in the same conditions (see above, *move silently*).

BACKSTAB

A thief can backstab any enemy when attacking from behind the target and getting the surprise. If the enemy is aware of the thief being behind him, the backstabbing is not possible.

A backstab attack can be made with any weapon the thief may use, with the usual +4 bonus for an attack from the back, but inflicts double damage if it hits the target.

The damage is doubled after adding the strength modifier and the weapon's magic bonuses, but any other bonuses, magic or not, and the weapon's special effects, are not doubled.

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It is possible to backstab only with melee weapons or with ranged weapons used at short range and never from more than 9 m distance.

DECODE (LEVEL 4)

A thief gets this special ability at level 4. Thieves level 4 or higher have 80% chance to decode any written text or secret code, including maps and languages they don't know. The skill gives a basic understanding of texts. A fail means the thief will not be able to try and decode the text again before he gains one new level.

FEINT (LEVEL 6)

A thief gets this special ability at level 6. A thief level 6 or higher can use this skill pretending he will attack on a side, then quickly moving and attacking on another line.

The thief must declare a feint as his attack, and will suffer a -2 on his AC, but will get a +1 bonus on his to-hit roll, plus another one point for every 6 full levels after level 6 (up to +6 at level 36). The feint can only be used in melee combat and only against enemies who can clearly see the thief.

The skill is also effective only on targets whose size is between halfling and ogre.

To succeed in a feint, the thief must roll under his Dexterity. If he fails, the attack can be normally made, but no bonus to hit will be gained.

DEFENSIVE FIGHTING (LEVEL 9)

A thief gets this special ability at level 9. At level 9 a thief learns how to fight with more than one enemy at the same time without giving them any advantage. It means the thief moves so that the enemies clash onto each other, cancelling their bonuses for attacking on the sides or from the back. This skill does not affect other thieves level 9 or higher and does not affect non-intelligent creatures and monsters bigger than an ogre.

When the thief first learns this skill, he may use it against 2 enemies at the same time. From level 18, the thief can confront 3 enemies without maluses. The enemies grow to 4 at level 27 and to 5 at level 36.

At every round, the thief only needs to roll under his dexterity score, with a malus of -1 for every enemy after the first. If he scores a success, all of the enemies' bonuses for position are cancelled for that round, otherwise they fight normally.

MAGIC (LEVEL 10)

A thief gets this special ability at level 10. Thieves level 10 or higher learn how to use arcane spells reading them from scrolls. When doing so, there is always a chance the thief makes some mistake and the spell is wasted or produces an unwanted effect, because the thief is not a spellcaster. The chance of making some mistake is 20%, minus the thief's Intelligence score.

DODGE AND STRIKE BACK (LEVEL 12)

A thief gets this special ability at level 12. The thief learns how to dodge and, at the same time, counterattack his enemies. The thief must declare he is using this skill before initiative and can only use it a limited number of times per fight.

At level 12, a thief can use this skill once during the fight, to dodge and strike back just once.

At level 24, the thief may use the skill twice per fight and, in every round he is using it, he may dodge and strike back twice.

At level 36, he may use the skill three times and every round he may dodge and strike back three times.

If the thief declares *dodge and strike back* in a round, but nobody hits him, he can normally attack at the end of the round.

If a thief is target of more attacks than he can dodge with this skill, he can

keep on dodging more by using his *Dodge* general skill, but he may not counterattack those attacks.

If the thief is attacked after declaring the use of this skill, he may dodge each attack by saving vs. breath weapon, with a -1 malus for each blow he already dodged in the same round. Every time an attack is dodged with this skill, the thief can strike back and attack the attacker with his main hand weapon. A thief cannot use a off-hand weapon to strike back, and can only do one attack to each enemy when striking back.

NOTE that *Haste* spell affects *Dodge and strike back* so that a hasted thief can dodge and strike back a double number of blows in each round.

ADVANCED MAGIC (LEVEL 15)

A thief gets this special ability at level 15. From level 15. Upon learning this ability, the thief knows how to use arcane spellcasters' magic items. To use this skill, the thief must obtain the general skill *Knowledge of Magic* first. To be able to use a magic item, the thief needs to check on his *Knowledge of Magic*. Then, every time he wants to use the item, the thief only needs to declare his intentions. Nevertheless, there's always a chance the thief does something wrong and the magic item does not work properly, producing an unexpected effect. This chance of error is 25% minus the thief's Intelligence score.

HIDEOUT AND FOLLOWERS

Thieves may start building a hideout at level 9, or they may find one ready and inhabit it. A Hideout is usually a building that hides a dungeon, or a secret passage that leads to a base where the thief may hide when he needs to disappear for a while.

This kind of building is usually quite expensive, because most of the work must be carried on in secret, and there must be traps, secret passages and

THIEF

other security systems in place to make sure that the hideout is not easy to find and the thief is safe there. The hideout is also used to protect the thief's belongings, and for this reason a thief may want to use some trained monsters as guardians.

Thieves may also attract followers like most of the characters do. From level 6 on, a thief may start attracting younger characters that may want to learn some skills from him.

When it comes to a thief, usually 50% of his followers will be thieves as well. 25% may be fighters, and the last 25% may be any other class, including magic-users, nagpas, elves and mystics. This is because these characters may also have some trouble with the law, and they may need the protection of a more experienced criminal.

Half-ogre thieves may pick their followers among humans and ogres, as they prefer, and very rarely they may have some half-ogre follower, but never more than one.

THE RAKE

The Rake is a local variation on the Thief that's been introduced in the *Dawn of the Emperors* boxed set. It is a light adventurer that shares most of the thief's skills, has the same limits, HD, experience chart, To Hit rolls, but cannot Pick Pockets. This skill simply is not learned by Rakes.

This means that the Rake is not a criminal who uses his skills to rob people and get rich, but a swift adventurer who has plenty of useful skills to survive in the adventures. This also means that the Rake is not wanted by the guards, does not risk to be arrested or hunted more than any fighter or magic-user and won't need to go on a hide from time to time. This background advantage may well balance the absence of the Pick Pockets skill, especially because it's still one of the most unused ones.

The Rake can be picked in the Principalities of Glantri as an alternative to any thief, of any origins. Even Half-Ogres are entitled to this class, if the player likes the idea.

THIEVES GUILDS

A Rake is not a thief and is not a criminal. Thus, he cannot be a member of a thieves guild. This also means that a Rake may never learn the thieves' Secret Techniques, that are taught only to guild members.

HIDEOUT

Rakes don't build hideouts as thieves, because they don't need to hide and they are not thieves.

FOLLOWERS

Rakes may have as followers other Rakes (25% chance), Fighters (50% chance) or thieves (25% chance).

CAREER

Rakes may not make any career in thieves guilds, because they should not be in any. Their only chances of career in the Principalities are to become a Rogue, to rule a village or town, or to join the army.

EXPERIENCE AND LEVELLING UP

If you are using the rules exposed in this handbook for gaining experience, the Rake does not use the thief's modifier, but the Fighter's ones. The only exception is, the Rake still gets bonuses for using his skills like a thief.

MAGIC ITEMS

There are magic items that are expressly made for thieves, that use Shadow Magic powers, or are connected to the Pick Pockets skill. Generally speaking, Rakes can use any item that Thieves can use. On the other hand, all of the magic items that may be used to steal things and the ones that give the thief new or better Secret Techniques cannot be used by the Rake.

NOTE

For any other information about the thief, the thieves' guilds, Secret techniques and Shadow magic, please refer to the thieves' handbook.

MAGIC - USER

Although very uncommon in other settings, the half-ogre may easily become a magic-user in the Principalities of Glantri, if the human parent is a magic-user as well. However, the half-ogre will always experience some discrimination, and it won't be easy for him to be accepted in the Great School of Magic, for example.

Nevertheless, the extra HP that a half-ogre has at the lowest levels make it a good trade-off for the hatred and distrust that he may gain.

SPECIAL ABILITIES

Magic-users only have one special ability: they can cast arcane spells. The amount of spells they can cast per day depends on their level. Some extra spells may be gained for high Intelligence scores.

GENERAL SKILLS

Magic-users start the game with 3 General Skills at first level, plus the bonus on their Intelligence and the bonus skill *Reading and Writing*.

Magic users may pick whatever skills they need, but the ones that are most useful for them are usually the ones related to Intelligence and Wisdom. However, there are some other skills that a magic-user may want to take, depending on the Player's idea of his character.

Strength skills: Usually magic-users are weak and try to keep out of fights, so they won't be generally picking strength skills. However, a magic-user may find it useful to put some points into non-lethal fighting skills to have some chances of overcoming enemies without killing them, especially if he runs out of spells.

Dexterity skills: Dodge, fighter instinct, alertness and surprise are skills that everyone may find useful. Dodge in particular is very useful for magic-users as it may help them avoid taking damage. For a character with low HP, this can be a life-saver skill.

MAGIC - USER'S SAVING THROWS TABLE					
LEVEL	SAVING THROWS				
	DEATH RAY & POISON	MAGIC WANDS	PARALYSIS & TURN TO STONE	DRAGON'S BREATHE	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

Quick draw may be useful for a wizard that attacks throwing daggers before reverting to the use of a staff or a club in melee combat, while skating and skiing may always be useful in a setting like the Principalities where, for many months of the year, the snow falls and the rivers and lakes freeze.

