

A Muskets-and-Magery Renaissance Fantasy Setting

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Welcome to the world of Ranoc, a world teetering on the brink between magic and technology. In Ranoc, gunpowder and clockwork mechanisms coexist with magic – at least for now. Ranoc is a world dominated by renaissance-era nations, where you can engage in legal rapier duels in the big cities, sail to distant lands in search of gold, knowledge, or just glory in general, hunt dinosaurs with muskets in the remotest southern jungles, or engage in airborne combat on the backs of pegasi, gryphons, and possibly even dragons.

To play in Ranoc requires *GURPS Lite* or *Basic Set: Characters, Fantasy, Magic, Thaumatology, Thaumatology: Sorcery, Powers: Divine Favor*, and *Low-Tech* are recommended; *Powers*, *Martial Arts*, the entire *Power-Ups* line, and the *Low-Tech Companions* may also be helpful. Nearly all of the occupational templates from *Fantasy* and *Dungeon Fantasy 1: Adventurers*, with the possible exceptions of *Fantasy's* True King and *Dungeon Fantasy's* Druid, are able to be dropped into a Ranoc game with little to no alteration, as can several from *Martial Arts* – the Monk template from *Martial Arts* is especially suited to Oriental-flavored characters from the Gehong region. Third Edition books that may occasionally come in handy, depending on the location or flavor of the campaign, are *Arabian Nights*, *China*, *Egypt*, *Middle Ages 1*, *Swashbucklers*, and *Vikings*.

Table of Contents

1. Life on Ranoc.....	2				
Social Classes.....	2	Shakdran.....	43	Healing College.....	133
Table 1-1: Status Table.....	2	Mohani Tribes.....	43	Knowledge College.....	133
What Does Status Give You?.....	3	The Ruins.....	44	Metal College.....	133
Organizations.....	4	Beyond the Jungles.....	45	Meta-Spells.....	134
Military Organization.....	5	Gehong Region.....	45	Mind Control College.....	135
Table 1-2: Military Ranks.....	5	Hong.....	45	Necromancy College.....	135
City Life.....	6	Peljing.....	46	Plant College.....	135
The City Watch.....	6	Tsiu.....	47	Protection and Warning College.....	135
Table 1-3: Watch Ranks.....	6	Aldhoma.....	47	Technology College.....	136
Rural Life.....	7	Dusei.....	48	Water College.....	136
The Calendar.....	8	Annam.....	49	Sorcery.....	137
Currency.....	8	Celebes.....	49	Path of Planar Travels.....	137
Table 1-3: Currency Table.....	8	Bautai.....	49	General Morgan's Mystical Primer.....	138
Cosmology.....	8			Teachings of the New World.....	138
Timeline.....	10	3. Character Information.....	51	The Deepest Mysteries.....	138
2. Lands and Nations.....	13	Character Races.....	51	The Ebony Tome.....	138
Overview.....	13	Occupational Templates.....	67		
Ranoc in the Infinite Worlds.....	13	Social Background Traits.....	68	6. Equipment.....	140
Allira'el Region.....	14	Advantages.....	69	Basic Equipment.....	140
Allira'el.....	14	Perks.....	70	Melee Weapons.....	142
Northern Frontier Region.....	16	Disadvantages.....	70	Table 6-1: Melee Weapons Table.....	142
Northern Raider Clans.....	16	Skills.....	71	Muscle-Powered Ranged Weapons.....	148
Grome the Horrible.....	17	Martial Arts Styles.....	72	Table 6-2: Muscle-Powered Ranged Weapons.....	148
Minor Settlements.....	19	Magical Styles.....	74	Firearms.....	149
Teyoth Region.....	21	4. Bestiary.....	76	Table 6-3: Firearms Table.....	150
Redwater.....	21	Animals.....	76	Heavy and Siege Weapons.....	151
Cardinal Hamel.....	22	Animal Classifications.....	76	Table 6-4: Heavy Weapons Table.....	151
Evalon.....	24	Angels and Demons.....	91	Clothing and Armor.....	152
Marach.....	25	Constructs.....	99	Table 6-5: Armor Table.....	152
Sir Kenric.....	26	Construct Lenses.....	102	Armor Sets.....	156
Ritaegno.....	28	Dragons.....	103	Vehicles.....	159
Rinkasae.....	29	Draconic Meta-Traits.....	105	Ground Vehicles.....	159
Gor Ansat.....	30	Elementals.....	110	Watercraft.....	159
Zitheral.....	32	Faerie Folk.....	114		
The Oracle.....	32	Lycanthropes.....	116	7. Religion.....	161
Wyrmspire Mountain Region.....	34	Monsters.....	117	Table 7-1: Religious Ranks.....	161
Ered-Dûm.....	34	Undead.....	122	The Teyothi Pantheon.....	161
The Rochladastacht.....	35	5. Magi	127	The Teyothi Gods at a Glance.....	163
Rochlad.....	35	Using GURPS Magic in Ranoc.....	127	Church of the One True God.....	173
Hrigak.....	36	Disciplines of Magic.....	127	The Northern Pantheon.....	175
South Ford.....	37	Magical Lexicon.....	128	The Northern Gods at a Glance.....	175
Iturnum.....	38	Behind the Curtain: The Two Sorceries.....	128	The Rochlad Pantheon.....	177
Vast Expanse Region.....	40	Magical Materials.....	129	The Rochlad Gods at a Glance.....	177
Freehold.....	40	Spell Magic.....	129	Shaldanism (The Desert Religion).....	178
Vast Expanse Nomads.....	41	Air College.....	129	The Desert Gods at a Glance.....	179
Umojan Jungle Region.....	42	Animal College.....	130	Shaktism.....	180
New Hope.....	42	Body Control College.....	132	Credits	181
		Earth College.....	132	Appendix Z: City Details.....	182
		Fire College.....	132		

