

CHARACTER HANDBOOK 1

DUNGEONS & DRAGONS[®]

Arsenic and old Spellbooks

The Fighter



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 first handbook is devoted to the Fighter, the most basic character of them all: the fighter is a character without any special abilities (at least at low levels), whose only quality is physical strength. Even if it may look like a flat character to play, the fighter is actually very important in any group, because it provides the "meat wall" that can stand many hits and allows other characters in the group to have enough time to cast their spells or use their skills. Moreover, the fighter is the best in the group at using weapons, and since very low levels, he is the one that deals the most damage, keeping his friends safe.

FIGHTERS IN THE PRINCIPALITIES OF GLANTRI

In the Principalities of Glantri, Fighters are considered "Mundanes", which means commoners with no magic abilities. However, this does not mean that they are considered nothing. Magic-users praise the strength of the fighters, if nothing else for their function

of being killed first, and tend to look for powerful fighters to have as allies and guards. These Fighters may get lots of money, magic items and power as a reward for serving the Arcanes loyally.

However, not all of the Fighters like this role, and there are some of them that still believe Arcanes shouldn't be ruling above everyone else. Secret societies, criminals and subversive groups may hire (or be made of) these restless Fighters whose aim is to cancel the law that forbid the Mundanes to access nobility, inherit a title or have any role in the administration of the Nation.

ABOUT THIS HANDBOOK

This handbook will cover different topics. It will start by describing the class of the Fighter and its skills and class abilities, and then it will describe the possible Fighter sub-classes allowed in the Principalities.

After that, many different aspects of the life of Fighters in the Principalities will be taken into consideration, and many possible outcomes of the Fighter's training at low levels.

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 of these rules have been added in this book to provide a better balance between Mundanes and Arcanes.

THE FIGHTER

The Fighter is a strong warrior that has no real skills, except for his fighting skills. He has plenty of HP and may use every weapon or armor, and this makes him very valuable in combat.

SPECIAL ABILITIES

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

GENERAL SKILLS

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

Characters may pick whatever skills they need, but the ones that are most useful for them 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). 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, 21, 24, 27, 30, 33, 36 and for every 250.000 XP gained after reaching level 36.

There are many ways a Fighter may pick his weapons. In a chapter later on, different weapon choices will be compared to help you pick the best weapons for the type of Fighter you have in your mind. 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.

THE FIGHTER

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

FIGHTER'S SAVING THROWS					
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 - 21	5	5	6	6	7
22 - 24	4	5	5	5	6
25 - 27	4	4	5	4	5
28 - 30	3	4	4	3	4
31 - 33	3	3	3	2	3
34 - 36	2	2	2	2	2

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.

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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 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.

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.

THE 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

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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

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MAGIC RESEARCH

Magic research is a procedure typical of the spellcaster classes that is used for three main purposes: researching spells, creating magic items and animating constructs. Under given circumstances, even non-spellcasting demi-humans can create magic items, using their clan relic.

SPELL RESEARCH

Spell research is used by arcane spellcasters to gain new spells: it allows them to find the formula for a common spell (the ones listed in the spellbook sheet) or to develop a new spell.

This is the only kind of magic research that is available to Arcane Knights. To research for spells, an Arcane knight must visit an Arcane spellcaster in his fortress or the Prince that's the chief of his Order, and ask for the permission to use their Library for his research. Usually, Magic users accept if the Arcane Knight then accepts to help them with their research as well.

LIBRARY

An Arcane Knight must have access to a library to research spells. The library must contain books of magic (not spellbooks) for a total value of 2.000 Dc, plus 2.000 Dc per spellcasting level of the knight. Thus, a 9th level Arcane Knight (spellcaster level 3) needs a 8.000 Dc worth library, while a 22nd level knight (spellcasting level 7) will need a library worth 16.000 Dc or more.

If the research is successful, 10% of the money spent for the research (see below) is added to the total value of the library. Usually that does not influence the Knight, but it is another good reason to allow research to Arcane Knights asking for permission.

TIME

Spell research takes 1 week plus 1 day per level of the spell. Thus, a 1st

level spell takes 8 days to be studied, while a 4th level spell takes 11 days.

MONEY

Spell research needs expensive materials and ingredients to be used. The cost to research a spell is 1.000 Dc per level of the spell. The Arcane Knight needs to provide this cost himself, even if he is using someone else's library.

SPECIAL INGREDIENTS

Spells of higher levels (5th and above) often require some particular ingredient to be researched. Some of them may be bought in spell shops, but mainly these ingredients must be acquired through adventures. This ingredient is not included in the cost of the research.

CHANCES OF SUCCESS

If an Arcane Knight is researching a common spell, the chances of success are calculated with this formula:

$$(\text{Int} + \text{Level}) \times 2 - \text{Spell level} \times 3$$

If he is researching a new spell, the process is harder and the formula is:

$$(\text{Int} + \text{Level}) \times 2 - \text{Spell level} \times 5$$

The success is determined by rolling 1d%: with a score equal to or below the determined one, the research succeeds. With a higher score, it fails.

Scores 96-00 always fail. There is no automatic success score.

SPELL INGREDIENTS

To cast spells, any spellcaster needs not only to know the spells, but also to have the spell ingredients for the spells he wants to cast.

Without going too much in the details of each ingredient, its cost and rarity, and so on, this system provides an easy record of the ingredients and

forces the spellcasters to always check their stocks.

Each Arcane spellcaster needs each month for his magic 10 Dc worth of ingredients for each level of spells he may cast in one day. This means that a spellcaster must sum up 1 for each first level spell, 2 for each second level spell, 3 for each third level spell, and so on, that he may cast per day, as per his experience table. To these, he also has to add the bonus spells.

For example: Thor is a 16th level Arcane Knight with Intelligence 16 and is granted +1 first level spell and +1 second level spell. This means he may cast every day 2 first level spells, plus one bonus, 2 second level spells plus one bonus, and one third level spell.

The spell total is $3+6+3 = 12$. Thor needs to spend 120 Dc for magic ingredients every month.

Whenever a spellcaster gets a new spellcasting level throughout the month, he must immediately update his stock for the rest of the month, adding the difference from what he already paid and his new total.

If a character runs out of ingredients, he may not cast spells. However, the general skill *Find Ingredients* allows a spellcaster to collect spell ingredients from the monsters he kills in the adventures and top up his stock.

THE FIGHTER

WEAPONS

One of the best features of the Fighter is his ability to use any weapon. Using the weapon mastery rules, a Fighter is the character that has the most weapons at Base mastery at first level (with the exception of the Mystic), and the one that develops them faster and more in the game. However, the number of weapons that a character may learn to use at very high levels is still quite limited, and for the Fighter, whose abilities are only connected to weapons, it becomes very important to pick the right weapons to develop the characters in the best way.

Moreover, picking one weapon or another may provide differentiation between characters of the same class, and may also help have more variety of proficiencies in the party. You may also pick your weapons on the base of the Knights Order you want your character to join, and pick the weapons that are typical of that Order. If this is the case, you should also check the Knights Orders, later on.

In the next pages, all of the weapons in the game will be described in detail in alphabetical order. The player that wants to play a fighter should study these descriptions very well before choosing the weapons for his fighter, to make sure he always knows what advantages and disadvantages those weapons will give.

