

CHARACTER HANDBOOK 6

# DUNGEONS & DRAGONS®

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Arsenic and old Spellbooks

## The Nagpa

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A Book by  
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# The Nagpa



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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

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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 particular booklet is dedicated to the Nagpa. This monster is of an ancient race, whose origins are lost in the fogs of time. Their race is wise and malicious, and they have powers that mimic the spells of the men. They are powerful creatures, capable to summon magical servants. But whatever they do, their intent is always the same: they research the Absolute Knowledge. Their life is devoted to studies and researches, and they pursue their search with every means they have.

## THE NAGPAS IN

### THE PRINCIPALITIES OF GLANTRI

It is their devotion to research and study that gathered many of these creatures, from the desert of Sind, in the land of the Principalities. Here, they have been accepted if not as equals, at least not as monsters. Magic-Users

don't really trust them, but they accept to have them around, as their objective is the same as the spellcasters.

Nagpas are now diffused in most of the lands of the Principalities, but they prefer to live in the countryside, where there's not too much people around, and they can take on their researches in peace. In the Principalities there are also two small villages of Nagpa, that are among the very few Nagpa communities around the whole world. One of them is on the Silver Sierras, and the other one is on the Kurish Massif.

People in the Principalities is used to see weird things happening in the streets, magic sprouting everywhere and bizarre creatures are not as uncommon as one may think. Therefore, after a first moment of surprise, not a lot of people would consider a Nagpa something noticeable in here.

### ABOUT THIS HANDBOOK

This handbook describes the class of the Nagpa, its main goals and its possible developments in the Principalities. After a first chapter describing the Character itself, there will be a short description of its powers

and of the *Book of Arcane Knowledge*. After that, there will be some ideas for developing the Nagpa in this setting and the description of the creatures that Nagpas may summon at high 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 these rules have been added in this book to provide a better balance between Mundanes and Arcanes.

# THE NAGPA

The Nagpa is not a common character. It is a highly chaotic creature, and usually lives a borderline life between humans and monsters. The reason why Nagpas are tolerated in the Principalities is mainly because they pursue the Research of Knowledge, but they are not properly Magic-Users, so they are not allowed into the Great School of Magic and may never get titles and feuds.

Nevertheless, the Nagpas research knowledge because they know that it's from knowledge that power comes. They may not want power like the humans think of it, though: a Nagpa does not always want to conquer human lands. He may want to rule above monsters, conquer a distant plane of existence, or build a secret society before aiming at the humans who are, for their experience, quite hard to take over without a big army and a proper plan.

## PLAYING A NAGPA

Nagpas are humanoid monsters: their body resembles an old man's one, but their head is a vulture's one. They have natural magic skills and abilities, but they are not spellcasters. Playing a Nagpa is not easy, because the Nagpa is a chaotic character, and there's no chance that any Nagpa has a different Alignment. This means the Nagpa must be using corruption, deceiving, fraud, and a number of other tactics to get support from the other characters, and at the same time, be very smart in getting some advantage for himself whenever he helps other people around. Nagpas are well known for building huge nets of accomplices and servants that they can rely on, and the use of Blackmail (towards fellow adventurers as well) is a big part of it.

When playing a Nagpa, always remember that it's supposed to be very smart and wise, and his plans should never be too obvious or short-sighted.

The typical features of the class of the Nagpa are described below.

## MONSTER

Nagpas are monsters, and this means they don't follow the normal progression of other characters starting from level 1 and growing. Monsters have typical stats, that are considered "normal monster" level, and this level is usually considered zero level for progression. However, many monsters at "normal monster" level are far stronger than first level characters, and the Nagpa is no exception. To balance these

monsters with other characters, it is necessary to make them start from a level far below normal monster level, and that means that monsters usually start from a NEGATIVE level, with negative XP as well. This is the case of the Nagpa, that starts from level -8 and from -750.000 XP. It is to be noted that, before normal monster level, Nagpas not only have less HP, but they also have worse THAC0 and less skills and special abilities. This also means that Nagpas, like other monsters, may grow much above the average 9 HD that most of the characters reach, because their HD will increase until level 7.

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

## MORAL ALIGNMENT

Nagpas are naturally Chaotic. If the DM wants, a player may be allowed to play a Neutral Nagpa, but they are extremely rare, and they usually are weirdos for their fellow Nagpas. Most of the Nagpas are Chaotic and they like it. Lawful Nagpas do not exist.

## GENERAL SKILLS

Nagpas develop in their search for Knowledge a huge amount of skills. They always have as a bonus skill *Reading and Writing*, and they start the game with 6 other general skills, plus the bonuses on their Intelligence and Wisdom scores.

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

# THE NAGPA

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## LANGUAGES

For the same reason, Nagpas tend to learn many languages. When a Nagpa is generated, he gets 2 bonus languages of his choice. Since when the Nagpa reaches level 1, the Nagpa gets the knowledge of a new language at every level. All of these languages are considered bonus ones and are not affected by position modifiers.