Constitution skills: Of these the most useful for a spellcaster is surely heavy sleeper, as it allows a higher recovery rate for HP when resting overnight.

Charisma skills: Charisma skills are useful when in social contexts, and in the Principalities magic-users need to socialize to have a chance of career. Skills like eloquence, etiquette and leadership may help a magic-user to socialize with nobles and rich people. But the one that is really important in this country, where magic-users often spend thousands and thousands of Ducates for licences, ingredients, books, and whatever else they need, is Bargain skill. A magic user with this skill may get a discount when buying something, and save precious money for more shopping when he will need.

WEAPONS

Half-ogre magic-users may use any weapon. At level one, they can pick two weapons and get Base mastery in them. After that, they get new mastery slots at level 5, 10, 15, 20, 25, 30, 35 and for every 500.000 XP gained after reaching level 36.

ARMORS

Magic users can't wear any armor and they can't use the shield. The only exception is the Alpathian silk robe, that they may use, but it is such a rare and expensive item that many magic-users

die before having a chance even to see one.

MAGIC

Magic-users cast arcane spells, and they need a spellbook. They can research new spells at any level and, from level 9 on, they can create magic items and animate constructs.

However, for half-ogres the study of magic is very hard and demanding. At every level when they gain a new level of spells (excluding level 1) the half-ogre magic-user must roll under his Constitution with 1d20, and if he fails, his Constitution score decreases by 1 point permanently.

PRIME REQUISITES

Half-ogre magic-users have two Prime requisits: Intelligence and Constitution. With high scores of Intelligence, magic-users may get bonus spells and be able to cast more spells per day.

Moreover, magic-users with particularly high Intelligence and Constitution scores get bonuses to their earned experience points at the end of each adventure.

Magic-users with both Intelligence and Constitution 13 or higher earn +5% XP at the end of the adventure.

Magic-users with both Intelligence and Constitution 16 or higher double that bonus, earning +10% XP at the end of each adventure.

HIT DICE

Magic-users roll 1d4 for their Hit Dice. After reaching level 9, they only add +1 to their HP at every level, and Constitution bonuses no longer apply.

MAGIC - USER

FOLLOWERS

A magic-user starts getting followers from level 6. Usually, 75% of his followers are magic-users and the remaining 25% are elves. However, a Magus will have 50% magic-users and 50% followers of any other classes.

Half-ogre magic-users may pick their followers among humans and ogres, as they prefer, and very rarely they may have some half-ogre follower, but never more than one.

THE TOWER

Upon reaching level 9, a magic user may decide to build a tower, or to take one that is abandoned and make it into his home.

Magic-users who want to become Nobles must submit their request to the Council, suggesting one or more areas where they may be interested in having a feud. The Council will study the request, the situation in the areas that the character pointed out, his curriculum and his behaviour, and in some months they may take a decision.

If the request is accepted, the Council will determine the correct borders of the feud, and the Character will have a chance to chose a name for his tower, which will also be the name of the new feud.

If a magic-user only wants to build a tower to live in it and keep his belongings safe, he doesn't need to as the Council. He may just buy the licence he needs to build it, find a suitable place, find an architect and some workers and wait fir them to do their job.

When a magic-user has a tower, he may be visited by travelling characters, like magus, rogue, knights, arcane knights, and so on. The visits of these characters may bring news, informations and even help with magic to the magic-user.

MAGIC - USER'S EXPERIENCE TABLE												
XP	LEVEL	HD	SPELLS PER LEVEL									THACO
			I	II	III	IV	V	VI	VII	VIII	IX	
0	1	1d4	1	-	-	-	-	-	-	-	-	19
3.200	2	2d4	2	-	-	-	-	-	-	-	-	
6.400	3	3d4	2	1	-	-	-	-	-	-	-	
13.000	4	4d4	2	2	-	-	-	-	-	-	-	
26.000	5	5d4	2	2	1	-	-	-	-	-	-	
54.000	6	6d4	2	2	2	-	-	-	-	-	-	17
110.000	7	7d4	3	2	2	1	-	-	-	-	-	
220.000	8	8d4	3	3	2	2	-	-	-	-	-	
440.000	9	9d4	3	3	2	2	1	-	-	-	-	
660.000	10	+1	4	3	3	2	2	-	-	-	-	
880.000	11	+1	4	4	4	3	2	-	-	-	-	15
1.100.000	12	+1	4	4	4	3	2	1	-	-	-	
1.320.000	13	+1	5	4	4	3	2	2	-	-	-	
1.540.000	14	+1	5	4	4	4	3	2	-	-	-	
1.760.000	15	+1	5	4	4	4	3	2	1	-	-	
1.980.000	16	+1	5	5	5	4	3	2	2	-	-	13
2.200.000	17	+1	6	5	5	4	4	3	2	-	-	
2.420.000	18	+1	6	5	5	4	4	3	2	1	-	
2.640.000	19	+1	6	5	5	5	4	3	2	2	-	
2.860.000	20	+1	6	5	5	5	4	4	3	2	1	

THE DUNGEON

Usually, a wizard's tower has a dungeon that is connected to the outside and, when open, will fill up with monsters. Whe the dungeon is open, monster will get in to find shelter and to look for treasures. If they find a suitable environment, they may decide to stay and live there. After a whyle, adventurers will start coming in to fight the monsters, and the magic-user will have a chance, visiting the dungeon once or twice per monts, to collect the treasures and the magic items that the monsters got from the heroes they killed. The magic-user may also get into the dungeon to collect some specimens of monsters that he may then use in his experiments. However, the magic-user must be very careful not to kidnap too many monsters and not to collect too many treasures, or the monsters may turn against him.

When a magic user builds a dungeon under the tower, he must be extremely careful planning the spaces and the pathways: he must make sure that there is no chance for some monsters to kill every other monster in there, and also that the monsters have what they need to live quietly. The monsters will need a way to get some food and a safe exit to get outdoors. Some monsters may need a light source, and

some others, especially the humanoid ones, may need weapons, armors, a fireplace and the tools to build beds and other things. The DM must be shown the blueprints of a dungeon and try and figure out whether the dungeon may work or not. In the second case, the magic-user will find it out himself during the game, visiting his dungeon. The DM must describe carefully what the magic-user finds in the dungeon. This is a good way to throw hints on the mistakes that the magic user made, giving him a chance of fixing them.

Generally, having a dungeon full of monsters is considered a Chaotic action. Some may allow it for Neutral characters, but there's no way a Lawful magic-user may accept that adventurers die in the dungeon to feed monsters and get him treasures for free.

MAGIC - USER

SPELLCASTING

The greatest ambition of any magic-user is to develop his own spells, so that he may be the only one who has some particular power. Many magic-users keep their personal spells secret, and they may only teach them to their apprentices, if they deserve a reward.

For this reason, even if in the world there are many more than the ones included in this list, the spells of the *Common spells* list are usually the only ones available to the characters at the beginning of their career and in schools.

More spells, new ones, may be found in scrolls or spellbooks, may be typical of some area, of some school or some monster. And of course, they can be researched by the magic-users themselves.

INITIAL SPELLS

At level one a magic-user surely knows *Read magic* spell, as we already said. However, it would be very stupid to think that that spell is the only one available for a first level character.

The DM should allow the player to pick one more first level spell of his choice to put on the book. Moreover, if he has bonus spells, the DM should give him one extra spell on the book, picked random, for each bonus spell he has, of the appropriate level.

GAINING A NEW LEVEL

When a character gains a new level, he does not automatically learn a new spell. If the magic-user has a teacher, the teacher usually teaches him one spell that he considers to be useful or important for his studies at every level up. However, if the character has not got a teacher, this does not happen. Moreover, magic-users of level 9 and above do not have a private teacher anymore, thus they won't get any free spells when levelling up.

There are only three other ways for characters to get more spells, if they

can't get them from a teacher: spell research, buying spell scrolls, or looting spell scrolls or spellbooks. Spells found on scrolls or books must be copied in the magic-user's spellbook with the procedure we already spoke about.

Spell research, one of the three types of magic research, will be discussed in detail later on in this book.

SPELLS DESCRIPTION

For the description of the spells and the general rules about magic, and anything else regarding the magic-user path, please refer to the Magic-User's handbook.

EXPERIENCE AND LEVEL UP

The path of the Mystic is not something that really suits a half-ogre. If, on a hand, the half-ogre usually has good physical abilities, on the other hand he usually lacks intelligence and especially the patience and self-discipline needed to follow all of the rules of the monastery.

There is no known half-ogre mystic in the whole known world.

Mystics are warrior monks who live in monasteries and follow a hard discipline of meditation and training to gain extreme control on their body and super-human abilities. They are

loosely based on the *shaolin* monks of chinese culture. Examples of mystics can be found throughout the *japanese manga* a lot. They could be defined as martial artists, as well, but with a more spiritual background.