AXE

An axe is a versatile weapon that can be thrown at short distance and deals a good amount of damage, thus being quite good to be used in melee combat as well. An axe may be used to break wooden items open, like doors and chests, or to chop trees and wood, where a sword may risk to break. The Pickaxe may be used as an axe as well, if the DM allows it, but it deals piercing damage and of course it's best used on stone than on wood items.

Moreover, an axe can be used to *Disarm* the enemies, if used by a character with Skilled mastery level or higher.

BATTLE AXE

Sharing most of the advantages of the one-handed axe, this two-handed version has a bigger, usually double, blade and is much heavier. Because of the weight it is not as easy to throw as the one-handed one, but it may deal very high amounts of damage.

The Battle axe hits the enemies so hard that it may delay their actions, or even stun them, if used by fighters trained with it.

The choice of this weapon is suitable for Fighters that are supposed to look like barbarians, and for those who want to deal a very big amount of damage with every hit.

BLACKJACK

A Blackjack is not really the typical weapon that a Fighter would use. It is a weapon much more suitable to a thief. The blackjack is used to stun and knock out the enemies, but deals a very low amount of damage, if any. It may be useful in adventures in the cities, where you may not want to kill people, but you still need to get them out of your way.

BLOW GUN

Another thief-ish weapon, it kills enemies with poison. Many fighters use this weapon to hunt in tropical islands, but in the Principalities of Glantri this weapon is not only quite uncommon, but is only used by thieves and assassins.

BOLAS

Bolas can be a good choice for a Fighter with a high Dexterity, because they may help making prisoners of enemies that are trying to run away, or stop enemies chasing the other members of the group. This weapon is also quite uncommon in the Principalities of Glantri, but there is

news that goblins sometimes use some simple bolas made with rope and stones.

CESTUS

The Cestus is mainly used as an off-hand weapon, because it's light and easy to use. It consists of two or more spikes protruding from a glove, that are used to rip the enemy's belly open while hitting with a fist.

Because the cestus does not give any malus if used as an off-hand weapon, even if the damage dealt is not great, this is still one of the best options for the fighter that wants to fight with two weapons.

CLAYMORE

A two-handed sword, the claymore is very heavy and cannot be thrown, but only be used in melee combat. It can be used to stun enemies and to deflect their attacks, granting some extra protection as well.

Being a two-handed weapon it provides a big damage potential. The Claymore is a big sword, so its abilities are very similar to the long sword and the short sword.

CLUB

A club is a short staff or wood stick that is used to hit someone. However, the club mastery may also be used to strike attacks with the torch (which is actually a club with the top on fire).

The torch is necessary at low levels to make light and see around, at least until the group does not have lanterns or magic for it. Unfortunately, if a fight occurs, the person that's holding the torch must always hold it up. If the torch is dropped on the floor to take another weapon, it will go off in 1d3 rounds.

But, if a character has at least Base proficiency in the torch, it may be used as a weapon to deal quite a good amount of damage (2d4 including fire damage). Moreover, it is only the club damage that is reduced to half if the torch is used at unskilled level, so a

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character with base mastery may use it in the off-hand and still deal most of its damage: the fire damage is not affected.

CROSSBOW

The crossbow is a weapon that's slow to recharge, but it is suitable, like all of the ranged weapons, for fighters with a high Dexterity score. Moreover, it may be used in hand-to-hand combat as an improper weapon with very low chances of breaking it.

It is usually carried around with one quarrel already on it, to be ready and shoot it at the slightest sign of danger, to throw it away immediately after and take out a melee weapon.

Enemies hit by a Crossbow may also be stunned, giving the fighter some time to get closer and attack them.

DAGGER

A Fighter hardly considers a dagger a weapon. He is used to much bigger blades. The dagger, though, is such a common weapon that even a fighter may decide to pick at least base mastery in it, to use it in brawls, to intimidate people, or as a throwing weapon. Daggers are also easy to store, due to their small size, and a fighter may carry many around to throw when needed.

A dagger may also be used to cut things open, skin animals and prepare food, all tasks for which other blade weapons could be too big.

GREAT MAUL

The Great Maul is a very heavy two-handed hammer that is mainly used to crush skulls flat. It can only be used in hand-to-hand combat, but it may stun enemies and, if used by Fighters well trained with it, may also deal double damage from time to time, being the only two-handed weapon with this talent.

A Great Maul is very scenic and even if it doesn't always deal as much damage as other two-handed weapons,

when it deals a double damage it is much more dangerous. The Great Maul can also be used to crush items and walls made of bricks and stone.

HALBERD

The halberd is a weapon that is often used by guards for its ability to hook the enemies and throw them on the ground, making it very easy for the guards to arrest them.

It is a pole arm, which means that it is quite uncomfortable to carry around and is a 2-handed weapon, but it also deals a big amount of damage and allows the target to reach far spots. It may be used instead of a pole to try and activate traps not standing too close.

WARHAMMER

A Warhammer is quite easy to throw and still makes a nice amount of damage. It makes a good spare weapon for a fighter, and may be very good also as a main weapon for someone with high Dexterity.

The Warhammer may be used to crush items and also to hammer nails and stakes, in need.

JAVELIN

This weapon is very well balanced and is perfect to be thrown at distant targets, but there's many better weapons to use in melee combat. However, the javelin may cause double damage if thrown by a well trained fighter, which makes of it the most dangerous ranged weapon when it comes to damage potential.

KNIGHT'S LANCE

This weapon is used only to charge on horseback, but if a Fighter wants to be able to perform that action, he cannot ignore it. It deals a big amount of damage and potentially, doubling the damage with the charge, the highest damage of all the weapons.

Most of the Knights are taught the base mastery of this weapon as soon

as they join an Order, because they all need to know how to joust and how to hold it properly in parades.

LONG BOW

Used mainly by humans and elves, this bow has a long range and makes for a nice choice for Fighters to hit enemies before they get close. Trained Fighters may hit the enemies with such a precision that they may delay the enemy's action with their shots.

Longbows are completely useless in melee combat.

LONG SWORD

A long sword seems always the most obvious choice for a fighter. However, it shares many features with the short sword and the claymore, thus a fighter should always try and pick different weapon classes for him to have a wider range of options available in fights.

However, the sword is always a good choice for a fighter for melee combat, and with some training it can be used to disarm enemies, to deflect their attacks, and also to be thrown at enemies that are not too far.

MACE

The mace is a heavy one-handed weapon that doesn't deal a huge amount of damage, but can be used to stun the enemy. It can be thrown at enemies as well, if needed, but it's not made for that and it's not easy to do that without training. The mace is good to crush things as well.

NET

A net is a good off-hand weapon for hand-to-hand combat, because it is not designed to do damage, but only to trap enemies. Moreover, it can be thrown at enemies to entangle them even if they are further away.

The net is not the typical fighter's weapon, but it is a good weapons for fighters that need to take prisoners or who don't want to kill if not necessary. A net is almost pointless against big

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monsters and whatever monster that breathes fire, or may rip it off with no trouble.

PIKE

A pike is a good weapon for hand-to-hand combat, deals a big damage and can be used to deflect the attacks, and like the halberd it can be used to reach distant spots.

If the DM allows, it is also a weapon that may be set against charge.

SHORT BOW

The short bow is smaller and lighter than the long one, but it reaches a much shorter distance. It is ideal for characters that are short, like dwarves and halflings, but a human fighter might as well go for the long one, that reaches further away.