## WEAPONS

Nagpas can use all the one-handed weapons, the two-handed staff, crossbow and sling with no limitations.

They can even use Long bow and Short bow, but they have a -2 modifier to hit and on the damage caused with them.

Nagpas start the game with the Base mastery in two weapons of their choice at level -8. They get new mastery slots at level -4, 0, 4, 8, 12, 16, 20 and for every 500.000 XP after reaching level 20.

## ARMORS

The Nagpas cannot wear any armor and cannot use the shield.

## MAGIC

Nagpas don't exactly use magic. Nevertheless, they may create magic items by using spells they find in scrolls or based on their magic abilities, and they can research new special abilities by summoning the Book of Arcane Knowledge. The Book will be described later on. A Nagpa needs the Book of Arcane Knowledge to create magic items. Nagpas can only animate constructs by using spells from scrolls.

Nagpas may use any magic item. They have no limits due to their huge knowledge of magic. They can also cast spells (both Arcane and Divine) from scrolls with no maluses.

## PRIME REQUISITE

Nagpas have 2 prime requisites: Intelligence and Wisdom.

These Abilities are the ones that every Nagpa praises the most, and the ones that a Nagpa usually has higher.

Nagpas with particularly high scores in these Abilities get bonuses to their earned experience points at the end of each adventure.

Nagpas with Intelligence and Wisdom both 13 or higher gain a +5% XP bonus.

If they have Intelligence and Wisdom both 16 or higher, they double the bonus, gaining a +10% XP bonus.

## HIT DICE

Nagpas are monsters: they use the d8 as a hit-die and are not limited to 9 HD like other characters: they may reach up to 13 HD.

After 7th level, they gain +2 HP per level and Constitution bonuses no longer apply.

## SPECIAL ABILITIES

Nagpas develop different special abilities at different levels. Many of these are similar to spells. The abilities will be described in detail in the next pages.

## FOLLOWERS

Nagpas never have followers, because they are too jealous of their knowledge to share it. They may have servants or slaves, but they will never be other Nagpas and, surely, they will never be put apart of the Nagpa's secrets. The Master may handle servants and slaves the way he prefers, but these should always be monsters, better if not too intelligent.

## FORTRESS

A Nagpa may build a fortress from normal monster level. A nagpa's fortress is usually a dungeon complex or some ancient ruins re-organized with traps, monsters and magic. These buildings usually lure monsters, and many governors don't want them around. Thus, Nagpas must build them in secret, and the cost for these buildings doubles.

Usually, a nagpa's dungeon is connected to the outside and, when open, will fill up with monsters. When 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 while, adventurers will start coming in to fight the monsters, and the nagpa will have a chance, visiting the dungeon once or twice per month, to collect the treasures and the magic items that the monsters got from the heroes they killed. The nagpa may also get into the dungeon to collect some specimens of monsters that he may then use in his experiments, or sell. However, the nagpa 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 nagpa 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 nagpa will find it out himself during the

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game, visiting his dungeon. The DM must describe carefully what the nagpa 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 character may accept that adventurers die in the dungeon to feed monsters and get him treasures for free. For Nagpas, this shouldn't be a problem at all.

## SPECIAL ABILITIES

Nagpas have and develop several special abilities. They are described here in detail.

### DARKNESS

Nagpas learn this skill at level -8.

From level -8, a Nagpa may use this skill once per day.

Nagpas may use *Darkness* twice per day from level -5.

From level 1 on, the Nagpa may use the Darkness skill three times per day.

The skill can be activated by the nagpa with mere concentration and a gesture of the hand. When used, this skill creates a sphere of darkness with a ray of 4,5 m, within 36 m from the nagpa. The sphere blocks every type of sight and all the light, except for *Infravision*.

The darkness created with this skill may be dispelled with the use of a *Light* spell and the nagpa may dispel it at will.

If the sphere of darkness is summoned on the eyes of a creature, the creature must save vs. spells or be blinded until the darkness disappears. If the save succeeds, the skill does not work.

The sphere of darkness lasts for 6 turns, plus 1 per level of the Nagpa above normal monster.

### PARALYSIS

Nagpas learn this skill at level -8.

From level -8, a Nagpa may use this skill once per day.

Nagpas may use *Darkness* twice per day from level -4.

From level 1 on, the Nagpa may use the Darkness skill three times per day.

The skill can be activated by the nagpa with mere concentration and a gesture of the hand. This skill is very useful when the Nagpa is facing lawful enemies.

By using it, the Nagpa may try to paralyze all of the Lawful creatures within 3m from himself. Those creatures need to save vs. Paralysis, otherwise they will not be able to do anything for 1d4 rounds.

### FIRE

Nagpas learn this skill at level -8.

From level -8, a Nagpa may use this skill once per day.

Nagpas may use *Darkness* twice per day from level -3.

From level 1 on, the Nagpa may use the Darkness skill three times per day.

The skill can be activated by the nagpa with mere concentration and a gesture of the hand. Using this skill, the Nagpa may ignite any single flammable item within 18 m, including clothes and wooden weapons.