Mystics are often connected with the cult of some Immortal, but it is not mandatory: some of them are just pursuing the perfect harmony of body and soul and have no connection with clerics. In the Principalities of Glantri, Religious mystic orders are forbidden, though, and the four orders that are centered in Lhamsa are all non religious ones.

Thanks to their training, mystics learn how to fight bare-handed giving their hits much more strength than a normal human. They are trained in all of the weapons, as well, but their philosophy forbids the use of weapons if not strictly necessary.

PHILOSOPHY

Each mystic belongs to a monastery. Here, he trains with fellow mystics and learns how to control his body and mind. Each monastery has a

philosophy, which is a group of rules that all of the mystics of that order must follow.

Rules can be decided random, can be chosen by the DM, or the player may choose among a list of orders that the DM prepared for the setting in use.

A player can never choose his own rules, for he would always only choose the easiest ones to commit to.

A mystic must always follow the rules. If he does not, he occurs in some kind of punishment, which may go from losing XP to losing one level of experience for the worst and reiterated misbehaviours. Minor breaches of the rules can just be fined with some adventure to prove the mystic's contrition or some weeks of isolation and meditation.

In a chapter later on in this book, the four mystic orders of Lhamsa will be described for the players to pick the one they prefer.

COMBAT STYLES

Combat styles work for mystics more or less like weapon mastery works for other characters. There are six combat

styles, each taught separately, and each mystic may learn them to five different levels, with five different actions each. Combat styles will be better described in a chapter later on in this book.

SPECIAL ABILITIES

Mystics have plenty of special abilities, that are described later on in this book.

GENERAL SKILLS

Mystics begin the game with 3 general skills of their choice, plus the bonuses on their Dexterity and Constitution scores. They even get the bonus skill *Acrobatics*.

WEAPONS

Mystics may use any weapon, but they usually don't. They can pick Basic mastery in 4 different weapons when they are created, but they won't get any slots to increase their mastery levels.

MYSTIC'S EXPERIENCE TABLE												
XP	LEVEL	HD	BASIC MYSTIC SKILLS					AC	MOVEMENT RATE	ATTACKS	DAMAGE	THACO
			CW	MS	HI	HN	CO					
0	1	1d6	76	15	10	30	61	6	36 / 12	1 (Silver)		19
3.200	2	2d6	77	20	15	35	62		39 / 13			
6.400	3	3d6	78	25	20	40	63	5	42 / 14			
13.000	4	4d6	79	30	24	45	64		45 / 15			17
26.000	5	5d6	80	35	28	50	65	4	48 / 16			
54.000	6	6d6	81	40	32	54	66		51 / 17		+1	
110.000	7	7d6	82	44	35	58	67	3	54 / 18	3 / 2 (+1)		15
220.000	8	8d6	83	48	38	62	68					
440.000	9	9d6	84	52	41	66	69	2	57 / 19			
660.000	10	+2	85	55	44	70	70					13
880.000	11	+2	86	58	47	74	71	1	60 / 20			
1.100.000	12	+2	87	61	50	78	72				+2	
1.320.000	13	+2	88	64	53	81	73	0	63 / 21	2 (+2)		11
1.540.000	14	+2	89	66	56	84	74					
1.760.000	15	+2	90	68	58	87	75		66 / 22			
1.980.000	16	+2	91	70	60	90	76	-1				9
2.200.000	17	+2	92	72	62	92	77		69 / 23			
2.420.000	18	+2	93	74	64	94	78				+3	
2.640.000	19	+2	94	76	66	96	79	-2	72 / 24	5 / 2 (+3)		7
2.860.000	20	+2	95	78	68	98	80					

CW: Climb Walls

MS: Move Silently

HI: Hide

HN: Hear Noises

CO: Catch moving Objects

EXPERIENCE AND LEVEL UP

ARMORS

Mystics may use any armor and the shield, but they usually don't. The use of armors and shields prevents them from using all of the mystic skills and acrobatic skills.

MAGIC

Mystics don't use magic.

PRIME REQUISITE

Mystics have 2 prime requisites: Dexterity and Constitution. They are an exception among human characters, that usually only have one. Both of these are very useful for the Mystic resistance and ability to evade attacks.

If both of the scores are 13 or higher, the mystic has a +5% bonus on XP.

If both the scores are 16 or higher, the mystic has a +10% bonus on XP.

HIT DICE

Mystics use 1d6 to determine their hit points. From level 10 on, they only gain 2 HP per level and Constitution bonuses no longer apply.

FORTRESS

A mystic fortress is a monastery. It is usually made of a school, houses, a training ground and some other facilities. It often comprises a temple and a library.

A mystic can build a monastery at level 9 or higher, given the permission by his Prior. If he wants, a mystic can found a new order leaving his old one and building a new monastery, but it usually costs the mystic the loss of one level of experience and it may enrage the mystics of his former order against him. Monasteries are usually built in secluded places, far from big cities and not easy to reach. Here, the mystics can meditate without the distractions of other people.

MYSTIC'S ST CHART					
LEVEL	SAVING THROW				
	DEATH RAY & POISON	MAGIC WANDS	PARALYSIS & TURN TO STONE	DRAGON'S BREATH	RODS, SPELLS & STAVES
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

Usually, rulers of the lands are quite happy to have a mystic monastery there, if they swear they will be faithful to his rulership. If they accept, they are often spared taxes. Mystics that do not accept are usually seen as fanatics who are trying to train a sovversive army and likely treated.

When a new monastery is built, it will attract 2d6 young level 1 mystics in 4 weeks time.

FOLLOWERS

Mystics don't normally have followers. If they do, it's exclusively other younger mystics that their superiors give them to train.

When a Mystic founds or builds a new monastery, that may attract more followers. In particular, in that case, up to 25% of the followers attracted may also be of different classes. These are characters that want to work and fight for the new monastery. However, in any other case, mystics only have mystics as followers.

Non-mystic followers of a half-ogre mystic may be ogres, and one of them may be a half-ogre of any class. However, a half-ogre may never have more than one half-ogre follower.

MYSTIC SKILLS

Mystics have a lot of special skills they learn at different levels.

1ST LEVEL SKILLS

At 1st level mystic **FIGHT BARE-HANDED** better than normal humans, already. They can wound with their hands monsters that can only be damaged by silver weapons. Their skill grows with the level and eventually they will be able to wound even magical beings immune to non-magical weapons, as noted in the table. Note that, even if a mystic's hands can wound creatures immune to non-magic weapons, they are not magic, and the +1, +2, +3... noted on the table are just a comparison reference and not actual bonuses the mystic gets.

The strength the mystics put in their hits largely depends on their discipline. Thus, increasing the level, the damage made by their hits increases as well. Strength modifiers still apply normally. Mystics may use a standard attack or any attack from their combat styles when fighting enemies (see later). The **BONUS TO THE DAMAGE** dealt applies to all of the mystic attacks, including the ones with weapons.

Their **AGILITY TRAINING** allows them to better avoid enemy hits. Mystics have at level 1 a base AC of 6, but it will decrease with further training, at higher levels. Dexterity modifiers still apply normally. This lower base AC does not apply if the mystic is for any reason wearing an armor, but is not influenced by shields.

Mystics learn how to **IMPROVE THEIR SPEED**, as well. This has no effect at level 1, but later on it makes mystics

EXPERIENCE AND LEVEL UP

run and walk faster than normal humans and, from level 7 on, allows them to make multiple attacks. When they make 3/2 attacks, it means they make 3 every two rounds: 2 on the first round and one on the second. Same when they make 5/2 and 7/2 attacks at higher levels. Moreover, they move much faster than other characters when walking, running and exploring.

Mystics also have the following skills:

CLIMB WALLS (CW)

This skill allows a mystic to climb walls and similar surfaces, moving both vertically and horizontally, climbing up and down. This skill may get many bonuses and maluses depending on the mystic's Dexterity and Strength, his clothes, the use of tools, and also by the shape and inclination of the wall itself.

When a mystic fails one Climb Walls test and has no security rope attached to him, or any other system to avoid falling, he simply falls from the wall. A mystic may try to roll once on this skill during the fall, if he's falling from at least 12 m, and grab a hold halfway on anything he could use. Although, to do so, the mystic has to roll using his skill score halved, round down. If the test succeeds, the mystic can stop falling after $1d6 \times 1,5$ m and takes $1d6$ damage. If the mystic fails the roll, he just falls on the ground taking full damage. Please note that if the mystic tries to grab a hold to stop his fall and fails, he may not use his *Acrobatics* skill, if he has, to reduce the damage from the fall.

Strength: Strength allows a mystic to hold on a wall much longer before getting tired. The maximum time a mystic can climb a wall before getting tired is 4 rounds +2 rounds for every point in the Strength score. After this time, a mystic must find a safe place to rest for a whole turn before going back to his climbing. If the mystic cannot find any such a place, he will have to roll a strength check at every round with a

cumulative -1 modifier, or he'll lose his grip and fall on the ground.

Dexterity: A high score in Dexterity allows a mystic to move faster when climbing a wall. The speed a mystic can move when climbing walls is shown in the table below.