The arrows of the shortbow may delay the actions of the enemies, if the user is trained to aim well. The short bow is completely useless in melee combat.

SHORT SWORD

This weapon is ideally used as a off-hand weapon as it is not too big, is easy to use and deals a nice damage. It is of the family of the sword, so it may also be used combined with a mace or an axe.

When used by a trained fighter, it can be used to deflect attacks, disarm enemies and to be thrown, like the longsword.

If you think well about it, a human fighter may as well go for the longsword

as a main weapon, that deals a higher damage instead of wasting time to take this weapon, which is much more suitable for halflings.

SLING

Of all of the missile weapons, this is one of the weakest and one of the least suitable for fighters. It may be a good pick for clerics, who may not use any other missile weapon, but for a fighter a longbow or a crossbow are much better options. The only quality of the sling for a fighter is that it can be used by trained characters to stun their enemies.

SPEAR

This weapon is quite balanced to be used by a fighter both for melee and for ranged combat. It gives a realistic flavor to have a fighter with a spear in the group. Moreover, the spear can be set against charging enemies, and that is always a good thing.

STAFF

It may not be an obvious pick for a fighter, but a staff, a two handed stick at least 150 cm long, may be found in a lot of places with no effort, and may be used as a backup weapon in need.

A staff can also be used to deflect attacks, and is the most obvious pick for a magic user.

TRIDENT

This weapon gives a good balance between melee and ranged combat and a good amount of damage, due to the

three skewering tips. It may also be used to skewer enemies and leave them bleeding to death, thus it is for sure a good pick for fighters, even if the fighter may need to always have a backup weapon ready to use, after skewering one target.

This weapon may be very useful against enemies with lots of HP.

WAR SCYTHE

Another pole weapon, the war scythe allows a big damage and can be used to reach far spots, like halberd and pike. It can be used to delay the actions of the enemies and to deflect attacks, but it may only be used in melee combat. This weapon is suitable for characters who want to have a dark and peculiar attire.

WHIP

A whip can be used to entangle enemies, to intimidate them, and also to train animals and monsters. It is not a weapon that deals a big damage, but it may be used effectively as a off-hand weapon, and allows to hit targets up to 3 m distance.

There are different careers in the Principalities that can be suitable for a Fighter. In here, you can find some of them, and you may decide to follow any of these, or you may discuss more opportunities, and even your own ideas, with your DM, to pick the path that's right for you.

KNIGHTS ORDERS

In the Principalities of Glantri there are 11 Knights Orders. Ten of these Orders are the orders of each Principality. The members make their Oath of Allegiance to the Prince of that Principality and are usually based in that Principality as well. The eleventh Order is the Order of Light and its members are picked among the bravest, the proudest and the strongest members of the other Orders. The members of the Order of Light are based in Glantri city and make their Oath of Allegiance to the whole Grand Council, serving directly the Nation.

In the Principalities of Glantri, there are three types of knights: the common knights, the Arcane knights and the elven knights. In most of the Orders any of these are accepted as members, but in some Orders there may be restrictions, depending on the Prince and the rules of the Order.

ORGANIZATION OF THE ORDERS

Each Knights order is organized in the same way.

The head of the Order is a person, that may not be a Knight himself, but has full trust from the Prince or the Council. That person is the Grand Master of the Order and he owes his allegiance only to the Prince or the Council. All of the Knights in the Order must obey him.

The Grand Master has the opportunity to elevate some of the knights to the role of Masters of the Order. These knights must teach the novice knights and enforce the rules of the Order, making sure that all Knights follow them. All of the knights of the Order, except the Grand Master, must obey the orders of the Masters. Each Master usually has a small group of Knights guarding his life and protecting him. These Knights are his Honor Guard.

The Honor Guard are not only following the Masters, and the Grand

Master, in battle to help and protect them. They also have the role of counselors of the Masters. The Honor Guards are seen by lower rank knights as the connection point between them and the Masters.

Every Order usually has three Judges as well. Judges may be any rank in the Order, and are usually given the same respect as any Master. They have the duty to judge the actions of the knights and decide the punishments for those who subverted the rules of the Order. The Judges are somehow out of the hierarchy of the Order, as they may even judge the Masters or the same Grand Master of the Order. The Judges are usually some of the oldest, wisest knights of the Order and are picked among the most faithful to the Grand Master.

The last group is made of the common knights, who are the biggest number of the members of the Order.

Each Knights Order has an Office, which is the place where the Knights gather for their meetings and where they go back if they need help from the Order. In the Office, the novice Knights are taught the Code of Conduct, and the Investiture takes place.

Moreover, each Order has a Code of Conduct and a uniform, which is usually made of a tunic, a cloak, a shield, an armor and a helm. Sometimes there are some different parts, but these are the most common ones. During official missions, the Knights may only wear the armor, helm and shield that are part of the uniform, but when they are not in an official mission, they may wear what they want. The Knights must ask the Grand Master the permission to have the parts of their uniform enchanted to be stronger in battle. Most of the times, the Grand Masters won't deny the permission, but it must be the knight himself to cover the whole cost of the enchantment.

Together with clothes and armor, the Knight Orders usually have typical weapons that all of the Knights are

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required to use in official events, meetings, missions and parades. The knights may use different weapons only if they are not in official situations. However, the knights may have their personal weapons in official situations, as long as they are the type of weapons that are officially the equipment of the knights of the Order.

About the Code of Conduct, all the members of the Order, including the Judges and the Grand Master, repeat it in their Oath of Allegiance and must always follow it. A knight that does not follow the Code of Conduct may be summoned by the Order and judged. If guilty, he may be given a fee to pay, for mild transgressions, a suspension from his role and privileges or the imprisonment in the jails of the Order for tougher misbehaviours, and even the expulsion of the knight from the Order or a death sentence for very gross misbehaviour. Obviously the punishments also depend on the MA of the judges and the general attitude of the Order.

Orders may also give to knights that show dedition, bravery and outstanding virtues, or that give a service to the Order itself, honours, medals and promotions. Usually these honours are given publicly in big ceremonies where all knights of the order are summoned to take part with their full official uniform.

KNIGHTS OF THE LIGHT

When a knight of any Order shows unmatched bravery, skills and devotion to the Nation, or when a Fighter does some very special services to the nation, the Grand Council may confer to him the Order of Light, making him a knight of this exclusive Order. This is the highest honour and title that a mundane may ever aim to, in the Principalities, and the number of Knights that serve in this order is very small.

They pronounce their Oath of Allegiance to the Grand Council and, in

general, to the Nation. They wear a white tunic with a symbol embroidered in gold that represents the sun and the moon merged. Their armor is plated in silver and wear a helm with a white plume of feathers. They also wear a white cloak with a gold embroidered edge. The shield they carry is of a unique shape and is steel with a gold decoration. They carry a longsword and a mace with the effigy of the Order, and at their neck they wear a heavy chain made of golden crosses.

The Grand Master of this Order, picked by the Council, is His Excellent Highness the Prince of Aalban, Herr Jaggar Von Drachenfels.

The main task of the Knights of the Light is to defend the Nation: they put the defense of borders and Princes above any other thing, even their own lives. They are often sent by the Grand Council to delicate and secret missions, to investigate traitors and spies and to find ancient artifacts or magic books.