The fire burns for 1d3 rounds and causes 2d6 damage per round to whoever is in contact with it. A creature in contact with the burning object may save vs. spells for half damage.

### ILLUSION

Nagpas learn this skill at level -2 and may use it once per day.

From level 1 on, the Nagpa may use this skill up to three times per day.

This skill can be activated by the nagpa with mere concentration and a gesture of the hand.

The Nagpa can materialize an illusion contained in an area of 6x6x6 meters, within 72 meters from where he is. The illusion only alters the look of the affected area. By using this skill, the Nagpa may create illusory items or creatures as well. If the Nagpa uses this skill to create something he's never seen before, the image may not be a good reproduction, and whoever sees it is entitled a save vs. spells to understand that the image is not real.

If this skill is not used to attack, the illusion disappears as soon as it's

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touched. If it's used to generate a creature, that creature will have AC 9 and it will disappear as soon as an attack will hit it.

To project the image, the Nagpa needs to keep concentrated. This means that the Nagpa cannot move faster than half his normal speed and cannot attack or use other skills. If the Nagpa moves faster, uses another skill or is hit by an enemy's attack, the concentration is lost and the creature disappears.

If the illusion is used to generate an attack (like a swarm of arrows, a fireball, a collapsing wall, and so on), the target may immediately roll a save vs. spells: if he succeeds, he immediately realizes that he didn't take any damage.

This skill does not really inflict any damage to its targets. All of the damage is only an illusion. Whatever creature gets killed by the damage taken from an illusion will just pass out. The victims that have been petrified are just paralyzed, and so on. These side effects disappear when a victim realizes that the damage taken was an illusion, or after 1d4 turns from when they were caused.

## CORRUPTION

Nagpas learn this skill at level -1 and may use it once per day.

From level 1 on, the Nagpa may use this skill up to three times per day.

This skill can be activated by the nagpa with mere concentration and a gesture of the hand.

This ability affects any one object that may fit in a cube of 1m per side. Any organic object in the affected area will rot in one round. If the item is magic, it may save vs. spells to resist, using the ST of the holder. If it's not held by anyone, the object saves as a 1st level fighter.

## SHAPECHANGE

Nagpas learn this skill at level 2 and may use it three times per day. With this skill, the Nagpas learn how to transform into another humanoid, not bigger than an ogre nor smaller than a halfling. The transformation needs one round to be effective, and only requires the Nagpa to concentrate to happen. The Nagpa can keep the new shape for not longer than one hour per level above normal monster. Whenever the Nagpa changes back to his normal look, or at the end of the time, the skill's effect ends.

This transformation does not affect the Nagpa's AC, HP, To-Hit rolls or Saving Throws. The Nagpa does not gain any of the special abilities or class skills of the new form, but he may use the Physical features normally. The skill does not allow the Nagpa to take the shape of a particular individual.

## ANTI - MAGIC AURA

Nagpas level 4 and above develop an *anti magic aura* that protects them from unwanted magic. This means that if Nagpas want to be affected by some magic, that magic will work normally on them.

When hit by unwanted magic, a Nagpa rolls 1d%. If the roll is lower or equal to the Anti Magic Aura score, the magic is dispelled. The Anti Magic Aura score grows with the level of the Nagpa and is indicated in the Nagpa experience table.

Any spell and magic item effect can be dispelled if it targets the Nagpa directly, or if it affects the area where the Nagpa is.

## CONTROL UNDEAD

Nagpas learn this skill at level 5 and may use it once per day.

This skill allows the Nagpa to animate a zombie or a skeleton from a dead corpse or to try and control a skeleton or a zombie he finds. In this second case, the undead must save vs.

spells to avoid the control. A Nagpa may control a maximum number of undeads equal to his level.

Skeletons raised with this skill will always have 1 HD. Zombies raised with this skill will always have 2 HD.

## SUMMON A SERVANT

The Nagpa gets this skill at level 9.

Nagpas may have only one servant and may not change it until the former one dies. If a summoned servant dies, the Nagpa immediately loses 1d4+1 HP permanently. The ritual to summon a servant must be found in some ancient book and involves some powerful magic item (usually destroyed in the process). To find the book and the item, the Nagpa must usually complete some adventures. This ability allows the Nagpa to summon a *Homunculus* or a *Tabi*. Homunculus and Tabi are both described at the end of this book.

The servants summoned with this skill will always do everything that the Nagpa orders to them, never complain, and try their best to fulfill the orders. They are usually the most trustworthy servants of the Nagpa, and the Nagpa tries to protect them as much as he may.

# THE BOOK OF ARCANES KNOWLEDGE

At Normal Monster level, every Nagpa learns how to summon this legendary book. To do so, the Nagpa will need to find three very rare components adventuring. The three components are always a piece of a monster with at least 9 HD and some magic ability, a precious jewel or gemstone worth not less than 5.000 Dc, and the bones of an ancient king, queen or wise man. The DM may ask for more specific items depending on the setting and the personal history of the Nagpa. Typically, a Nagpa needs to go through one adventure or more to find the three ingredients.