DEXTERITY SCORE	CLIMBING MOVEMENT RATE
3 - 8	1,5 m per round
9 - 12	3 m per round
13 - 15	4,5 m per round
16 - 17	6 m per round
18	7,5 m per round

Climbing gloves: Climbing gloves are special gloves made of soft, thin leather that are fixed to the arm with long strings, so that they cannot fall off. They have an external layer that is extremely rough and helps the mystic to get a safer hold on the wall. Using these tools when climbing a wall gives a mystic a +10% bonus on his skill score.

Common gloves: Common gloves, whatever material may them be made of, are not good for climbing: they reduce the hand's sensitivity and may fall off the hand anytime, causing who wears them to fall. For these reasons, wearing common gloves when climbing a wall gives a mystic a -10% on the skill score.

Climbing shoes: These shoes have a soft leather sole. They are not made for walking, not even in towns, because the sole is too thin, but they have a rough bottom that sticks easily to many surfaces. They give a +10% bonus to the skill score.

Grappling boots: These are very strong and are usually reinforced in iron all around. They have small hooks coming out of the tip that help finding footholds. They can be used to walk normally and when used for climbing, they give a +5% bonus to the skill score.

Bare feet: When climbing a wall bare-footed, a mystic has the highest possible sensitivity, but there's nothing protecting his feet from dangers and

wounds. Climbing a wall with bare feet gives the mystic a +10% bonus on the skill score but, if he is not climbing a very smooth wall, there is a chance for him or her to get hurt. If a check is a success but the difference between the die roll and the skill score is 10 points or less, the mystic gets 1HP damage and, until the mystic does not get healed, the skill score is reduced of 1 cumulative point. If a wall is very dangerous to climb (with broken glasses, spikes or very hot), the damage can be higher than only 1 HP. The Master will decide an appropriate amount.

Grappling daggers: Made for mystics, these are short objects used in both hands to help climbing walls. They cannot be used as weapons, but they can be thrust in the walls to create handholds even where there is none. A mystic holding one of these in each hand gets a +10% bonus on the skill score. Using only one of these gives a halved bonus of just +5%.

Grappling hook and rope: These are the safest way to climb a wall. A mystic who wants to use these tools must tie the rope to the hook, then find a hold for the hook. If there's no possible hold around, the grappling hook may not be used. Then, the mystic must make a to-hit roll to get a hold with the hook on the hold. The AC is 9 if the distance from the mystic to the hold is 3 m or less, otherwise the AC of the hold is reduced by 1 for every 1,5 extra meters.

After getting a hold, a mystic can use the rope to climb, obtaining a massive +50% on the skill score.

Please note that the maximum distance a grappling hook can be thrown is 3 times the strength score of the mystic. Short, medium and long distance modifiers to hit normally apply. The rope must be long enough to reach the hold, otherwise the attack will always fail.

Rope and nails: These items can be used even on the smoothest and

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hardest wall to climb without the risk of falling. They are very noisy, so they can not be used on buildings without being noticed, but they are very useful on mountains. The mystic using nails and rope can only climb 1,5 m per round, but these gives the mystic a +50% on his skill score and, once the mystic completed his climb, they can be used by any other character to climb with a 70% chance of success.

A fail using these tools means the mystic lost one nail and cannot go any further for one round. Only a 00 roll means all the nails came off the wall and the mystic falls as usual.

Wall's inclination: Wall inclination affects the skill score: under 60°, there's a +1% to the skill score for each degree less than 60. Above 90°, there's a -1% to the score for each degree over 90. This means that, provided he's got handholds, a mystic may also move on a ceiling (180° inclination), with a -90% to his or her skill score.

Handholds: a standard wall to climb is a normal bricks or stone wall. If a wall has got more handholds, like on a mountain full of protruding rocks, or the front of a palace full of decorations, the skill score can get a bonus up to 10%. If the wall has less handholds than usual, though, the skill score can have a malus up to -50%, which is a completely smooth wall. These bonuses and maluses are given by the Master at his complete discretion.

Encumbrance: A full inventory can cause the mystic some trouble when climbing: if the mystic is carrying more than half his maximum encumbrance at normal speed, the skill gets a -10% to its score. If the encumbrance forces the mystic to move half his or her normal speed, the malus on the skill score is -25%.

Wind: When it blows strong, wind may affect the mystic's climb walls score. The master can give the mystic a malus from -5% to -30% when a very strong wind is blowing or for any other

adverse weather conditions, like rain, hailstorms, snow, and so on.

Moving walls: Walls that are not still or structures that are moving are very hard to climb on. If the mystic is trying to climb on something that's moving (a giant golem, a ship's tree, a treeman's trunk, and so on...), the skill score will get a -10% malus.

Water, oil, ice: These and similar slippery substances on the wall the mystic is trying to climb give the mystic's skill score a -20% malus and may make it impossible to climb (see below) if there is no handholds on it.

Impossible walls: Sometimes some walls are just impossible to climb. These are those walls a mystic cannot possibly climb for some practical reason. It can be a smooth and slippery surface, or a smooth and moving one, or a flaming one, and so on... These walls can not be climbed in normal conditions. The Master may allow a test if a character gets some special tools to try and climb them (rope and grappling hook, rope and nails, grappling daggers, or even something more special, like some magic equipment), deciding what kind of malus to apply to the skill score in every different situation.

MOVE SILENTLY (MS)

By successfully using this skill, a mystic can move at his normal movement rate without producing any noise.

If the check fails, the mystic makes some noise, but this does not mean someone heard him or her. The higher the difference between his die roll and his skill score is, the more noisy the mystic is moving. The chance for a mystic to be heard when failing with this skill is 10% plus the difference between the die roll and the skill score, modified as follows.

Complete silence is the worst possible situation for a mystic to move silently: even the smallest noise can be heard because there is nothing else

making any noise around. The mystic gets a -10% malus on his skill score.

Normal silence is the average situation when a mystic moves. In this situation footsteps, small animals, something being moved around can be heard, but they are very sporadic and low volume noises. No bonuses or maluses apply.

Buzz, like a group of monks praying, a creek's gurgling noise, the noise of the waves close to the sea, a machinery in another room and so on, can produce a nice cover for the mystic to try and be silent. It gives the mystic a +10% bonus on the skill score.

Noise, like a village festival, a waterfall close to the place, a group of goblins fighting for the last sausage, a strong wind that makes windows slam, thunders, a hailstorm, will definitely help a mystic moving unheard: the mystic will get a +20% bonus on the skill score.

Strong noises, usually lasting for only one round, like something exploding, a building collapsing, a big monster roaring, are chances a mystic does not often have to cover his movements. These conditions can give a mystic a +30% bonus to the skill score, but only for one round.

Silence spell cast on a mystic makes the mystic automatically succeed in any check for this skill.

Soft sole shoes are used by mystics to cover their footsteps' noise. They are normally fixed to the leg with strings which actually hold the trousers close to the legs to avoid them touching objects around. A mystic using these shoes gets a +10% bonus on the skill score. Unfortunately, these shoes are easy to get broken and they must be changed about every 6 months.

HIDE (HI)

Mystics learn since the lowest levels how to hide: they try to stay completely still and to merge with the environment, cancelling their presence as much as they can. There are only three things

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that affect the mystic's ability to hide: the presence of hideouts, his clothes and the movement. A mystic that tries to hide will always think his hideout is a good one, thus it should always be the master to check on this skill, using the following modifiers.

Hideout: If a place does not provide any proper hideout, it is very hard for a mystic to hide. He may still try to hide behind a corner, in the tall grass, or in a shadow cast by some object, but a malus between -10% and -30% can be given if he cannot find a properly hidden spot.

Clothes: If a mystic wears normal clothes, he gets a -10% to this skill score. If he wears something dark, he gets no bonuses or maluses, but if he wears a completely black outfit, covering his face and hair as well, the skill score gets a bonus of +10%.

Movement: A mystic may hide normally staying still, but if he tries to move while in the hide, he may only move up to half his normal speed. For each 1,5 m per round he wants to move, the mystic will get a -5% malus to his skill score.

HEAR NOISES (HN)

Mystics' ears are well trained to hear even the slightest noise, so that they can run away if they are in danger. To use this skill, the mystic needs to stay still and completely silent for at least 3 rounds. If he's adventuring with a group, his companions will need to be completely silent as well. If the check is a success, the mystic can hear every noise in a 9m radius. The check may be affected by the environment having bonuses and maluses.

Distance may reduce the precision of the hearing. For every 3m distance from the origin of the sound, a -5% malus applies.

Doors and walls reduce the volume of the noises, making it harder to understand what's happening. The skill score gets a -5% malus for the presence of a door, while for walls it

may be between -5% and -20%, depending on what material the wall is made of and how thick the wall is.

Hearing cones are designed to improve this skill specifically. If put on a wall or a door, they reduce the malus doors and walls give by 5%. Moreover, if the mystic closes the other ear while using the hearing cone, the malus for the noisy environment (see below) is reduced by 10% as well.

Noisy environment affects the test in a negative way. The check gets a malus that is exactly the same amount as the bonus a mystic gets when trying to move silently in the same conditions (see above, *move silently*).

CATCH OBJECTS (CO)

Mystics may catch objects thrown to them or things that move very fast by checking this ability. Modifiers apply for the single situations.