The Code of Conduct of the Order of Light does not allow them to ignore any insult or infamy against the people of Glantri and the Nobles that rule the country. Whenever they are not in the Principalities, if they find any Glantrian person in danger, they must always help them out of trouble.

The knights of this Order are taught Leadership, Diplomacy and Etiquette general skills, if they don't already have. The knights joining this Order will have to pick those skills whenever they get a chance to, before learning any new skills or spending skill points to improve other skills.

Their Office is in Glantri City, in a nice palace close to the Public Library.

KNIGHTS OF AALBAN

The Knights of this Order make their Oath of Allegiance to his Excellent Highness the Prince of Aalban, Count Jaggar Von Drachenfels. They wear a brown tunic with fur collars and also wear fur boots, fur gloves and fur cloaks.

They wear an iron armor and a helm with an iron plume representing an attacking dragon, with open wings. The shield they carry is covered in iron as well, and is engraved with the figure of a phoenix holding a snake in its claws. On the chest of the phoenix, there is a golden sigil of a dragon holding a key in its mouth. The knights of this Order have a sword and a crossbow as their typical weapons.

The Grand Master of this Order, chosen by the Prince of Aalban, is His Excellence The Baron of Adlertum, Herr



Shield of the Order of the Light



Shield of the Order of Aalban

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Franz Lowenroth.

The Order is always happy to help the Great Army to deal with specific issues, and especially to hunt down and sometimes imprison the biggest and most dangerous monsters around. The knights of this Order are well known for their ability as hunters.

Honorary member of the Order, who never formally joined it, though, is Herr Urkvarth of Graez, a famous monster hunter, magic-user and adventurer.

This Order is relatively new, being the last one of the Orders to be instituted, and his members are not many, thus their activities are mainly focused on the area of the Upper Vesubia Valley.

The knights of Aalban swear to protect the people that is being threatened by monsters. This also means that they would never run from a monster, if it meant to put other people in danger.

The Office of the Knights of Aalban is in Leenz, in the old Castle that is in the very centre of the city. People in Leenz is very happy whenever there is a meeting of the Knights, because they usually bring with them families and servants, and are very generous with the commoners.

Knights of Aalban are trained

teaching them Hunting, Tracking, Survival and Fire-Building general skills, if they don't already know them. The knights joining this Order will have to pick those skills whenever they get a chance to, before learning any new skills or spending skill points to improve other skills.

KNIGHTS OF BELCADIZ

The Knights of Belcadiz only accept elves of the Belcadiz clan. Not even Belcadiz humans are allowed in it.

The Knights of this order make their Oath of Allegiance to Her Graceful Highness the Princess of Belcadiz, Marchioness Carnelia Maria Juanita de Fedorias y Belcadiz.

The knights of Belcadiz always wear a dark green tunic with red roses embroidered on the edges. The helm has a plume of red feathers and their armor is golden. Their shield, round in shape, is green like their tunic and has a golden decoration. They always wear at the left hand a golden ring with a heart-shaped ruby, that they receive from the Princess when they become Knights. This ring is the most precious belonging of any knight of the Order, and a knight would do anything he can to find back a lost Belcadiz Ring.

The knights always wear a cloak that

is of the same shade of green as the tunic on the outside, while inside it is ruby red. Their typical weapons are the sword and the halberd.

The Grand Master of the knights of Belcadiz is Don Diego de Belcadiz, younger brother of the Princess.

The main task of the Order is to guard the woods of Belcadiz from intruders and from any unwanted damage. The knights spend most of their time patrolling the woods.

Their Code of Conduct says that a knight may never leave a defenseless maiden in trouble and that they may never step back from a challenge or a duel, so that nobody may say that they are cowards.

The Office of the knights of Belcadiz is in Toledo, a small town close to the Tower of Alhambra, where the Princess lives. Here, they built a big palace where they stored all of the trophies of the knights.

The knights of Belcadiz are taught tree walking, knowledge of nature, animal empathy and tracking general skills. The knights joining this Order will have to pick those skills whenever they get a chance to, before learning any new skills or spending skill points to improve other skills.



Shield of the Order of Belcadiz

Shield of the Order of Bergdhoven

Shield of the Order of Boldavia

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KNIGHTS OF BERGDHOVEN

These knights make their Oath of Allegiance to His Excellent Highness the Prince of Bergdhoven, Count Vanserie Vlaardoen the eleventh. They wear tunics half red and half orange and wear leather gloves. They wear a golden bronze armor and carry red shields with a black cross, on which a golden plaque is engraved with two towers and two roaring lions.

They wear a cloak that's deep red on the outside and bright red on the inside and the plume on their helm is a permanent magic illusion of a flame burning and moving in the wind. This is just an illusion, and doesn't deal any damage, but may be used to make light in the dark. The knights of Bergdhoven train with the sword and with the dagger, and they are often masters at throwing daggers at their enemies. Many young magic-users ask these knights to train them in the use of daggers. The Grand Master of this Order is the brother of the Prince, Lord Anton Vlaardoen.

The Order aims at preserving the supremacy of the Arcanes on the nation and its members will always help any Arcane in need. In particular, members of the Order abhor mechanics and inventions that are mere surrogates of magic and always try to convince inventors to put their trust in magic, and not in pointless and time-wasting inventions.

This Order counts a big number of Arcane knights and its Office is in Bergdhoven, on the tower on top of the City Hall, where they manage the public library.

The knights of Bergdhoven are taught knowledge of magic, planar geography, library search and science: alchemy general skills. The knights joining this Order will have to pick those skills whenever they get a chance to, before learning any new skills or spending skill points to improve other skills.

KNIGHTS OF BOLDAVIA

The knights of Boldavia make their Oath of Allegiance to His Excellent Highness the Prince of Boldavia, Baron Morphail Gorevitch-Woszlany.

They wear tunics of a very dark red and they wear blackened bronze armors. Their helm has a plume of black mane and their shield is black, asymmetric and very tall, with golden and silver decorations. They always wear a pitch black cloak and their weapons are a sword and a whip.

The Grand Master of the Order is His Excellence Lord Yuri Ivanov, Baron of Palatinsk. Being the Baron a famous vampire hunter, he recently forbid the members of the Order to carry along and even to eat garlic, to avoid spreading voices that the knights of the Order carry along garlic because they are scared of vampires.

The knights of Boldavia are often serving as spies: they are trained to move at night, silently, and regularly patrol the border with Ethengar.

Their Code of Conduct forbids them to take a side in conflicts among Arcanes if not explicitly asked to by all the involved sides, and even in that case, they should always try and settle arguments peacefully.

Probably for the positive influence of Prince Morphail, the knights of Boldavia are nationwide known for being good negotiators and peace-keepers and are very well accepted everywhere in the Principalities.

The Office of the Order is in Chilishoara, from where the knights may follow the Dol Anur down to the plains of Ethengar. The Office is a building on the river with a private and fortified port, and also has some small river boats for exploring the river and its vicinities.

Knights of the order are taught Blind fighting, diplomacy, eloquence and gather informations general skills. The knights joining this Order will have to pick those skills whenever they get a chance to, before learning any new

skills or spending skill points to improve other skills.

KNIGHTS OF CAURENZE

The Knights of Caurenze, who make their Oath of Allegiance to His Excellent Highness the Prince of Caurenze Viscount Innocenti Nero di Malapietra, always wear a tunic that is half white and half yellow, leather gloves and leather boots. Their armor is covered in copper, and is always polished to be shiny and with no imperfections. Their helm has a plume of white and yellow feathers and their shield, round and brown, is also decorated in copper and has in the center the engraved face of a medusa.