CHAPTER I

LIFE ON RANOC

Social Classes

What is written in this section pertains primarily to the western Teyoth region (see Chapter 2); however, regions such as the Northern Frontier, the Rochladastacht, and Gehong are known to have similar classes, even if the names used and some of the practices are different.

Slaves

Slavery is a social institution as old as civilization, and in general slavery is not considered to be evil. In most places, slaves have most of the rights of other people. The spouse and children of a slave are not automatically slaves themselves. Slaves may own property, including land, homes, and other slaves! Most slaves are given wages by their masters, although this varies depending on the individuals and local customs involved. And, if desired, a slave is often able to buy his freedom.

There is no overt social stigma attached to being a slave, and for some it is considered a good career move (especially if one is bought by one of the noble houses). Furthermore, the owner of the slave is considered responsible for the slave, legally and fiscally. If a slave breaks the law, his owner is liable for the slave's actions, and the owner must provide food and shelter for the slave. Slaves who are mistreated may take legal action against their owner with no social stigma attached; it is not unknown for those that mistreat their slaves to permanently lose the privilege of owning slaves. A slave is typically accorded the same respect as a free man two steps down in status from his master; this is usually apparent from the slave's dress.

A person can become a slave in a number of ways. In the past, wars between nations have often resulted in an influx of slaves, as the victor claimed the other nation's peoples as such. Nowadays, most slaves are either voluntary, selling themselves into slavery to pay off debts, or are convicted criminals working off their sentences.

It should be noted that the nation of Iturnum is the only nation which does not engage in slavery, viewing the ownership of another living being as cruel, inhumane, and evil.

In game terms, a character who owns a slave has both an Ally and a Dependent; slave characters will have a Patron.

Author's Note: This is *not* the American chattel slavery, which is the slavery practiced by most "Always Evil" races in classic fantasy literature, but rather a system based on the model of the Roman Republic/Empire or ancient China.

Commoners

The bulk of the people on Ranoc are commoners. Most commoners live simple lives, being hard-working folk engaged in crop farming, mining, construction, sailing, fishing, herding, or general labor.

All commoners are considered "freemen," with all the rights, obligations, and privileges that implies. Commoners are permitted to own property, including slaves; are required to pay taxes, whether in currency or a percentage of grain or livestock produced, to their barony, county, city, or duchy; and are not obligated to enter their parents' professions – although the majority still do.

Whether or not commoners are permitted to carry weaponry varies between individual nations. Knives are universally permitted, being primarily seen as a tool rather than a weapon. In nations where commoners are permitted to carry weapons, the primary weapons seen are the quarterstaff and spear, although axes, clubs, shortswords, maces and – where available – firearms are not uncommon; the

What Does Status Give You?

The following is not the final word; instead, consider it a guideline (and will be subject to change). This is roughly what a typical person of a given status between Status -2 and Status 4 will have, as far as property, transportation, and servants are concerned. (Status 5 through 7 is currently undergoing research, but for the most part scale up the properties, house guards, and servants accordingly.)