The DM may decide the modifiers, that may be between +20% to -30%, after examining the situation.

A mystic with this skill will have a bonus if the thrown object is moving towards him, if it is not moving fast, and if it is not too big or too small.

However, the DM may give a malus on the test if the object is small, has been thrown very fast (like a missile from a bow, sling or blowpipe), is moving in a different direction and the mystic needs to run to reach it, if the object is somehow dangerous to catch, because it's hot, frozen, edged, and so on, or even if it is moving with an irregular pattern (like a butterfly or a small bird).

If the mystic uses this skill in fights, he may be able to catch missiles shot by the enemies, or even to stop a blade attacking himself (but not others). The DM will have to apply a malus for the speed and the dangerous item, but if the test succeeds, the attack has been vanifed. To do this, a mystic must declare he wants to stop attacks before rolling for initiative, and for the rest of the round he may only do that, stopping

one attack for each attack he may normally make in one round. If a mystic stops with this skill all of the attacks of an enemy during a round, that enemy must make a morale check.

Catch objects cannot be used to stop attacks from creatures that are bigger than an ogre or attacks made with natural weapons, such as bites and claws.

ACROBATIC SKILLS

Not all of the orders teach the acrobatic skills to the mystics, and even if they do, not all mystics want to learn them. A mystic must decide to learn them at 1st level and once the decision is made it's not possible to change own mind. A mystic who knows the acrobatic skills has 8 skills that he may use to perform extraordinary actions, but suffers a reduction of -10% on all the XP he will ever earn. This may sum up with any other XP modifier the character already has.

At first level, each of the acrobatic skills has a score which is 3 times the Dexterity score of the mystic. At each new level, the mystic obtains 10 points that he may divide as he prefers among the acrobatic skills to improve them. Acrobatic skills are checked by rolling 1d% and their score can reach up to 150 max. This is because negative modifiers may always be applied. No matter how high is the ability score, a natural roll of 00 is always a fail.

These are the acrobatic skills:

GRAB A HOLD

Allows the mystic to grab an object while the mystic is moving fast. It may allow the mystic to grab the tail of a flying monster during a leap, or to grab a hold on something to avoid or to stop falling.

LEAP

Allows the mystic to leap from a static position to reach high spots. The maximum elevation from the ground the

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mystic may reach leaping is 3 cm per point he has in the *leap* skill. It makes 4,5 meters when the score is 150!

BALANCE

Focusing his mind and energies on one spot of his body, the mystic can balance himself on that spot, even on a very small surface. The smallest the surface, the harder the task. Down to 100 square cm (10x10 cm) there's no modifiers to this skill. Under that, for each 1sqcm less, there's a -1 modifier. A very well trained mystic may balance himself on the tip of a needle (0sqcm, modifier -100) without being hurt. The first test allows the mystic to balance himself for one hour for every 10 points in the *Balance* skill, plus one more hour per each point in his Constitution score. After that time, the mystic is far too tired and has to repeat the test every hour.

Move while balancing or balance on a moving surface are hard tasks and get a -25% modifier. Using a pole or a similar object to balance gives a +10% modifier.

FALL ON THE FEET

This skill allows the mystic to fall on his feet after a fall. This reduces the damage of 1d6 points. Moreover, the mystic can use the skill to fall on his own feet when somebody is trying to ground him, so he does not lose one round to get up again.

SOMERSAULT

Somersaults can be used to dodge attacks: when the test is successful, the mystic gets a +2 bonus to save vs. Magic wands and Dragon's breathe. Mystics level 7 or higher can use this skill in combat to dodge one single attack and counterattack. The mystic loses one of his round's attacks, completely evades the hit and rolls for 3 meters in a direction of his choice. If he ends up in contact with an enemy, he may still make all of his remaining attacks, but he will have a +2 bonus for the surprise move to hit.

To use this skill, the mystic must not have used his attacks for this round, so he must act after the enemy. The use of this skill must be declared when rolling initiative and must be checked before the enemy rolls to hit the mystic.

TWIRL

This skill is the ability to roll while in the air and may be used in three different ways.

First, it slows down a fall, reducing of 1d6, the damage taken for the fall, plus 1d6 per every 8 levels of the mystic (round down). This may be combined with *fall on the feet* for further reduction.

Second: it may be combined with *jump* to improve it and reach more distant places. This adds 25% extra to the normal distance the mystic may reach.

Third, the mystic can use this ability during a fall not to reduce the damage, but to slightly change the direction of the fall. The mystic can use this effect only if the fall is at least 6 m. The point where the mystic will land can be moved 20 cm for every 10 points in the *Twirl* score. When used to change the direction, this skill does not reduce the damage.

ROLL

When used, this skill allows the mystic to reduce to 1 the damage taken from each die for falling and rolling down a slope.

The mystic can use this skill to grab a person that's likely to be crushed under something heavy and roll away with him. The skill gets a malus of -1 per kg the other person weights. Always check with the DM if such a use of this skill is available, because in some situations it may not be (for example, if there's no way out other than where the mystic comes from: he cannot roll backwards).

This skill may even be used to shield someone from an area attack, like the dragon's breathe, or from being hurt falling down a slope. In this case, the

mystic automatically fails any Saving Throw involved, but suffers only 1/4 of the damage (round down, min.1).

The distance covered rolling must be at least 3 m and not more than 9 m. Rolling down a slope, the mystic is always able to stop after 9 m.

JUMP

This skill allows the mystic to cover huge distances jumping. It may be influenced positively by a short run, the use of a pole to help jumping and the skill *twirl*.

This skill allows the mystic to reach a distance of 6 cm per each point in the skill he has, and go up for 2 cm per point. Running allows the mystic to add 10 points to the ability score for every 3 m of run before the jump (max. 9m). Using a pole not shorter than 2 and not longer than 5 meters, the mystic obtains no bonuses, but the distance is increased of the total length of the pole.

The use of *twirl* adds 25% to the maximum distance.

HIGHER LEVEL SKILLS

Mystics gain more skills with experience. Here is a description of all of the skills obtained at a level higher than the first.

AWARENESS

Mystics obtain this skill at level 3. A mystic level 3 or above can be surprised only on a roll of 1 on 1d10. This even applies on traps: he will instinctively avoid them 9 times out of 10. This does not mean he detects or finds them, but just that he goes through untouched.

HEAL SELF

Mystics obtain this skill at level 5. A mystic may use his mind energy to heal his own wounds and overcome the pain. The mystic can use this skill only once per day and the max. HP he can heal is half of his level, round up.

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The mystic must meditate for one round per each HP restored.

If the meditation is interrupted, the healing is as well and the mystic can not use the skill again until next day.

SPEAK WITH ANIMALS

Mystics obtain this skill at level 9. The mystic may speak to any animal within 9 m from him. It has no effect on fantastic animals or intelligent ones. The mystic obtains an additional +2 bonus to animals reactions when using this skill. If the reaction roll is high enough, the mystic may ask the animal a favour. It must be something simple, that the animal understands easily and that the animal can actually perform. There's no limit to use this skill.

RESIST MAGIC

Mystics obtain this skill at level 15. Mystics automatically get half damage from spells, dragon's breathe and magic attacks, round up. If these attacks grant a saving throw to reduce the damage, the mystic is still allowed to it for further reduction.

COMMUNICATION

Mystics obtain this skill at level 18. This is a development of the mystic's *speak with animals* skill that allows him to speak with every living being which may have any form of communication, including vegetables and monsters. It still works only at a maximum distance of 9 m. As above, the mystic obtains a +2 on reaction rolls and may ask for a favor.

MIND BARRIER

Mystics obtain this skill at level 21. High level mystics learn how use their energies to protect their mind against unwanted intrusion. The mystic is therefore immune to every kind of ESP, illusion, command, quest, and any spell of mind control, hold or slow. This protection is automatic, but only works if the mystic is awake and sober.

DISAPPEAR

Mystics obtain this skill at level 24. By concentrating for one full round, the mystic can cancel his presence from the mind of other people who can actually see or hear him. For the time the mystic keeps his concentration and does nothing more than moving half his usual speed, no one will perceive his presence, see or hear him, except with a *wish*. For that people, it looks like he just disappeared.

This skill can be used for no longer than one turn per level. After the skill has been used, the mystic must rest his mind for 7 days before using it again.

GENTLE TOUCH

Mystics obtain this skill at level 27. Simply touching a target in particular spots, the mystic may obtain different effects, depending on which ones he learned in his monastery. The *Gentle touch* will be examined in better detail later, as it is a complex and very powerful skill.

FIGHTER'S

COMBAT OPTIONS

Mystics share with Fighters some skills. These skills must be learned by the mystics exactly like fighters do, by training with a teacher that is at least 9th level and has these skills, paying him an average 500 Dc per week of training. At the end of the training, the skill will be automatically learned. Some teachers may ask for a different price, but never more than 20% more or less than that.

In the mystic monasteries there are often more experienced mystics that are happy to teach the skills to other mystics for free, but they only do so if the Prior of the monastery agrees for the teaching to be given. Often the Prior agrees with no conditions, because the mystics always give a good share of their money to the monastery. Sometimes, he may ask the mystic to prove himself worthy, by doing some adventure for the order.