Their cloak is bright yellow with a brown edge and, together with a sword, the knights of this Order always carry a battle axe with them.

The Grand Master of this Order is Arturo di Tarento, son of the Viscount of Castelbianco and also a knight of the Order himself.

The knights of Caurenze must always prove their bravery and must never chicken out of a challenge or a competition. If summoned to a duel, they always fight fairly and whenever they give their word, they always keep it. They are considered some of the most honest and trustworthy servants of the Nation, and often they are in charge of moving or taking into custody the tax money, or guarding mines.

These knights are always taught appraise, law, science: geology and bargain general skills. The knights joining this Order will have to pick those skills whenever they get a chance to, before learning any new skills or spending skill points to improve other skills.

KNIGHTS OF BLACKHILL

The Order of Blackhill only accepts as members Arcane knights. No elven knights or common knights are accepted.

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The knights of the Order make their Oath of Allegiance to his Excellent Highness the Prince of Blackhill, Count Volospin Aendyr.

These knights wear royal blue tunics and a golden armor with white feathered wings on the back. Their helm has no plume or decorations and their shield is blue and with three gold lilies on it.

Their cloak is blue outside and white inside and on its edge white wolf fur is applied all around. They always wear white silk gloves, white trousers and black leather boots. Their weapons are the sword and the two-handed staff.

The Grand Master of this Order is Her Grace Margaret of Hillsbury, Duchess of Fenswick.

The Knights of Blackhill promote magic, culture and scholarization and often take care of teaching children how to read and write. Their activities are devoted to the promotion of libraries and spreading among the people magic and books. The Knights of Blackhill will always give help to an Arcane in need, especially if he's trying to build a tower, and they will always aid anyone who is searching knowledge and is in trouble or danger.

Their search for knowledge gives them the belief that culture and knowledge only come from the truth.

Therefore, they always tell the truth and abhor lies, even if the truth is harmful. When they are questioned in trials as witnesses, their word is considered the strongest evidence that one can provide. Their Office is in the tower of Redsprings (Fonte Rossa), where they manage a school and teach pupils 12 years old or older how to read and write, how to use weapons and, to the ones that show some skills, the basics of spellcasting.

The knights of Blackhill are taught teaching, knowledge of magic, any one science and concentration general skills during their novice training. The knights joining this Order will have to pick those skills whenever they get a chance to, before learning any new skills or spending skill points to improve other skills.

KNIGHTS OF EREWAN

The knights of Erewan make their Oath of Allegiance not to a person, but to the Clan of Erewan, and are mostly elves of Erewan. However, some humans that proved their allegiance to the Clan are admitted into its lines.

These knights always wear lime green tunics and wear an armor that is magically enchanted to look like it's made of wood, with golden decorations. Of the same enchanted metal is the

shield, that has a peculiar and unique shape, and the elm, on the top of which a small plant grows. The knight must take care of the plant at his best and try and avoid it to die. It is a matter of honor for a knight to keep it alive and, even if it's not a crime to let it die, the knight that happens to lose his plant is blamed and undergoes another month of training so that next time he will do better.

These knights wear cloaks of the same green of the tunic, with golden embroidery, and they use sword and longbow. Moreover, they always carry a small pouch of magic seeds that they may use to heal a wounded forest or to grow trees where there are none in an area of 100 m diameter.

The Grand Master of the Order is His Excellency the Viscount of Nathrat, Sir Ezechiel Naramis and the Office of the Order is in the town of Par'Annasyl, in the woods of Erewan.

The Knights of Erewan are the protectors of the Nature of the Principalities. They aim at teaching the people to respect the woods and the wood-dwelling creatures, and they go crazy when they see unmotivated destructions of woods and pointless cruelty on its creatures. When they kill, they silently cry the death of their enemies as well, and they vow to plant



Shield of the Order of Caurenze



Shield of the Order of Blackhill



Shield of the Order of Erewan

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one new tree, from their pouch of seeds, for every enemy they slain.

To these knights, knowledge of nature, Agriculture, Science:Herbalism and First Aid general skills are taught during the training. The knights joining this Order will have to pick those skills whenever they get a chance to, before learning any new skills or spending skill points to improve other skills.

KNIGHTS OF KLANTYRE

The knights of Klantyre make their Oath of Allegiance to His Excellent Highness the Prince of Klantyre, Count Brannart McGregor.

The uniform of this Order consists of a black tunic with an embroidered silver skull on the chest, silvery armor and a helm with a black feathers plume. Their shield is silver, but with a black edge. In the center of the shield there is a golden cross, and around it there are two lilies and two roaring lions. These knights wear a black cloak and their weapons are the sword and the claymore.

This knights Order is the biggest in the Principalities and one of the oldest. Its Grand Master is His Excellence the Count of Glenargyl, Lord Alasdair McAllister, who is also the son-in-law of the Prince.

The main goal of the Knights of

Klantyre is to find ancient relics of the past to help Arcanes find the knowledge by using and studying them. For this reason, they are often travelling, searching for maps and ancient treasures. They must always share their informations about treasures and artifacts with other members of the Order that are searching the same things and, whenever they succeed and find the object of the search, they must inform the other members that were pursuing the same search that the search is over, so that they don't persist in a pointless mission.

The Office of the knights of Klantyre is Fort Monroe, a castle that guards the Pass of boldavia from the southernmost end, and where they say there is a secret vault where an unbelievable collection of magic items is kept.

The knights of Klantyre are taught cartography, history, sense of direction and knowledge of magic during their training. The knights joining this Order will have to pick those skills whenever they get a chance to, before learning any new skills or spending skill points to improve other skills.

KNIGHTS OF KRONDAHAR

These knights make their Oath of Allegiance to his Excellent Highness the Prince of Krondahar, Khan Jherek

Virayana the fourth. They wear an ultramarine blue kimono with white and pink geometric embroidered decorations.

For an ancient tradition, they all have the same tattoo of cherry blossoms on the right shoulder. "The life of the fighter is like the blossoms of a cherry tree: beautiful, but fast to fall". They wear a golden armor with red and blue ribbons and their weapons are the long sword and the short sword. Their helm is in the ethengar style, so it has no plume, but it has the same red and blue ribbons as a decoration. Their shield is blue, oval, and decorated with three yellow dogs chasing each other in a circle.

The horses of these knights are usually of Ethengarian breed, that they buy in Bramyra and train themselves.

The Grand Master of the Order is lord Rejladan Virayana, youngest son of the Prince, and the Office of the Order is in the city of Singhabad, in a palace with an amazing garden full of cherry trees.

Their Code of Conduct imposes to always keep their word and fulfill their promises. This is sometimes taken to the extreme, as knights of Krondahar may leave all of their duties if they are pursuing something they need to fulfill a promise. These knights have the same



Shield of the Order of Klantyre



Shield of the Order of Krondahar



Shield of the Order of La Nouvelle Averoigne

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unflexible attitude towards orders from their superiors, and they'll do all they can to obey them. There's no bigger offense for a knight of Krondahar than dying having left unfulfilled promises or unobeyed orders.