Once the Nagpa has the ingredients, the ritual is quite easy to perform and is automatically successful. The Book of Arcane Knowledge appears in the hands of the Nagpa and from that moment on, they will be bound to each other. Each Book of Arcane Knowledge is different, and each one belongs only to one Nagpa. Whenever the Nagpa dies, the book burns into ashes, but it forms again like a phoenix if the Nagpa is resurrected.

A Nagpa usually carries his book around all the time (inventory encumbrance G, as this is a huge book), because he doesn't want anyone to read it. The book itself is magically protected against any harm for the time the Nagpa is alive. If a Nagpa gets separated from his book, he may immediately summon it in his hands by just calling it with his voice, no matter the distance or even the plane of existence where the book is.

Whenever a person that's not a Nagpa tries to read the Book of Arcane Knowledge, the pages will look completely blank to him. Even *Read Magic* would not work on it. Only a *Wish* may allow someone to see the real contents of the book.

The Book of Arcane Knowledge has four powers that the Nagpa may always use.

## UNLIMITED SKILLS

### AND LANGUAGES

Whenever a Nagpa needs a skill that he doesn't have, or a language that he doesn't know, he may ask the book to help. The Nagpa needs to roll 1d20 minus his Intelligence and Wisdom bonuses (if he has), and get a number that's lower than his level, for the book to answer. Maluses on Intelligence and Wisdom are added to the roll. However, any use of the book for this purpose during the same day after the first will make it harder to get an answer. All attempts after the first will have a cumulative malus of +2 on the die roll. A Nagpa may use the book any number of times during the day, until the daily malus becomes higher than his level.

If the Book answers the request of the Nagpa, he may then use the skill or the language for one hour as if he had it with a score that's equal to 10 plus both the bonuses on his Intelligence and Wisdom.

## RESEARCH NEW SKILLS

A Nagpa that has the Book of Arcane Knowledge may use it to research new magical skills. This way, the Nagpa will have new powers to use, and may develop his personalized powers, becoming an even more dangerous and unpredictable enemy.

From level 1 on, a Nagpa may research a total number of new skills equal to his level. A Nagpa may use every day a maximum number of new skills equal to his level. Each skill can not be used more than 3 times per day. This means that a level 5 Nagpa may, for example, use one new skill 3 times and another one 2 times, or use five new skills once each, or any other combination for a total of five.

Skills that the Nagpas may research must be approved by the Master. The Master should allow Nagpas to

research spells level 1-3 (both Arcane and Divine) as new skills, but may check for spells of higher levels not to be too powerful. When researching a new skill that imitates a spell, if the effect of the spell is based on the spellcaster's level, the effect of the skill will always be the same as the effect of the spell if cast from the lowest-possible-level character. For example, if the Nagpa wants to research a lightning bolt skill, it will always cause 5d6 damage.

The procedure to research a new skill is more or less the same that spellcasters use to research a new spell. Here is a short summary of how to do it.

### LIBRARY

A Nagpa must have access to a library to research skills. The library must contain books of magic (not spellbooks) for a total value of 2.000 Dc, plus 2.000 Dc per level of the Nagpa. Thus, a 1st level Nagpa only needs a 4.000 Dc worth library, while a 4th level one will need a library worth 10.000 Dc or more.

If the Nagpa is the owner of the library, he gets a +1% bonus for the research of new skills for every 2.000 Dc of value above the required minimum.

If the research is successful, 10% of the money spent for the research (see below) is added to the total value of the library.

### TIME

Skill research takes 1 week plus 1 day per level of the spell that the Nagpa is trying to copy. Thus, a 1st level spell takes 8 days to be studied, while a 7th level spell takes 14 days and a 9th level spell takes 16 days. If no spell compares to the skill that the Nagpa decided to research, the Master must decide what level the skill can be suitable for.



# THE BOOK OF ARCANE KNOWLEDGE

## MONEY

Skill research needs expensive materials and ingredients to be used. The cost to research a skill is 1.000 Dc per level of the spell that the Nagpa is trying to copy. See above for details.

## SPECIAL INGREDIENTS

When trying to reproduce spells of higher levels (4th and above), a Nagpa will need some particular ingredient to be used in the research. 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 a Nagpa is researching a skill that mimics a common spell, the chances of success are calculated with this formula:

$$(Int + Wis + Level) \times 2 - Spell\ level \times 3$$

If a Nagpa is researching a new skill that is not copying any existing spell, the process is harder and the formula is:

$$(Int + Wis + Level) \times 2 - Spell\ level \times 5$$

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.

When a Nagpa succeeds in researching a new skill, the process and the new skill are recorded on his Book of Arcane Knowledge.

## ENCHANT MAGIC ITEMS

The Book of Arcane Knowledge allows the Nagpa to try and enchant magic items as well. They follow the same rules as magic-users and to enchant magic items they may use any of their skills, or any spells they find on scrolls.