SET SPEAR AGAINST CHARGE

This skill can be learned at any level and only needs one week training from a character that already has it.

A mystic may use this skill to strike back at a charging enemy with the same strength. The mystic needs to push the back of the spear to the ground and aim with the tip to the enemy. When the charging enemy arrives, the mystic rolls to hit as usual and the two attacks are dealt simultaneously. If the spear hits the enemy, the damage dealt is automatically doubled. However, if the charging enemy hits the mystic, his damage is doubled as well.

The DM may allow the use of this skill even with different weapons, if they are similar to the spear, for example trident, pike and halberd. Please note that this use of the spear still counts as using a weapon, and the mystic may be penalized for it. However, the skill may always come in handy.

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SMASH

A mystic may train to learn this skill from level 9, and must have the general skill *Muscles* with a score of 15 or more points to be able to learn it. The training for this skill takes 2 weeks time.

The mystic that uses this option must say it before rolling for initiative and is always last in the initiative, because he needs time to get ready for the smash. At his round, the Mystic deals his attack with a malus of -5 on his to-hit roll. If the smash hits the target, the damage is increased not by the Strength bonus as usual, but by the whole Strength score, plus the normal bonuses for mastery and magic.

PARRY

To learn this skill a Mystic must be at least level 9 and needs to train for 2 weeks.

The character that wants to parry the attacks declares it before initiative, and may not attack for the whole round. However, all of the attacks dealt to the Mystic in that round have a -4 malus on the To-Hit rolls, both in melee and ranged combat.

DISARM

The minimum level to learn this skill is 20 minus the Dexterity score of the Mystic. The training to learn this skill takes three whole weeks.

This option can be used instead of the normal attacks and its use must be declared before rolling for initiative. It is possible to use this option only against enemies that hold weapons, and never against enemies that use natural weapons such as claws, tails and bites.

When trying to disarm an enemy, the Mystic attacks as usual. If the attack hits the target, the victim must roll 1d20 adding the mystic's dexterity modifier and subtracting his own. If the total is higher than the total dexterity of the target, the weapon falls from his hands on the ground. A disarmed creature may switch to another weapon he's carrying by simply losing his initiative in

the next round. Any character that decides to pick up the weapon from the ground needs a whole round to do so. Moreover, the character is forced to show his back to the enemies to pick up the weapon, and it means that the enemy may immediately attack him with a +2 bonus on the To-Hit roll and the character may not use the shield, if he has, to protect himself.

Of course, there may be particular situations in which it may be impossible to get the fallen weapon back.

Note that mystics can use the disarm option with bare hands.

GENTLE TOUCH

The *Gentle touch* is a very powerful skill only taught from Sensei to Sense. Only mystics of level 27 or higher may learn it, and to learn it they need to spend at least 6 months training with a *Sensei* that already knows how to use it. However, the *gentle touch* can be used to generate different effects, and each of these different touches must be learned separately, with a new training.

The Sensei are usually very careful in teaching this skill, because if it is used in the wrong way, it may be causing death and destruction. It is not unusual that, before teaching this skill to other mystics, the Sensei puts him on a trial to check his powers, his character, his wisdom and his will power. Who is not considered ready to learn this skill is normally forced to leave the monastery and may become a *begger* or found his own monastery, so that in the future he may be able to learn this skill in another way.

When the mystic learns his first effect for the *Gentle touch* he is recognized as a master in mystic arts, and gets the title of *Sensei*, which means teacher. From now on, he masters all of the mystic skills and is considered one of the elders of the monastery.

EFFECTS OF THE GENTLE TOUCH

By touching specific spots on the target's body, the mystic causes a reaction that has an effect that is almost magic. A mystic may use the *gentle touch* only once per day, because he needs to concentrate in only one touch a huge amount of energy. Therefore, he will need at least one full night of rest before he's ready to do it again.

The *gentle touch* must be declared before rolling for initiative, and it will take the place of all of the attacks of the mystic for that round. If the mystic wants to affect an enemy or an unwilling target, he must roll for a normal attack to be able to touch the target. If the attack hits, the *gentle*

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touch is dealt to the target, otherwise the mystic doesn't use this skill and he may be able to try again later.

The *gentle touch* doesn't allow any saving throw to avoid its effect or to reduce it. However, the mystic may only affect with his touch creatures with HD or levels lower than the mystic's own level. Whoever has the same level of the mystic, or a higher one, and whatever creature has the same number of HD as the level of the mystic, or more, is completely immune to the *gentle touch*. The *gentle touch* has no effect on undead creatures, constructs, jellies and all of those creatures that are not properly alive or don't have a proper body. A mystic may never use the *gentle touch* on himself. The DM may not allow the use of the *gentle touch* on some creatures, if he has a good reason for it (for example, extraplanar creatures, huge creatures like ancient dragons, creatures with a very hard shell, and so on...).

There are many possible effects for the *gentle touch*. Normally, each mystic order teaches a limited number of effects, between 1 and 4. For each effect that a mystic wants to learn, he will need to undergo the 6 months training, and after each training the mystic needs to gain a new level before learning a new effect. Level 36 mystics need to earn 250.000 XP between two trainings.

Some effects of the *Gentle touch* give advantages or heal the target. Some others give trouble to the target, while some other ones may be harmful or lethal. Sometimes, the only difference among some orders is what types of *gentle touch* they teach. The most common effects of this skill (and all of the effects that the Orders of Lhamsa use) are described here.

CHARM

The victim will feel a strong fascination towards the mystic, and will consider him his best friend. The victim will try his best to protect the mystic from any danger or threat.

If the mystic can speak a language that the victim knows, he may give orders to him in the form of suggestions and friendly advice. The victim will nevertheless avoid obeying any order that are against his own nature or may hurt or damage him.

The effect of this touch ends if the victim is attacked by the mystic, be it with punches and kicks, magic, weapons, or with the use of harmful skills or abilities. The effect is not broken if the victim is attacked by the mystic's friends. This effect lasts for 24 hours.

RESTORATION

With this touch, the mystic restores a full level of experience lost by a character for an *energy drain*. The use of the *gentle touch* may only give back one level, therefore if the target lost more than one level, he will need more uses of the touch or the help of a cleric to restore all of the lost levels.

This effect may not be used to gain experience levels, but only restore the lost ones. When a mystic uses this touch to restore a level on another person, he loses one level of experience temporarily due to the energy transfer. The mystic will get his level back in 2d10 days of full rest.

DEATH

Who is touched simply dies. The heart stops, the lungs don't pump air anymore, the brain collapses and blacks out. No more left to explain. There's no explosions, spectacular effects or anything else. The victim just falls dead.

This touch is usually never used by lawful mystics, except in extreme need, and most of the Sensei never teach this effect to chaotic and evil mystics.

PARALYSIS

The victim of this touch is paralyzed and unable to move. A paralyzed victim may not talk, move, attack, use skills, cast spells, use magic items or do any other action, but may still see and understand what goes on around himself. The paralysis lasts for 24 hours.

GEAS

The target of this touch is forced either to perform or avoid a stated action. The action must be possible and non directly fatal to the geased target, otherwise the *touch* will bear no effect and is wasted.

If the victim ignores the *geas*, penalties may be applied by the DM, until the victim either obeys the *geas* or the effect ends. Suitable penalties include combat maluses, lowered ability scores, loss of spells, pain, weakness, and so forth.

This effect lasts for 24 hours.

SLEEP

The creature hit by this touch immediately falls asleep. A creature that's asleep may be awakened hitting it or may be killed with a sharp weapon without any regard to its AC or HP. If the creature is not awakened somehow, the effect lasts for 24 hours.

STONE TO FLESH

This effect allows the mystic to reverse a petrification, turning someone that's been petrified back to his normal living self. This effect cannot be used to petrify the enemies or to animate stones that have never been alive.

If the mystic is not sure whether the statue he sees is just a statue or a creature turned into stone, he may only try to use this skill and, when the statue awakens or stays the same, he will know. Using this skill on a statue wastes its power for the whole day. This effect is permanent.

HEAL

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The target of this touch is immediately healed of a number of HP equal to 50% of his total HP, round up.

TRANSFORM

This touch transforms the target in a small animal of the mystic's choice. The animal must be not bigger than a rat, have no more than 3 HP and be unarmful (no poison, fire breath or any other attack forms that deals more than 1 point of damage). Mystics usually use this touch to punish wrongdoers. The effect lasts 24 hours.

This touch can also be used to revert the effect of a transformation on a creature, caused by another touch or by magic.

FEEBLEMIND

This effect can be used against any creature of human intelligence or higher, but not on animals and monsters with animal intelligence or with no mind.

The victim loses all of his mental abilities, including spellcasting, speaking and even thinking normally. The Intelligence score of the target reaches 2 points. The effect lasts for 24 hours, but may be reverted by another *gentle touch*. Moreover, this touch can be used to remove the effect of a *feblemind* from any character, even if it has been originated by a spell or a magic item.

BLIND

The target of this touch is blinded for 24 hours. A blind creature suffers a -4 malus on to-hit rolls, saving throws and AC.