These knights are taught acrobatic riding, quick draw, surprise and unhorse general skills as part of their training. The knights joining this Order will have to pick those skills whenever they get a chance to, before learning any new skills or spending skill points to improve other skills. The only exception is Riding skill, that must be improved to reach at least 20 before they can learn acrobatic riding.

KNIGHTS OF AVEROIGNE

The knights of this Order make their Oath of Allegiance to His Excellent Highness the Prince of La Nouvelle Averoigne, Viscount Etienne D'Amberville. These knights wear lilac tunics and silver-plated armors with a golden cross on the heart. Their helm has a plume of pink and lilac feathers. The shield is coated in silver as well and painted with a purple cross. They wear a cloak that's purple on the outside and pink on the inside, and has an embroidery of silver lilies regularly spread on all of its outer surface.

The members of the Order also wear a golden cross pendant around their necks and their weapons are the sword and the spear.

The Grand Master of the Order is Her Excellence the Viscountess of Malinbois, Dame Diane de Moriamis.

The Knights of Averoigne swear to always respect rules and laws. If a knight of this Order is summoned to a duel, he will always let the opponent to pick the rules and the weapons, with no complains. Moreover, the knights always protect the innocents from false accusations and the victims of injustices.

The knights of Averoigne are taught law, devotion to Rad, military tactics and shience: heraldry as part of their

training. The knights joining this Order will have to pick those skills whenever they get a chance to, before learning any new skills or spending skill points to improve other skills.

THE GREAT ARMY

The Great Army is the army of the Principalities. It is easily the better trained and most deadly army in the known world, in proportion with its size. It has many elves and magic-users among its members and most of the soldiers are armed with magic equipment.

The Great Army is divided in divisions guided by nobles. The different divisions are split in *Banners* and the banners, in peace, are guarding big cities and the fortresses. The fortresses guard the borders and the most dangerous areas of the mountains.

Many young men and women join the army in search of glory or money. Fighters may have a long career, here, and magic-users and elves may impress their superiors and gain a reference letter to enter the Great School of Magic.

Although any character may join the Army, it is obvious that Fighters may gain the most in joining it. They may use it as a training ground to become knights, or they may decide to stay in the army instead, and not to follow a rigid Code of Conduct.

The Army has a very rigid structure as well, but it gives to the members many advantages, too.

HIERARCHY

The characters of the lowest levels in the Army are simple soldiers. With growing experience and seniority, the rank in the Army usually grows and, even if the top positions are reserved to Arcane Army Officials, there is still a good number of positions for experienced Fighters.

The Great Army is divided in eight Divisions, and each of them is commanded by one Prince who is the Commander General, and is divided in 4 Banners. Each Banner has 240 soldiers, 4 sergeants and one captain. Some of these Banners are only made

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of magic-users or elves, but for the greatest part, the soldiers in the Army are Fighters.

When a Character obtains a higher position in the Army, he gets a higher pay, more benefits, and he gets control and power on more and more soldiers.

SOLDIERS

Most of the Fighters in the Army are soldiers and are level 1-4. The average level is 2. The soldiers receive weapons, armors, a uniform, cheap food and a bed in the barracks. They have a daily pay of 5 Sv when they are in service and 3 Sv when they are off duty. Soldiers have one licence of 7

days every 3 months, and if they don't use it they lose it. In case they are hurt or get sick during their trainings or Army actions, they get free care from the mystic healers in the army and in case of death, free funeral service.

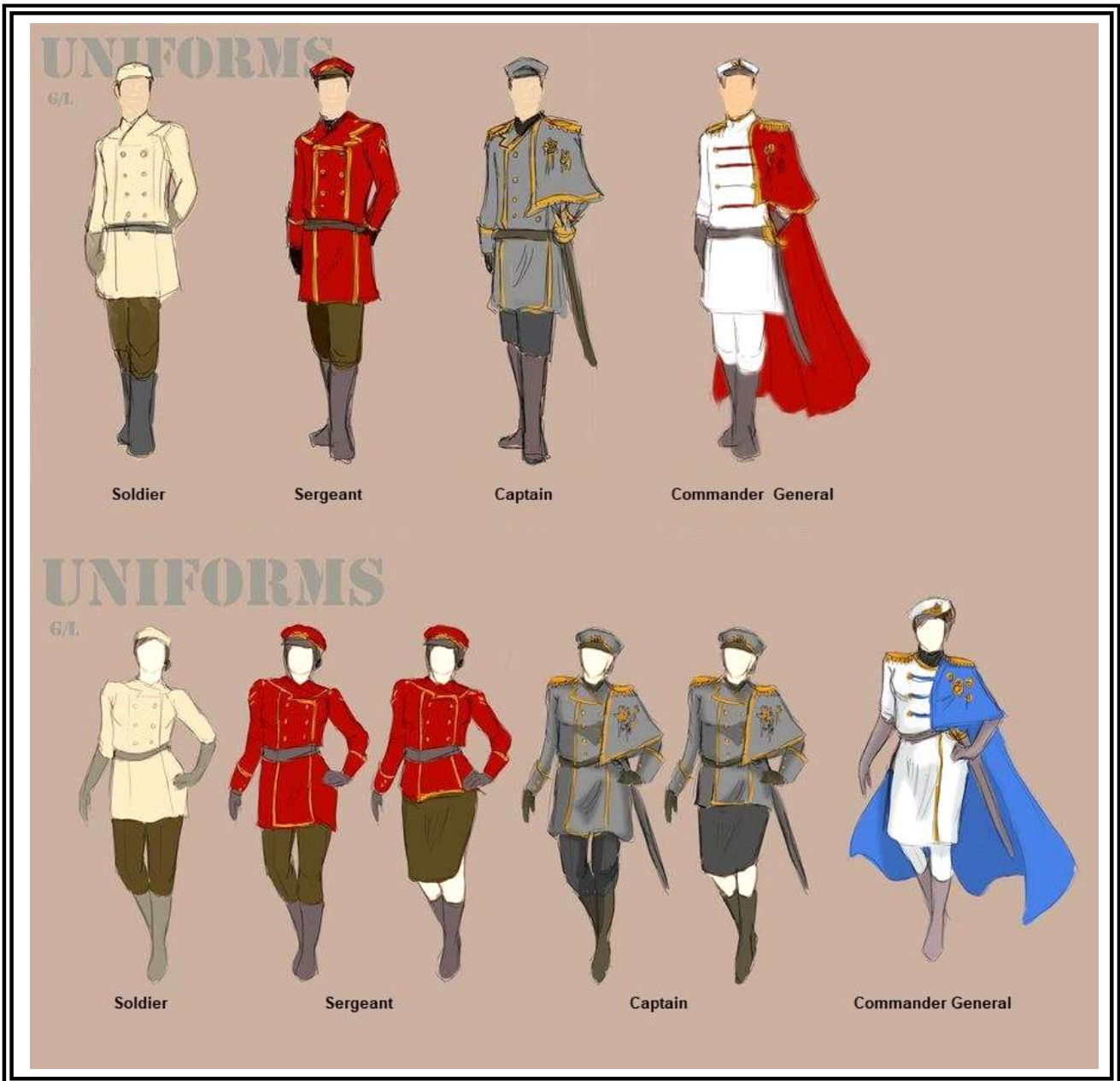
SERGEANTS

Sergeants command each a troupe of 60 soldiers and are usually paid 2 Dc per day when in service, 1 Dc when off. They are usually Fighters level 3-7, but the average is 5. Sergeants get 8 days of licence every 3 months. They eat with Captains and have better meals than soldiers. They usually share a bedroom between 2 and are in a

separate area of the barracks.