## LABORATORY

A magic laboratory is required to create magic items. It is not as expensive as creating a library, though: a basic laboratory worth 2.000 Dc allows to create magic items using 1st level spells and weapons and armors with base bonus +1. Per each 1.000 Dc spent on it, the level of the spells increases by 1. Per each 2.000 Dc the bonus to weapons and armor increases by 1. Laboratory size does not influence the chances of creating items.

## LEVEL AND LIMITATIONS

Nagpas must be 1st level or above to create magic items. Depending on the Nagpa's level he may be able to create stronger magic items, as shown in the chart in this page..

## SPECIAL INGREDIENTS

High level magic items and very uncommon special effects may require a special ingredient not easy to find. The master may allow the nagpa to buy some special ingredients in shops, but mostly they are obtained by monsters and in adventures.

## EFFECTS

When creating a magic item, first thing to do is creating a list of the effects for the desired item. Each effect must be connected to a spell: if the Nagpa does not have a spell or a skill to cover that effect, he will have to research it or to find it on a scroll before enchanting the item.

## INITIAL ENCHANTMENT

Sum all the levels of the spells used to create one item, then multiply the result by 1.000. This is the cost in Dc of the *Initial enchantment*.

If a magic item has charges, add 10% of the initial enchantment cost to the total for each charge. If the object cannot be recharged (such as potions and scrolls, or if the spellcaster does not want to), the cost of the initial enchantment is reduced by 20%.

For permanent magic items multiply the cost of the initial enchantment by 6.

Spells on a scroll are enchanted separately. A scroll may contain up to 7 spells.

Potions can be brewed to up to 10 portions together in a big cauldron.

## CHANCES OF SUCCESS

If a Nagpa is trying to enchant an item he never made before, the chance of success is like researching a new skill, using the level of the spell to use for the item:

$$(Int + Wis + level) \times 2 - (spell\ level \times 5)$$

If a Nagpa is trying to enchant an item he already made before, the chances are the same as researching a common spell:

$$(Int + Wis + level) \times 2 - (spell\ level \times 3)$$

To be sure to use the correct formula, a Nagpa should always keep a diary of the items he creates.

## MULTIPLE EFFECTS

If a magic item has more than 1 power, the single effects are enchanted separately. The first to be enchanted is

NAGPA'S LEVEL	MAXIMUM WEAPON BONUS	MAXIMUM ARMOR, SHIELD OR PROTECTIVE ITEM BONUS	MAXIMUM N. OF SPECIAL POWERS
1	+1 +2 vs. enemy	+1	2
3	+2 +4 vs. enemy	+2	3
5	+3 +6 vs. enemy	+3	4
7	+4 +8 vs. enemy	+4	5
9	+5 +10 vs. enemy	+5	6

# THE BOOK OF ARCANES KNOWLEDGE

the one of the lowest level and they will be enchanted ordered by increasing level of power.

If one enchantment fails, it's not possible to try and add the following powers, so the object will be less powerful than expected. Once the creation of an item is over, it's not possible to add any more effects.

## TIME LIMITATIONS

Permanent objects may be limited in the number of uses per day, month, or week. In this case their initial enchantment cost will be reduced as follows:

Up to 3 uses per hour:	-10%
Up to 3 uses per day:	-20%
Up to 3 uses per week:	-30%
Up to 3 uses per month:	-35%
Up to 3 uses per year:	-40%

Their final cost will be calculated by multiplying the initial enchantment by 4, then add 10% per each time it can be used in that period of time (up to 3).

## TIME

To enchant an item it's necessary one week time, plus one day per every 1.000 Dc spent on it (round up).

## WEAPONS AND ARMORS

Nagpas may enchant weapons with an attack bonus without knowing any particular spell.

The cost of the initial enchantment for weapons depends on the damage dealt by the non-enchanted weapon:

Up to 1d2	1.500 Dc
1d4	3.000 Dc
1d6	4.500 Dc
1d8	6.000 Dc
1d10	7.500 Dc

The cost of the initial enchantment for armors depends on the armor itself:

Leather armor	1.500 Dc
Scale mail	2.500 Dc
Chain mail	4.500 Dc
Banded mail	7.500 Dc
Plate mail	12.000 Dc

Full armor	25.000 Dc
Alphatian silk robe	25.000 Dc
Elven silver mail	25.000 Dc
Dragon scale mail	25.000 Dc

Initial enchantment gives a weapon or an armor a +1 bonus. To increase the bonus, it's necessary to multiply the initial enchantment cost by the desired number of bonuses.

Chances of success are equal to the chance of researching a common spell of a level same level as the base bonus given (1 to 5).

If a weapon has powers, they must be enchanted separately. If a weapon is more effective against some opponents (+1+2 vs. enemy or similar), the extra bonus is enchanted separately.

The cost of extra bonuses is half of the initial enchantment for the same bonus. Note that the special bonus includes the base bonus when written after a weapon, but for the enchantment that must not be considered. For example, a sword +1+2 against elementals is enchanted with a base +1 enchantment and a +1 bonus enchantment against elementals.