This skill may also be used to cancel the effect of a *gentle touch* that blinded a creature or any kind of magical blindness. It may also be used to revert natural blindness onto a creature, but in that case the effect will only last for one day, and the mystic himself will become blind for the time the other creature is not.

NEW EFFECTS

Upon reaching level 30, a mystic may start developing his own new effects for the *gentle touch*. It is very important that the player that plays the mystic decides with the DM which effect his character wants to develop, to see if the thing is feasible, before starting the training.

To be able to research a new effect for the *gentle touch* the mystic needs to have the general skill *science: anatomy* at a score of 20 or higher. This is needed to understand how and where to hit the targets to obtain the wanted reaction from their bodies.

After that, the mystic needs to spend at least 10.000 Dc to build a training ground, that he will need to test and improve until it's perfect. This process usually takes not less than 3 months.

Once the training ground is ready, the mystic must train there for 6 months and, at the end of the training, he must check if the training was successful by rolling 1d%. The success chance is calculated with the following operation:

$$(\text{Int}+\text{Wis}+\text{Dex}-20) \times 2$$

The whole Intelligence, Wisdom and Dexterity scores are added up for this operation. If the roll gives a fail, the mystic may try again after gaining a new level or, if he is already at level 36, after gaining an extra 250.000 XP. The following attempt will benefit of a +5% bonus to be completed. This bonus is cumulative and may be added for every failed training, until the mystic succeeds.

If the roll of the dice is 00, the mystic realizes that he made some mistakes developing the training, that undermined his chances of learning the new effect. The mystic may never try to develop this effect for the *gentle touch* anymore, but he will still be able to learn it from another *Sensei* if he finds one able to teach it.

A mystic may only learn a new effect for the *gentle touch* per level, and for every 250.000 XP gained after reaching

level 36. This means that if the mystic learned a new effect from a *Sensei*, he needs to wait until the next level to learn another one or to start developing a new one.

The total number of new effects for the *gentle touch* a mystic may develop is given by the addition of the general bonuses on his Intelligence, Wisdom and Dexterity scores. Negative modifiers are not put in the count, therefore if a mystic has any of those scores below 12, that ability will give a 0 to add. Every mystic must always be allowed to develop at least one new effect of the *gentle touch*. This number only includes the effects developed by the mystic himself. The mystic may learn any number of effects by training with other *Sensei*.

A mystic that successfully develops a new effect for the *gentle touch* gets 5.000 XP as a reward. Developing a new effect may also be the start for a mystic's path for Immortality. Failing in the development of a new effect for the *gentle touch* gives the mystic only 500 XP.

LIMITS

When planning for a new effect for the *gentle touch*, there are some limits that must be kept in mind.

First, the *gentle touch* only hits one target, and may never be used against multiple targets. It is not possible to develop effects that hit more than one target.

If used to increase or decrease ability scores, the bonus or malus may not be higher than +5 or -5 and may never raise the score over 18 or reduce it below 3.

Whatever effect that may be limited in time ends after 24 hours.

The touch may not cause any magic or elemental damage, but it may be used to revert to normal any condition that has been caused by magic or by another *gentle touch*. For example, the touch can be used to revert paralysis, petrification, poisoning, but may not set

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the target on fire, poison it or turn it to stone.

It is possible to induce a metamorphosis, but only to change the target into non-harmful creatures, like plants or small animals. Non-harmful creatures must have no special attacks like poison or fire breath, and must never deal more than 1 point of damage with their attacks.

The touch may be used to block natural abilities and attacks of some creatures, but only for 24 hours. For example, this touch can be used to block the breath weapon of a dragon, the infravision of an elf, or the poison of a giant scorpion.

The touch may be used to develop resistances that may improve the AC of the target up to -3 points, increase the saving throws up to +5 points, or give immunity to one element.

The DM may allow to convert spells into effects for the *gentle touch*, but he will always have to approve and, in case it's needed, to balance the new effect if it's too strong.

In the Princialities of Glatri there is only one big order of mystics allowed, which is divided in 4 sub-orders, known as the Mystic Orders of Lhamsa.

These mystics do not worship any particular Immortal, and their spiritual discipline is mainly based on meditation and physical training.

Each order has a different Rule for its members, and teaches them different skills, combat styles, *gentle touch* effects, and in the end a different moral and physical discipline. However, the four Orders all share some basic precepts that are described here.

NOVICE MYSTICS

A novice mystic joining the Order is still learning his way through the monastery and is usually not joining a sub.order until he is ready to chose one, which usually happens about one year after he joined the Monsatery. During this time, the young mystic is allowed into every order's premises and may train with all of the mystics. Moreover, he only needs to follow the general precepts.

However, at the end of the novice year, the mystic must decide what Order he wants to join. From that moment, he will be only training and following the teachings in that branch of the Order, taking their signs and their precepts as well.

If the DM wants to allow a character to be a novice for a while before picking his path, the young mystic will be given time to decide only until he gets to level 2. If he doesn't want to pick a path, the mystic will not be taught anymore by other mystics, and will stay at level one until the decision is taken.

APPEARANCE

The mystics follow a strict dress code, so that nobody has the temptation of improving his own look, to impress people or to humiliate others. All of the mystics wear the same clothes, from the Prior down to the last of the novices.

Mystics wear a white tunic. In summer they wear a cotton one. In winter, they wear a wool one. Mystics wear sandals on their feet and don't use any other kind of shoes, even in winter and in the snow.

Mystics also wear a colorful cloak that identifies the sub-order they are part of.

Generally, mystics can have their hair done the way they like it the most. However, most of the men prefer to keep them very short, and the women and the men that have long hair usually keep them tied, because they would otherwise interfere with the training and be a distraction.

GENDER AND SEX

The Order of Lhamsa accepts both male and female novices. However, the Order of the Two Moons only accepts male mystics, while the Order of the Butterfly only accepts females. When a Novice ends his year, he may only pick a sub-Order that accepts him.

Mystics vow to never get married and never have sex, as a part of their training. Indulging in such activities would distract the mystic from the training and from the discipline he needs to develop.

FOOD AND DRINKS

Mystics must avoid drinking alcohol, because that obnubilates the mind and undermines discipline. For the same reason, mystics are forbidden the use of any drugs and in general of everything that inebriates and loosens self-control.

Mystics are not punished if they eat, drink or use a forbidden substance without knowing it. However, they can be punished if they willingly indulge in it.

MEDITATION AND TRAINING

At least once per year, and whenever a mystic gets a new level, the mystic

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must undergo a full week of isolation in a secluded place, where he will train and meditate all the time. This meditation and training may happen in a monastery, or in any other secluded place.

During this time, the mystic should not be disturbed or interrupted. If it happens, the mystic will have to start this week of isolation again once the distraction is gone. If the isolation was due for a level growth, the mystic will not get the new level until the week is completed as it's meant to be.

WEAPONS

Mystics should never use weapons. If their use is absolutely needed to save someone's life, then the mystic that uses them may not be punished, but in every other situation, this is forbidden. A mystic that uses weapons in a situation that doesn't prove to be extremely serious may lose up to 10% of his XP, at the DM's discretion.

HEALING

All the mystics in the Orders of Lhamsa are healers. When their novice year starts, they are all taught *First aid* skill and *Science: herbalism* skill. Moreover, they always carry along a healer's bag to heal people whenever they need. Note that these skills are not bonus skills and must be taken as part of the initial skills of the character.

Mystics always heal people in need, no matter who this person is. And how he got wounded or sick. For this reason, mystics try not to ever hurt people if it's not really important to fight them, and if they have to fight, they try to use non-lethal attacks to trap human and demi-human enemies instead of killing them.

POSSESSIONS

Mystics must donate 20% of the gold they earn to the monastery, but they

can use the rest whatever way they prefer.

If mystics donate money to the poor and weak, they gain extra XP. In any moment, the Prior of the monastery or the Prior of the Order may order a mystic to give a bigger share of treasures to the monastery.

A mystic that earns or buys something must give that thing to the monastery or to the poor. If he gives to the monastery, the Prior usually allows him to use it whenever he leaves the monastery again to go adventuring, but it may also happen that the thing is given to some other mystic that needs it more. This also applies to magic items.

A Prior may give an item in permanent custody to a mystic, if he thinks he needs it or he earned it, but still he may revoke it in a necessity or if the situation changes.

Mystics cannot own any house or building, but they are allowed to buy buildings to use them as hospices or monasteries. In that case, the buildings become part of the possessions of the Order.

MORAL ALIGNMENT

The Orders of the Mystics of Lhamsa accept mystics of any MA, but most of the mystics are usually Lawful. Chaotic mystics are extremely rare, because they may not be able to undergo the strict discipline that being a mystic requires.

For the very athletic nature of the Order of the Two Moons, most often the Chaotic mystics tend to end up in there, but any Order may have some chaotic members.

HIERARCHY

The hierarchy in the mystic monasteries is quite short. From the bottom to the top, there are five levels.

The novice mystics are all of the mystics that just joined the monastery, and all of the children that grow up in the monastery, that are not forced to

join a specific order until they turn 16. These young mystics may enjoy more freedom than other mystics, but they are also kept out of the orders until they end their novice year.