CAPTAINS

Captains are heads of their Banners and are usually characters of level 5-10. Most of them are level 7, on the average, but they may be much higher level. The normal pay for a Captain is 10 Dc per day, with no difference between on duty and off duty days. Captains get 10 days of licence every 3 months, and may carry them to the next 3 months block if they need to get a longer one. Captains usually have private quarters in a small building that's close to the barracks, but isolated. They usually benefit of extra



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services, as they may have the soldiers to do their cleanings, washing their uniforms, tending to their horses and so on.

COMMANDER GENERAL

This role is only for Princes and they may have a deputy to take their place in case they cannot attend, that must still be a family member and an Arcane. The Commander General seldom visits the troops, except for inspections every now and then, and usually gets meals on order, the best possible accommodation and everything he needs for the stay, while with the Army.

OTHER ROLES

Some members of the Army do not go to battle but still take part to the life of the Army. These are, for example, the healers, the cooks, the suppliers, who are usually soldiers or at best sergeants that are not involved directly in battle. These share the same benefits and pay of the other ones, and are also involved in the trainings, but are usually excluded by the proper fights when not needed..

TRAINING

Characters in the Army may get free training from the Officials without a need to search for teachers outside. This means that Army members may train for free to upgrade their weapon mastery in the weapons that are basic equipment of the Army, and fighters must not pay for the training to learn their class skills.

High level characters in the army may be taught more skills and weapon mastery by visiting knights, and may be asked to teach to soldiers the same skills.

FOLLOWERS

Army members don't get followers, but getting promotions they gain the command of bigger numbers of soldiers. An Official may decide that some soldiers are particularly promising

and may help them out, summon them to follow him in particular tasks and in general give them more chances of growth, building a group of trustworthy and well trained elite soldiers.

LICENCES AND OFF TIME

Off time is a time of the year when the soldiers of a Banner are dismissed because there's no war, no training and nothing else to do. Usually, each Banner gets one month off time every two years. During this time, the soldiers may always be called back in an emergency, but are free to go back home and visit friends and relatives.

Licences are shorter off-time periods that can be asked by the Army members to their direct superior. If accepted, licences work exactly like off time and obviously they can be used to go adventuring.

Special licences may be given as extra days for particular events such as funerals of close relatives, wedding of the soldier, national festivities, national events and so on.

To be back late from a licence usually costs the soldier not being paid for the days he missed. However, a member of the Army that is often coming back from licences late may incur in punishments, of which the most common is the cancellation of the future licences for one or more 3 months periods.

WAR

During war time, things get usually tougher for members of the Army: the licences are reduced or cancelled, the martial law applies, superiors may directly judge the soldiers if needed, and the food may become much worse. However, there may be more chances of getting a promotion, showing off in real action.

Wars are won with strategy, strike actions that change the result of a battle, tactics and conquering the best positions and resources. During wars, the DM should prepare wartime

adventures for members of the Army that may affect the whole war. These raids are usually not performed by a whole Banner, but by a small selected group, a team that will be formed especially for the goals of the mission, taking into consideration the skills of the soldiers.

These missions may be traps, or simple raids to learn what are the plans of the enemy, and sometimes heroic missions to save friends made prisoners or to kill some enemy officials.

PUNISHMENTS

The Army has rigid rules that soldiers must always follow. Whoever breaks them may be punished in very hard ways.

If the misbehaviour is something not too serious, the direct superior usually deals with the punishment himself. If there is some gross misbehaviour, the superiors may call a martial court, which is made by a variable number of officials from different divisions and banners (usually 3 or 5, but always in an uneven number) who must listen to the witnesses, judge fairly and give the punishment. A Character called to the Martial Court always has the right to defend himself, and may always ask another member of the Army to be his lawyer in the trial. There's always some soldier that is well fond in laws in every banner, and they usually take this office for free.

Punishments may range from cancellation of licences, short isolation in jail, bread and water diet, extra training or confiscation of the pay of one month or more, to proper jail for some months or years, demotions, dismissal from the Army with dishonour, and even death penalty for high treason.

Amputations are not usually used by the Martial court as punishments, because soldiers fight better when they are whole. However, sometimes they may give to the suspects a suicidal

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mission and, if they survive and accomplish the task, they are granted total forgiveness for their misconduct.

LEAVING THE ARMY

At any point, a character may decide to leave the Army, maybe to join a Knights Order, or to focus more on adventuring and less on training and war. However, there's a right way to leave the army, and many wrong ones.

A soldier that decides to leave the Army should write (or have someone write for him) a notice letter and give it to his superiors, granting a notice period of at least 2 weeks. A soldier that handed a notice is usually involved in daily duties, but is not sent to war and into dangerous missions during his notice. Soldiers that leave the Great Army cannot ask to be reintegrated until at least one year is passed, and if their request is accepted, the superiors may decide to keep them on probation for some time before deciding if they will be reintegrated in their former position, demoted, or definitively dismissed.

During wars, a soldier may not hand in the notice letter. Soldiers that are heavily wounded are usually granted short licences to heal, and if their conditions are critical (with permanent mutilations that don't allow them to fight anymore), they may be dismissed by the Army with a pension for life equal to their last pay.

Any character that leaves the Army during wartime, a character that does not come back to the barracks after a licence, a character that runs from the barracks or the camp without coming back with a valid reason, will be considered a traitor and will be judged by the Martial Court.

CITY OR SHRINE GUARD

Characters may enjoy a little more freedom than in the army if they joined the Constabulary of a town or city or the guards of a shrine. Guards are somehow quite disorganized in villages, especially if small, but even in there, there may be some chances of career.

CITY OR VILLAGE GUARDS

City guards have an organization that is very similar to the Army: the constable is the Commander General, the Captains lead the single guard posts and barracks, and the sergeants guide small troops. Guards usually work in smaller groups, and may also be quite mixed up about classes. It is not unusual to find thieves, magic-users and elves in the guard, together with Fighters. These small groups are ideal to receive missions and go for investigations.

The payment of city guards is much lower than in the Army, though. A simple guard gets paid only 2 Sv per day on duty, and normally nothing when off duty. Sergeants get 1 Dc on duty and 5 Sv when off, Captains get around 3 Dc on duty and 1 when off, and Constables usually get around 10 Dc per day all the time.

However, usually the meals are better and the beds may be much more comfortable than in the army. Uniform is always provided, like weapons and armor, but it is normally allowed to use any weapons if the guard is good with it. City guards live more in contact with people than Army soldiers, thus it may be easier for guards to get to know NPCs, get involved in adventures and in general to have a social life.

City guards don't have anything similar to a Martial Court, but guards that misbehave are usually taken to the closest Magistrate court.

Licences in the guards may be much more flexible and every town or constabulary may give more or less. Being mostly unpaid, the superiors do

not oppose that much to licences to simple guards, because if they don't work, they don't get paid.

During wartime, the guards are also forbidden to leave their job, but they must stay put in their towns, while other men may be summoned to join the army and form fighting militias.

SHRINE GUARDS

The Shrines of Rad usually hire some Fighters to protect them, especially if they are built out of town. The shrines don't usually have a big number of guards, but they are normally at least one dozen per shrine. They are paid by the Shrine, that gets the money from the Council.