Intelligent swords are very bizarre mistakes: there is a 1% chance per every sword created that that sword is intelligent.

## CONSTRUCTS

To animate constructs, a Nagpa may use level 8 spell *Create magic monster* or level 9 spell *create any monster* from scrolls, or he may use the new spells *animate minor construct* and *animate greater construct* from scrolls as well, using the Book of Arcane Knowledge and the following procedure.

## LIMITATIONS

A Nagpa may control a number of constructs equal to his level plus his intelligence score. In this sum, each greater construct is considered as 3 minor constructs.

## RESEARCH

The procedure to animate a construct is researched like a new skill. For minor constructs, the procedure is considered a skill from a spell level 2 +1 per each special ability (\*) in the monster's description. For greater constructs, the procedure is as for a skill from a spell level 4 +1 per each special ability (\*) in the monster's description.

## CHANCES OF SUCCESS

The construct is a permanent magic item with the same level of the researched procedure. The chance of success is determined with the following formula:

$$(\text{Int} + \text{level}) \times 2 - (\text{DV} + \text{n. Abilities}) \times 2$$

If it's not the first time a Nagpa animates the same construct, his chances are increased of +2% per each success he already obtained, up to a maximum bonus of +20%.

## COST

The cost is 1.000 Dc per HD of the construct, +100 Dc per each "+1" or -100 Dc per each "-1". This cost must be doubled once per each special ability (\*) of the construct.

## LABORATORY

A laboratory to animate constructs is very expensive. A Nagpa needs a special construct laboratory worth 15.000 Dc to create 2nd level minor constructs. An extra 5.000 Dc must be spent per every level above the 2nd.

Greater constructs need a laboratory worth 30.000 Dc for a 4th level one, plus 10.000 Dc per level above 4th.

## TIME

Like all other researches, both the research for the procedure and the animation of the construct require one week, plus 1 day per each 1.000 Dc spent.

# EVIL DEEDS

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Nagpas always have evil plans in their minds. Usually, the Nagpas try to gain power at lower levels to make a solid base to their conquests, but when they finally get the Book of Arcane Knowledge, they may start pursuing some properly evil purpose.

A Nagpa is not really involved in careers like other characters: he won't be aiming to be a noble, the Captain of an Army, the head of a guild, or the Dean of a monastery. He will be aiming at something much greater and that sees him as the only ruler in a reign of terror and magic.

This doesn't mean that a Nagpa may not get into guilds, try to gain influence in the politics of the nation, be a merchant, get in the Army, or things like this. It means that even if he does, this will not be the goal of his life, but just one temporary activity that he will perform only to gain something, getting ready for his real plans in the future.

The player that plays the Nagpa should start planning his future moves since the first levels, and should start putting them in action since when he gets the Book.

Nagpa's plans are always very complex, multi-layered, and intriguing into politics, money, monsters control, magic, and so on. They have a lot of time, because their life can be extremely long, maybe as long as elves, therefore they have no rush to complete their plans.

Here are some guidelines for the nagpa's evil plans.

## MONEY

A good plan is worth nothing if the Nagpa cannot get enough money to cover its costs. Adventuring is seen as a good way to start hoarding treasures, but a Nagpa may want to get some more reliable source of income than treasures, possibly something that keeps giving. For this reason, they often terrify humans in the lands nearby their ones, to be paid a regular tribute in exchange of not killing them. Enslaving

humanoid tribes to make them work in mines and make them hoard treasures from human villages nearby is another good and reliable source of income.

## PLACE

To realize his plans, a Nagpa needs a hideout in a secret and very safe place. His land must be protected by monsters, traps and magic. He needs to be far from cities and villages that may be dangerous for his plans, but close enough to send his inferiors to do the dirty job for him.

He will need a place where he can fit a laboratory, a library, jails, and whatever he may need.

Nagpas tend to prefer desertic areas to build their fortresses, hiding them in features of the landscape that seem harmless. They try not to expose themselves, giving tasks to the inferiors and keeping safe in their lairs. They only get out of their hole in case the inferiors cannot manage some dangerous or delicate tasks.

## INFERIORS

Inferiors are stupid, weak and may betray you, but you need them to pursue your plans. You can keep them loyal with money, fear, torture, murder, and in many other ways.

A proper Nagpa needs to have an Army of inferiors to protect him and his lair. To this army, he may add some monsters, that are always nice to have around and can be kept loyal by feeding them stupid adventurers.

But the best Inferior a Nagpa may have is the one he can summon and control with telepathy. That one is the one to whom the Nagpa will be able to give the most delicate tasks without fear of being betrayed (see *Summon a Servant*, page 6).

## MAGIC

Magic is vital for all the most evil deeds. Magic allows you to do things that your enemies wouldn't expect, to blow things up with a short wooden

stick, and to move to far away places in the blink of an eye. It is therefore vital for a Nagpa to collect all the magic items he can into his lair, so that he may use them for his purpose and to protect himself. Magic items may be given to the Inferiors, too, if there is a proper reason, but it's better not to trust them with such precious things.