Status 4: A larger manor, plantation, or keep; several other properties, including a house or two in town; a fleet of carriages; several riding horses; a few house guards, several maids and a butler for *each* property, a few grooms, a few carriage drivers. Supported with Wealth (Filthy Rich).

Status 3: A manor, plantation, or keep; a few other properties, including a house in town; a number of horse-drawn carriages and a few riding horses; and several servants (butler, a few maids, cook, groom, carriage driver, bodyguard). Supported with Wealth (Very Wealthy).

Status 2: A multi-story house, a few acres of land, commonly on the edge of town, a horse-drawn carriage and a riding horse, a few servants (cook, bodyguard, maid, groom; groom or bodyguard will double as a carriage driver). Supported with Wealth (Wealthy).

Status 1: A multi-room house, up to an acre of land with livestock in the better part of town, a horse-drawn carriage or a riding horse, a single servant. Supported with Wealth (Comfortable).

Status 0: A rented apartment in town or a small rural house, possibly shared and/or rented from a manor owner; and a pack donkey or mule. In rural areas you would also have a goat for milk, a handful of chickens, and a small garden; a city person would buy his food in the marketplace. Supported with Wealth (Average).

Status -1: A rented room or a shared apartment in town, or a shared rural two-room (bedroom and living room) house in need of repairs, probably rented from a manor owner; possibly a single chicken; a window garden for herbs. Supported with Wealth (Struggling).

Status -2: Makeshift or semi-permanent shelter. Supported with Wealth (Poor).

average commoner cannot afford to carry a broadsword.

Craftsmen

Blacksmiths, jewelers, masons, tanners – no society can survive long without skilled laborers. Craftsmen (and merchants – see below) make up the current "middle class," a small but growing class of folk nestled between the commoners and the nobility.

While customs vary between regions, most of the successful craftsmen have formed craft guilds. A guild is similar in many ways to today's labor unions – guild membership can often guarantee a set wage, favorable working conditions, and occasionally a monopoly or better prices on goods produced. Freelancers in guild territories are often harassed . . . or worse.

Most craftsmen begin in their early teens as apprentices, working as menial laborers in a craftsman's shop in return for instruction. After a few years of instruction, they are given aptitude tests by their guild

to judge their worthiness; both the student and the instructor are expected to show proper aptitude and respect during the tests. Should the guild approve of the apprentice's training and skills, the apprentice is then given the rank of "journeyman" in the guild.

Following becoming a journeyman in the guild, most craftsmen stay on with their instructor as a "junior partner" or strike out with a fellow student of the same master to open a shop of their own.

A successful craftsman eventually attains the rank of "master" in the guild, and can take on his own students. The head of a guild in a city is known as the guild's Master; a guild's Grand Master is the head of the entire guild in the nation.

Artificers – mages who specialize in the crafting of magical goods – and alchemists are considered to be part of the craftsmen class.

Merchants

While the craftsmen and commoners are focused primarily on producing goods for public consumption – be the goods food, draft animals, horseshoes, or clothing – the merchants are focused on transporting goods from one point to another and selling them, preferably at a profit.

Like the craftsmen, a number of merchants are members of a guild. However, a number of merchants who are not guildsmen often earn a fine living by undercutting the guild prices. This happens when a merchant is able to sell a larger amount of stock at slightly lower prices than the guild, thereby turning a slightly higher profit. A merchant's motto is "buy low, sell high, and hold in storage as short a time as possible."

Merchants often hire non-guild personnel to handle everyday tasks; caravan merchants will always be in need of drivers, guards, cooks, and porters, while merchants who own ships will always need carpenters and sailors.

Successful merchants often take on the trappings of nobility, and will inevitably be referred to on the street as Lord and Lady by the lower classes. Occasionally, a few of the successful merchants who take on these trappings assume titles of nobility, although they are careful to not take any title higher than "baron"; actual nobles who hear a merchant calling himself a "baron", or worse, a "count", "duke", or "prince", are likely to challenge the perceived offender to a duel.

Artists

Artists take all forms: painters, sculptors, dancers, theater performers, playwrights, composers, and musicians are all common. Many artists study more than one form of art, and many seek patronage from the wealthy and aristocracy.

Many artists also seek a solid grounding in the sciences. Painters and sculptors are often experts in the fields of physiology, astronomy, physics, and architecture, while composers and musicians double as professors of higher mathematics in the many universities across the known world.