These guards are usually just normal guards or Captains. Normal guards get paid about 1 Dc per day, and Captains about 5 Dc per day. They are not paid when off duty.

Shrine guards live with the Priests of Rad, and often do some maintenance jobs in the shrines. They may be used as messengers and also be sent into missions to protect the Priests or to escort them somewhere.

Guards in the shrines are under the jurisdiction of the Dean, and if they misbehave in any way, he will be the one to pick a punishment for them.

Usually, when wartime comes, the Shrines hire more guards, to be sure they can be properly protected.

The Shrine Guards make an Oath of Allegiance and Secrecy to the Shrine they are working in, and they must always be following the rules of the Shrine and obey the orders of the Dean. Moreover, they cannot tell out of the Shrine about magic, magic items and any secret thing that's going on in the Shrine itself.

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GONE WITH THE GUILDS

There are plenty of guilds and corporations in the Principalities. They are always happy to get new members, and the members may also get involved in adventures, missions and secrets.

Here is a short guide to the most suitable guilds that a Fighter may decide to join if he wants to.

MONSTER HUNTERS' UNION

This is possibly the most suitable career for an adventurer in the Principalities. The Union often gets requests from terrified peasants, rich men and nobles to get rid of this or that monster for cash.

In the Union a good Fighter may become a celebrity, find friends and possible new party members, but also find rivals and enemies. Monster hunting is usually very convenient because monsters may have huge treasures to loot, on top of the payment for the hunt.

MOVERS' GUILD

Movers are involved in adventures much more often than people think. To be a mover you must be ready to face the unexpected. It often happens that moving the things of a noble, you must put them into a tower that is full of traps and monsters, left behind by the previous owner.

Even if in a movers' team it is always good to have magic and skills, Fighters are once again perfect movers, for their resistance and fighting abilities.

MERCHANTS' CONSORTIUM

Fighters can become merchants or can be hired as private guards from merchants to escort them around the nation protecting their lives and merchandise. Merchants usually give out a good pay to make sure that the guards keep committed, and sometimes they throw in some bonuses, like some magic items,

potions or so, but mostly it is the guards that need to provide to their needs.

The Merchants' Consortium, among other things, provides a connection between private guards and merchants who need them.

SPOKEMEN'S GUILD

Fighters are not usually taking this task, but they may become spokesmen for nobles and go and sit in the parliament for them, if there is no alternative. Spokesmen have great powers, because they are representing an Arcane and are sitting in his place in an official Institution, but they must be properly trained and must never abuse their power. Non-Arcane spokesmen can enjoy a big freedom, but must also find a perfect balance between their privileges and being moderate in public.

The easiest way to become a spokesperson is to personally know a noble and try to become his adviser. Studies of diplomacy, etiquette, eloquence, law, politics and so on may be required to properly deal with the tasks this position comes with.

OTHER GUILDS AND GROUPS

There is plenty of other chances out there for Fighters to prove their strength and valor, either in other groups and guilds or out of them. Whatever path you may decide for your Fighter, the Master may help you to take the best out of it.

EXPERIENCE AND LEVEL UP

INDIVIDUAL EXPERIENCE

This rule allows characters to get personalized experience growth. With this rule, characters gain different amounts of XP by doing different things. When they perform actions that are more strictly connected with their class, the characters earn more XP, while they earn less when they do things that are not very congenial to them. And when it comes to Fighters, what matters to them is killing enemies. The stronger the better. Looting treasures is a mere consequence of killing monsters. A nice one, and very useful, but still it's not the main goal for a Fighter.

The following list will explain in detail how the experience should be added up for Fighters, and a table in this page will summarize it for a faster reference.

KILL ENEMIES

That's the Fighter's job. He is the meat shield, the tank of the group and his main role is to kill with his weapons as much as he may.

By killing enemies, the Fighter gets a whopping 150% of the XP that monsters usually give. He is the one that does the most kills, and he deserves them, for sure at low levels at

least.

FIND TREASURES

Fighters get 1 XP for each Dc worth of treasures found. Like most of the other characters, the Fighter also gets 1 XP for every 10 Dc worth of money earned through commerce, working, theft.

FIND MAGIC BOOKS

(ARCANE KNIGHT ONLY)

Arcane Knights don't want magic books for themselves, but to bring them to their Rulers, that will add them to their libraries, where the Arcane Knights study to research their own spells. Rulers often reward the Arcane Knights that gift them with magic books with generosity. Arcane Knights get 1 XP for every 5Dc worth of books that they get in adventures.

All other Fighters do not get even 1 XP from magic books.

OBTAIN NEW SPELLS

(ARCANE KNIGHTS ONLY)

Arcane Knights may get new spells only if taught from their Ruler or through Magic Research. If the Ruler teaches the Arcane Knight a new spell, he earns 100 XP per level of the spell. If the spell

FIGHTER'S EXPERIENCE MODIFIERS	
ACTION	XP
KILL MONSTERS	x 1,5
FIND TREASURES	x 1
WORK, COMMERCE, THEFT	x 1/10
GAIN MAGIC BOOKS (ARCANE KNIGHT ONLY)	1 every 5 Dc
GET NEW SPELLS (ARCANE KNIGHT ONLY)	Taught 100 XP / lv
	Research common spell success 1.000 px / liv
	Research common spell failed 100 px / liv
	Research new spell success 1.500 px / liv
	Research new spell failed 150 px / liv
GET A PROMOTION	Bonus 5%
BECOME GRAND MASTER	Bonus 10%
WAR EVENTS	1.000 - 50.000

is earned through spell research, the Arcane Knight earns 1.000 XP per level of the spell for common spells, or 1.500 XP per level of the spell if he managed to research a completely new spell.

A failed attempt in the Spell research gives the Arcane Knight only 10% of these XP.



EXPERIENCE AND LEVEL UP

GET A PROMOTION

This applies only to Fighters that are in a Knight Order, in the Army, or in some Guards group. If the character gets a promotion to a higher position, he gets a +5% bonus on all of his XP as a reward. Moreover, if the Character is a Knight and becomes Grand Master of the Order, the bonus of XP is +10%. However, this is a very unlikely event.

WAR

In war, the Fighter may get bonuses for particular actions, and when his army wins an important battle or the whole war. It will be the DM to determine how much these bonuses may be worth, but they may go from 1.000 XP up to 50.000, if it's for the final victory in the war.

LEVEL UP

Like magic users in the Great School of Magic, Fighters are somehow undergoing exams from their superiors in the Army, in the Guards, and even in the Knights Orders.

This rule pushes Fighters to develop their role of monster-killers over the borders of their adventuring party.

A Fighter, to achieve the next level must kill with no help from anyone else a monster that has a number of HD equal or bigger than his level. From level 9 on, he may also kill a total number of HD of monsters that sum up to at least his own level, but each of them must have not less than 9 HD. For example, a 12th level Fighter should kill a monster with 12 HD or more or at least 2 monsters with 9 HD.

To achieve this goal, a Fighter may adventure under the Army, the Knights Orders, the Guilds, or anything else. The DM may prepare mini-adventures for this to be played in the game, or even proper solo adventures from time to time.

Arsenic and old Spellbooks

The Fighter

is a non-official product for



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Fully reviewed by January 10th 2021

Emanuele Betti