## HEIR

Nagpas don't have a sexual reproduction. They don't even need another Nagpa to reproduce.

A Nagpa may lay an egg when he gets to level 20, by using a ritual that is hidden in the Book of Ancient Knowledge. The Nagpa that will be born from the egg will be very similar to the one that performed the ritual, but may have some differences. The Nagpa usually hides the egg somewhere underground after laying it, in a safe place, but far away from himself. The egg will hatch in 1-100 years, and the Nagpa that will be born will be completely formed in that moment, being a -8 level creature. The Newborn Nagpa will have no clue about how he was born and who is his parent, nor will he care.

When the Nagpa lays an egg, he loses one level of experience, because the Ritual transfers part of his energy in the egg. The Nagpa may perform this ritual more than once, if he wants, but he needs to go back to level 20 every time before he may perform it again.

Nagpas don't lay eggs to have an heir to inherit all of their belongings: they just do that because this way the number of Nagpas increases and when they will be a number that's big enough, they may conquer the whole world easily.

## NAMES

Nagpas usually have gender-neutral names, because they don't really belong to a gender either.

# 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.

A Nagpa is not actually the best of adventurers for killing monsters and hoarding treasures. It is a character whose main goal is knowledge, and collecting knowledge should always be the main goal of the player guiding him.

For this reason, it seems reasonable to give the Nagpa more XP when performing actions that aim to gather knowledge, more than killing monsters.

The following notes explain how different actions are rewarder in terms of XP to the Nagpas. A chart in this page will summarize these actions and their XP value for faster reference.

### KILL ENEMIES

A Nagpa is quite weak in combat, and will possibly try and avoid fights. To kill enemies for a Nagpa is worth just 2/3 of the XP value of the monsters.

### FIND TREASURES

Nagpas praise treasures, but prefer valuable knowledge to money. For this reason, the money they get from treasures and precious items in adventures is converted in XP at the rate of 2 XP for every 3 Dc worth of treasure found. Commerce and money earned from work are worth even less, giving the Nagpa only 1 XP every 10 Dc worth of earnings.

### FIND MAGIC BOOKS

Very different is when Nagpas are able to put their hands on magic books: these precious items full of knowledge are worth 1 XP per Dc of value if found in adventures, and 1 XP per 10 Dc

value if obtained in any other way (buying them, stealing them, and so on...)

### RESEARCH NEW SKILLS

If a Nagpa successfully researches a new skill, the whole cost of the research in Dc is added to his XP. If the research fails, the Nagpa only gets 10% of the cost of the research. It means a Nagpa gets 1.000XP per level of the spell for a successful research, and 100 per level for a failed one.

If the skill he was researching is a new one, not connected to any existing spell, the amount of XP gained is increased of 50% in both cases: success and fail.

### ENCHANT MAGIC ITEMS

When enchanting a magic item, a Nagpa gets 1 XP per Dc paid for the enchantment, if the enchantment is a success. If the procedure fails, the Nagpa still gets 1 XP every 10 Dc spent in the attempt.

### ANIMATE CONSTRUCTS

This applies only to the constructs that are not animated through the 8th and 9th level *create monster* spells.

Researching the process to create a lesser construct gives the magician 200 XP plus 100 XP for each special ability of the construct. For a Greater construct, the base reward is 400 XP, but it still increases of 100 XP for each special ability. A failed attempt doesn't give any XP.

The successful animation of a construct for the first time gives the caster 1 XP per Dc spent in the process. However, if the caster animates more constructs of the same type, he will only get 10% of this amount from the second time on.

### FIND INGREDIENTS

Some spells or magic items need special ingredients to be researched and, when the spellcaster manages to get them, the DM should reward him

with an XP bonus worth 100 XP per level of the spell to research, or 100 XP per HD of the monster killed to find it.

### USE SKILLS AND SPECIAL ABILITIES

The Master may give a bonus to a Nagpa that tries to use his magic skills in the adventures. These bonuses should be always awarded when the Nagpa manages to gain some personal advantages by using the skills.

### FIND MAGIC SECRETS

If a Nagpa finds out some ancient secrets, unveils some forgotten magic or even manages to gain it for himself, the Master should award him a bonus on his XP. The bonus should be between 1% and 5% of the XP the Nagpa collected until now, but the Master should never give less than 5.000 XP for such an achievement.