Warriors

Obviously, wars are fought by people. While the nations will occasionally conscript commoners and occasionally craftsmen into their armies, there has been a shift from civilian conscription and noble-born knights to professional armies. In many ways, this shift represents a change in thought striking back to the ancient days when Aelthelwulf the Great formed the Corcoran Empire that encompassed the entirety of the Teyoth and Rochladastacht regions.

Table 1-1: Status Table

Rank	Status
7	King/Queen
6	Prince/Princess, Grand Duke/Grand Duchess, Great Khan
5	Count/Countess, Jarl, Khan
4	Viscount/Viscountess, Baron/Baroness
3	Margrave/Margravine, Baronet/Baronetess, Landed Knight
2	Landless Knight, Guild Master, Lord/Lady
1	Guild Shop Owner, Successful Merchant
0	Craftsman, Artist, Merchant, Mercenary
-1	Typical Commoner
-2	Beggar, Homeless Bum

Even with this shift in military thought, the nobles in charge are wary of placing too many weapons in the hands of their populace, fearing (real or imagined) a possible revolt. Because of this, most nations prefer to hire mercenaries during wartime. It is said that the largest portion of Dnulper Darkshield's multiracial army that retook Ered-Dûm was composed primarily of mercenaries.

Mercenaries have one appealing trait over conscripts for rulers and generals: Mercenaries are already trained in the arts of warfare, and can be sent on missions immediately upon hire instead of spending weeks to months training them. However, their lack of loyalty can make a difference, as some mercenaries have been known to switch sides in the middle of a conflict when presented with a better offer. Most of the reputable mercenaries have the personal Quirk "Stays Bought."

Nobility

While the titles given to various nobles in the Teyoth region vary, the following are the most common. The titles given are listed with the male form first, female form second.

Spouses and children of nobles are referred to as Lord or Lady, even those not in a position to inherit the title. In addition, Guild Masters, Guild Grand Masters, and successful merchants who take on the trappings of nobility are generally addressed as Lord or Lady regardless of whether or not they possess noble blood.

Please note that, politics being what they are, the hierarchy listed here is not absolute, but rather a workable abstraction. Nations which do not operate on the kingdom model, such as Gor Ansat and Rinkasae, have different political structures.

- King/Queen** – Hereditary ruler of a kingdom. *Status 7.*
- Grand Duke/Grand Duchess** – King's oldest sibling, closest advisor, and Viceroy. *Status 7.*
- Crown Prince/Crown Princess** – Heir to the throne, typically the King's oldest child or sibling. *Status 6.*
- Prince/Princess** – Any child or sibling of the King or the Grand Duke. Grandchildren of the King may also have this title, although grandchildren of the Grand Duke normally do not. *Status 6.*
- Duke/Duchess** – Rules over a duchy, a subdivision of the kingdom. This duchy is typically situated around a city, and the duke of the duchy is often referred to as the duke of that city. For instance, the duchy surrounding the Zitheral city of Penticon is headed by the Duke of Penticon. *Status 6.*
- Count/Countess** – Rules over a county, a subdivision of the duchy. This is typically a rural area, with a town as its political center. The equivalent title in the Northern Raider Clans, typically indicating a Clan chieftain, is Jarl, while the equivalent title in Rochlad is Khan; both titles are regardless of gender. *Status 5.*
- Viscount/Viscountess** – Rules over a portion of the county, commonly inside the city or town. *Status 4.*
- Baron/Baroness** – Rules over a barony, a subdivision of a county. This is commonly a rural area, situated around a cluster of villages or a

small town. *Status 4.*

Margrave/Margravine – A title given to military leaders, often of noble blood themselves, who have the position of Captain of the Guard for the Duchy. *Status 3.* (Note: this deviates significantly from the historical usage of the term, which was originally a "Border Count" or "High Count" with slightly more power than a Count but not as much as a Duke, and which was also *Status 5.* I'm using the German Margrave as opposed to the French Marquis due to the sound of the former being easier on my tongue. The English use a variation of the French title ("Marquess") when they use it, which is extremely rare.)

Baronet/Baronetess – A semi-hereditary title given to landed knights or those who serve Barons and Viscounts in official capacities. *Status 3.*

Sir/Dame – Knights of the realm, may be landed or landless, often with official capacities. In both cases, knighthood is earned or granted by nobles of *Status 4* or higher. Landed knights are *Status 3*, landless knights are *Status 2*.

Lord/Lady – Terms used to refer to any nobility or, more recently, anyone with money and increased *Status* above *Status 0*.