The brothers are the majority of the mystics, and are all of those mystics that are not novices anymore, and did not reach the highest positions in the hierarchy. Most of the brothers do daily chores, like tending to the garden, repairing the building and the tools, sewing, teaching to the children, cooking, and so on. Some of them usually get out of the monastery once per week to ask for donations of food and money for the Order and are normally taking some novices along as well, to teach them this job. During these trips, mystics usually try to be useful for the people they meet and to show their gratitude healing people and giving a hand when they can. It is not unusual that mystics go back to the monastery after these trips with some young boy or girl that wants to become a novice, or with some child that has been given to their care from poor families.

The Sensei are the mystics level 27 and above that may use the gentle touch. These mystics are highly revered because they reached the top grade of skills and learning in the monastery. The Sensei have the main role of teaching other mystics so that they can improve their skills and become stronger. However, the Sensei are quite rare, and if not many of them can be found in big monasteries, there's very small chances to find any in the smaller ones. The Sensei are normally called by the Elder of the Order when he needs advice, because they are considered to be the wisest among the mystics.

The Elder of each Order is normally the mystic of the highest level in a monastery. He may or may not be the Prior, but he is the one that rules the

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whole order and the one that every other mystic in the Order must obey. In the monastery of Lhamsa there are four Elders, one for each Order, but none of them is the Prior of the monastery, to keep a balance among the Orders.

The Prior is the head of the monastery, and each monastery and hospice has one. It may be a brother, a sensei or an elder, but his role is to ensure that in the place there is peace, that the mystics may keep on with their trainings, and that everything that concerns everyday life is carried on normally. If any issue occurs in his monastery or hospice, the Prior has full powers to give punishments to every mystic that lives there, even if that is the Elder of his own Order.

DESCRIPTION OF THE ORDERS

ORDER OF THE TWO MOONS

Mystics of this order are only male and they follow a very strict and demanding physical training that allows them to perform acrobacies. The mystics of this order believe that physical training and improving their skills is the main goal of every mystic, and for this reason they put all of their efforts in the trainings. They also follow a special diet that is studied to increase their strength, resistance and speed.

All of the mystics of this sub-order must learn the acrobatic skills as part of their training.

The mystics of this sub-order also wear a purple cloak and have at their neck a silver pendant made in the shape of two crescent moons crossing each other.

This order uses the combat styles of the schools of Stone and Darkness. Mystics of this Order must learn these two styles first and must reach third circle in both of them before starting the studies for any other combat style.

The mystics of this Order may eat every food, but it must be prepared by other mystics of the Order or by themselves following their rules. This makes their food cost twice as normal, if they buy it. Most of the mystics of this Order learn how to cook themselves, taking the relative general skill, to be able to prepare their own food when they are not at the monastery.

High level mystics of the Order of the Two Moons are taught the *gentle touch* with the following effects, in this exact order: *Paralysis, Geas, Death*.

ORDER OF THE BUTTERFLY

Mystics of this order are only female, and they wear a light blue cloak and a blue cap. They keep their hair tidily under the caps, and normally don't show them to anyone.

The Order of the Butterfly is the most pacific Order in the whole Monastery. The mystics of this Order abhor violence and vow to never take a weapon to use it. If they do, even in a life threatening situation, they immediately lose 20% of their XP.

Moreover, these mystics don't even kill to eat, as they are all vegetarians: they cannot eat fish or meat, but they can normally eat dairy and eggs.

For their peace-keeping, the mystics of the Order of the Butterfly also try to develop good skills in mediation, to solve problems between people. For this reason, mystics of this sub-order must always take the general skill *Eloquence*. This is not a bonus skill, and the mystic must take this skill as part of her initial skills.

Mystics of the Order of the Butterfly train in the Combat Styles of the Schools of Light and Air. Mystics of this Order must learn these two styles first and must reach third circle in both of them before starting the studies for any other combat style.

High level mystics of the Order of the Two Moons are taught the *gentle touch* with the following effects, in this exact order: *Heal, Sleep, Geas, Stone to flesh, Restoration*.

ORDER OF THE STAR

Mystics of this order may be male or female, and they always wear an orange cloak. These mystics always paint on their forehead, immediately over the nose, a red dot with henna paint, because they think it helps focusing their energies towards the mind.

The Order of the Star are literates and promote culture, therefore they must learn *reading and writing* general skill at first level. This is not a bonus skill, and the mystic must take this skill as part of his initial skills. Mystics of this order must always carry along pen, ink and parchment paper, in case the need to draw or write anything.

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This order is possibly the one that the Council likes the most, and his members are normally copying books and scrolls for libraries and nobles. This is part of their duty to improve culture, and whenever a noble or a library requires a mystic to copy their writings, the Elder of the Order may order any of the mystics to undergo this duty for not less than one month and not more than six months. A mystic may refuse to take on this duty only for very important reasons, and if he does, he loses 5% of his XP. When a mystic takes the duty of copying books for a noble or a library, he may ask to be fairly paid. However, if he asks for too high a pay, the Elder of his Order may punish him for his greed and for giving a bad image of the Order.

Mystics of this order are required to copy books for at least one month per year as an ascetic practice.

The mystics of this order train in the combat styles of the schools of Air and Lightning. Mystics of this Order must learn these two styles first and must reach third circle in both of them before starting the studies for any other combat style.

High level mystics of the Order of the Star are taught the *gentle touch* with the following effects, in this exact order: *Charme, Blind, Geas, Feeblemind*.

ORDER OF THE LEAF

Mystics of the Order of the Leaf may be male or female, and they always wear a green cloak. They are devoted to nature and its rules, and they tend to preserve nature whenever they can. They are quite active in the Principalities, where woods are not very common, working with elves to improve them and plant new trees.

Because of their interest in nature, the mystics of the Order of the Leaf must learn the general skill *Knowledge of Nature* during their training, at first level. This is not a bonus skill, and the mystic must take this skill as part of his initial skills.

After first level, the mystics of this order are also required to learn, as soon as they can, the general skills: *Agriculture, Science: botanics* and *Labor: carpenter*.

Mystics of the Order of the Leaf spend a lot of time tending to gardens and plants, and their monasteries always have big gardens around. They usually do their services through the people by tending thio the green areas of the towns where they live, or close to their monastery, for free. These duties are usually done in the spare time the mystics have, when they are not adventuring and they are not busy with their trainings.

The mystics of this order train in the combat styles of the schools of Wood and Stone. Mystics of this Order must learn these two styles first and must reach third circle in both of them before starting the studies for any other combat style.

High level mystics of the Order of the Leaf are taught the *gentle touch* with the following effects, in this exact order: *Heal, Transform, Restoration, Geas, Paralysis*.

TRAITOR MYSTICS

When a mystic goes against the rules of the Order or the Monastery, he may be punished in different ways. However, if the misbehaviour is very severe, if he does it repeatedly, or if he endangers the whole Order with his behaviour, the mystic may be considered a traitor by his brothers and if it happens, the mystic is expelled by the Order and the monastery and is warned never to come back, otherwise he will be considered an enemy of the Order.

When this happens, the mystic normally loses one experience level, as if he was hit by an energy drain. However, this level cannot be restored by magic or with the gentle touch. This level may sum up to any other XP reduction that the mystic suffers for his

infractions, which may reduce his level even more.

Most of the traitors usually retire somewhere in isolation, and keep on living their lives, but are not able to improve their skills and level above what they already reached. But there's some of them who don't accept being expelled, and plan their vengeance: some become Beggars (see later), other ones found their own monastery and Order and try to become as strong as possible to go back and destroy the ones that humiliated them. These mystics may be extremely dangerous and there are legends talking about traitors who tried to destroy their former Order completely.

When a traitor meets mystics of his former order, they normally challenge him or try to chase him away.

COMBAT STYLES

For the informations about combat styles, and anything else that's not covered in this handbook regarding the mystics, please refer to the mystic handbook.

EXPERIENCE AND LEVEL UP

The half-ogre characters follow the rules for the specific classes when it comes to gaining experience and how to level-up. However, they gain extra experience when performing two specific actions.

GAIN THE TRUST OF HUMANS (+5%)

When a half-ogre manages to overcome the limits of his race and gains the trust of humans, becoming a fully recognised citizen and a well-established and trusted member of the society, the DM awards him a bonus of +5% of all of the XP that the character

has gained so far. This may happen for saving some ruler or a whole country, or for showing his honesty and good will for a long time. It may be paired with the bonus obtained for becoming a noble, but the two things may as well be not connected.

BECOME A WARLORD (+5%)

Similarly, a Half-Ogre who becomes the ruler of a tribe of ogres of at least 50 members, by defeating the previous leader and showing his superiority, gains the trust of the ogres, and

therefore he gets the same bonus (+5%) on the experience gained so far.

A half-ogre may be at the same time a noble, a trusted member of the human society, and also a warlord of an ogre tribe.

However, the role of warlord in an ogre tribe may easily attract envy and sooner or later some other ogre will try to fight his leadership and take over.

Arsenic and old Spellbooks

The Half-Ogre

is a non-official product for



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Emanuele Betti