NAGPA EXPERIENCE MODIFIERS	
ACTION	XP
KILL MONSTERS	x 2/3
FIND TREASURES	x 2/3
COMMERCE AND WORK	x 1/10
GAIN BOOKS IN ADVENTURES	x 1
GAIN BOOKS OTHER WAYS	x 1/10
RESEARCH NEW SKILLS	Success: 1.000 x lv
	Fail: 100 x lv
RESEARCH NEW SKILLS FROM NEW SPELLS	Success: 1.500 x lv
	Fail: 150 x lv
MAGIC ITEM CREATION	Success: 1 XP per Dc
	Fail: 1 XP per 10 Dc
WISE USE OF SKILLS AND ABILITIES	100 x lv
FIND COMPONENTS	100 x lv
MINOR CONSTRUCT PROCEDURE RESEARCH	200 + 100 per ability
GREATER CONSTRUCT PROCEDURE RESEARCH	400 + 100 per ability
ANIMATE CONSTRUCT	First time: 1 XP per Dc
	Later: 1 XP per 10 Dc
	Fail: no XP
FIND MAGIC SECRETS	1% - 5%

# EXPERIENCE AND LEVEL UP

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## LEVEL UP

This rule was designed initially only for magic-users and only for the Principalities of Glantri. The rule pushes characters to achieve something that is in line with their character's skills and goals before they can increase their level.

Nagpas, however, need to spend much more XP to level up, therefore for them there's no requirements for levelling up until they get their Book of Ancient Knowledge.

From that moment on, they need to research the new Skill they are allowed to get at every level before being able to get to the new level.

# SERVANTS

## HOMUNCULUS

The homunculus is a monster that can be summoned as a servant from powerful monsters and clerics. Homunculi exist in three different breeds, one per AM. Nagpas can only summon the Chaotic ones, that are called Ulzaq.

All the Homunculi are immune to non-magic weapons, fire and cold. They can *detect magic* and become *invisible* at will. They also regenerate 1 HP per round.

Up to 1,5 km distance, an homunculus may communicate to his master with telepathy, and the master can also use the homunculus' senses. If the homunculus is in physical contact with his master, the master gets +1 to all the saving throws.

ELEMENTS	
WATER	Normal
AIR	Normal
LIGHTNING	Normal
FIRE	Immune
ICE	Immune
STONE	Normal
HOLY	Normal
DARK	Normal
PHYSICAL ATTACKS	
CUTTING	Normal
PIERCING	Normal
BLUNT	Normal
COMBAT STATS	
AC	0
HD	3***
Movement	27 ( 9 )
Initiative	-1
Attacks	2 claws + 1 bite
Damage	Claws: 1d2 each + strength drain Bite: 1d4 + strength drain
N° monsters	1
ST	MU 21
Morale	10
Treasure	-
MA	C
XP	95

## THE ULZAQ

The Ulzaq are by far the ugliest homunculi: they have misshapen figures, scaled skin, horns and an all-round sick look. They can attack with 2 claws and a bite in the same round. Their attacks drain 1 point of strength for every successful hit. For every hit, a target may avoid losing strength by

saving vs. Poison. Lost strength is regained in 2d4 turns. If a character's strength reaches 2 or less, the character falls unconscious. If the strength reaches 0, the character dies.

Ulzaqs can cause *confusion* once per day. They can also *plymorph* at will into a bat or a frog, in which forms they still retain their ability of draining strength, but deal no damage.

## TABI

A Tabi is a small winged creature that resembles a monkey, but of the size of a cat. Tabis have bat-like black leather wings and a golden fur covering all of their bodies. They smell like rotten food and their smell can easily be noticed up to 30 m distance. They are smart and evil.

When fighting, Tabis attack with their claws that are covered in sapphire-blue poison. Whoever gets poisoned needs to save vs. poison or he will be "deluded" and will start to attack the closest creature, whoever it is. A Deluded character cannot drop his weapons and may only attack with the weapons he's holding or, if he has no weapons out, with his hands and feet. Delusion lasts for 2d6 turns or until the victim is given an antidote or is cured with a *Neutralize poison* spell.

Tabis can also Pick Pockets, Hide in Shadows and Move Silently, all with a base chance of success of 40%. If they manage to take an enemy by surprise, they will try to Delude one of the enemies, and then hide and see how the situation develops, before attacking again.

Tabis have an innate resistance to all magic, and they half the damage received from all spells and spell-like effects, including dragons' breath weapons. If a save is allowed, they can half the damage once more by rolling for the Saving Throw.

Tabis live incredibly long lives and in their lifespan they may learn many legends and secrets. They are intelligent creatures and speak a language of their own, but when summoned by a Nagpa they automatically learn all of their Master's languages. A summoned Tabi is 100% faithful to whoever summoned him, and may tell him everything about legends and secrets that he came across.

ELEMENTS	
WATER	Halved
AIR	Halved
LIGHTNING	Halved
FIRE	Halved
ICE	Halved
STONE	Halved
HOLY	Halved
DARK	Halved
PHYSICAL ATTACKS	
CUTTING	Normal
PIERCING	Normal
BLUNT	Normal
COMBAT STATS	
AC	6
HD	5**
Movement	18 ( 6 ) Flying: 72 ( 24 )
Initiative	+1
Attacks	2 claws
Damage	Claws: 1d4 each + delusion
N° monsters	1
ST	MU 10
Morale	12
Treasure	-
MA	C
XP	425

## **SERVANTS**

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*Arsenic and old Spellbooks*

# *The Nagpa*

is a non-official product for



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Fully reviewed by January 10th 2021

**Emanuele Betti**