Clergy

The priesthood sits apart from the secular classes, coexisting and occasionally overlapping with the nobility. There is an entire chapter dedicated to the priesthood (Chapter 7: Religion), so what follows here is simply a brief overview.

Most priests serve their deities, spending years of apprenticeship learning their deity's dogma and codes of conduct before finally becoming ordained. Many spend years tending at their deity's temples before becoming the High Priest for a city. Those who attain the ranks of Bishop, Archbishop, or Cardinal do so primarily through political means rather than actual religious piety.

It is interesting to note that not all priests are good; many serve

deities, openly or secretly, that are considered "evil" by the populace. These sects are generally outlawed in civilized nations; however, they have never been fully suppressed. Attempts at suppression have resulted in many practices over the last few millennia that still haunt the priesthood.

In most of the nations, the priests are the ones who run the universities, although there has been a shift in the last few hundred years from religious academics to secular as graduates of the universities take on more and more teaching positions.

Bandits, Pirates, Highwaymen, and Brigands

The criminal underclass, these are people who live on the fringes of society preying on those in it. Most often, they are organized into gangs. Many are commoners who have been driven to it to survive or escaped slaves; a select few are nobles who have lost their titles. In all cases, these men and women are dangerous. The most successful end up with exorbitant prices on their heads; most wind up dead.

Adventurers

A note must be made about the role of adventurers in Ranoc. There isn't much call for the "well-armed vagrant" (what is sometimes affectionately called a "murder-hobo" on the SJGames forums) in Ranoc, apart from those venturing into the deep jungles of Umoja or the wilds of Gemenohoe. Most often, the term "adventurer" is synonymous with "mercenary", and are usually viewed as one of the other classes as opposed to a distinct social class of their own. Most have noble, guild, or clerical Patrons who fund their excursions, often with an ulterior motive in mind.

Occasionally, the younger sons of nobles and successful merchants who stand to inherit a portion of the family fortune and none of the title or responsibility strike out for Umoja or Gemenohoe to make their own stake in the world.

Organizations

The Eliminati

The Eliminati are a guild of duelist assassins.

Unlike other assassin guilds, the Eliminati consider themselves honorable, only taking assignments against the upper classes who abuse their workers or engage in questionable activities. Furthermore, an Eliminati assassin does not strike from the shadows; instead, an Eliminati will publicly contact their target, usually in a social setting, deliver their notice of a contract on the target's life, and arrange for the matter to be settled in a gentlemanly duel. This duel is to be witnessed by other Eliminati and representatives of the target, often in a public arena such as a town marketplace or specially designated dueling arena. The duel is agreed to be to the death, with no legal backlash against the winner. As can be expected, Eliminati assassination duels draw large crowds. Should an Eliminati assassin be killed by the target during the duel, the Eliminati will refund any advance made by the party who made the contract and refuse to assign another assassin.

Eliminati assassins have Code of Honor (Eliminati), which is worth -10 points. All of the Eliminati study at least two of the combat styles listed in Chapter 3. Some are even fairly decent shots with pistols, although they feel pistol duels are anathema to the true spirit of an Eliminati.

Justicars

The Justicars are an order of knights in the Teyoth region dedicated to upholding the laws of the Teyoth pantheon's various temples. The Justicars answer to the temples of Kael, the Teyoth region pantheon god of justice.

A militant order, the Justicars are organized along military lines, with rankings equivalent to that of an Army's (see below). Each nation has one General, who heads the order in that nation. Members of the Justicars have the appropriate Military Rank as well as the 10-point version of Legal Enforcement Powers.

As the Justicars answer solely to the clergy, there is a long-standing rivalry between them and the secular town guard units. This has led to the occasional incident where a person accused of breaking holy law was able to call upon his town's guards for help in evading the Justicars, as well as occasions where a Justicar is arrested for breaking secular law in the pursuit of justice.

Order of the Golden Wings

The Order of the Golden Wings is a knightly order which exclusively rides giant eagles, eschewing all other mounts. They are a renegade organization, proclaimed as heretical by both the Church of Redwater and the priests of the Teyoth pantheon.

The Order originated as an order of knights dedicated to the Teyothi god Vilhelmo, the valiant war god, during the reign of Emperor Dorendal I. To this day, they still maintain their dedication to Vilhelmo. They only champion causes which they see as honorable.

The declaration of heresy occurred after Zitheral split from the Empire, when knights operating in Zitheral's territory were ordered by the King of Zitheral to serve him, rather than the Order. The Grand Master of the Order, however, challenged the King's orders, and proclaimed the Order to exist "at the will of Vilhelmo, beyond all national boundaries." While some concessions have been made

towards the Order in recent decades, the major temples and nobility intensely dislike the Order because they cannot control them. Only sects of priests dedicated to Vilhelmo welcome them openly.

Because they champion honorable causes, they are very popular among the lower classes. Many of the knights are of common birth themselves.

The Order's knights don't have Status beyond Status 2; however, they possess the equivalent of Military Rank inside their order.

Order of the Righteous Crusade

The Order of the Righteous Crusade is the only knightly order sanctioned by the Church of the One True God in Redwater. Members of the Order are commonly referred to as "Crusaders."

The Crusaders originated when the Church of the One True God came to power in Redwater. The Church disbanded all of the knightly orders dedicated to the Teyothi pantheon's various gods, and decreed that the knights either swear fealty to the Church, or be arrested for heresy. Surprisingly, most of the knights chose to join the Crusaders out of loyalty to their nation; only a handful fled the kingdom to seek refuge elsewhere.

The Crusaders are, like their mother Church, composed entirely of humans. Half-breeds (half-elves and half-orcs), while rare but grudgingly accepted in Redwater, are forbidden by the Church from becoming Crusaders due to their "tainted" blood.

The Order of the Righteous Crusade is an interesting tool to show the dichotomy of Redwater. While a fair number of Crusaders are little more than overzealous thugs who have been given leave to do as they please in the Church's name, some of the knights in the order are the epitome of the chivalric ideal.

The Syndicate

The Syndicate began in Redwater around the time the Church of the One True God came into power. Fearing what would happen, the Thieves Guild, Assassins Guild, the Temple of Akanksha, and several smaller groups of independents decided to pool their resources to survive. When the Church began to target mages, the Redwater Wizards Guild swallowed their pride and joined the larger

organization.

Today, the Syndicate has their hands in nearly everything that's illegal in the Kingdom of Redwater. In addition, they've begun expanding their operations abroad, and several of the guilds in Marach have started to feel pressure to join the Syndicate.

The Syndicate has at its head a committee composed of the heads of the member guilds. Each guild master has complete control over his own guild's activities, and the guilds have an agreement not to strike at the other guilds in the Syndicate. Despite the presence of the Wizards Guild and the Temple of Akanksha in the Syndicate, the true leader of the Syndicate is a charismatic priest of Vy the Corruptor.

The Unbounded Merchants

The Unbounded Merchants are an international trade guild which operates a large number of trade caravans and cargo ships worldwide. The caravans are well-guarded, and the ships are armed with cannon acquired from both Marach and Ritaegno. Unlike other merchant guilds, the Unbounded Merchants are not shy about hiring mercenaries for guard duty – or, some fear, for more covert work.

To date, the only thing publicly known about the Unbounded Merchants is that they do not swear allegiance to any nation. Every ship captain and caravan master only claims allegiance to the guild. While no action has yet to be proven to have been caused deliberately and maliciously, a number of caravan masters and ship captains who tried to leave the guild have had horrible, fatal accidents happen to them.

The Guild has one overriding goal in mind, one it keeps secret from everyone who is not part of the guild's inner circle of Guild Masters. The Unbounded Merchants are attempting to position themselves to regulate international trade, and by doing so become *the* true world power behind the thrones. The Guild's Masters believe that by obtaining a monopoly on international trade, they can force nations to submit to their wills.

One of the Unbounded Merchants' less well-known tactics is the funding of pirate havens and pirate ships to prey on the trade ships of other guilds and nations. By doing so, they work to eliminate the competition.

Military Organization

Over the last four hundred years, there has been a significant shift from emergency-only militias composed of either volunteer recruits and/or conscripts led by knights to standing armies composed of professional soldiers. Often, sons of nobles who are not in line for the title themselves are able to purchase commissions, generally the rank of either Lieutenant or Captain if in the army or Ensign or Lieutenant if in the navy.

The ranks tend to follow simple lines; highly-detailed militaries similar to those established by modern-day real-world nations haven't yet come into being.

In almost every nation, women are forbidden from joining the military, though the town guard is generally less strict. This, of course, does not stop some women from disguising themselves as men or becoming skilled in arms. Indeed, some areas – most notably the Northern Raider Clans and Rochlad – have a cultural appreciation for "shield-maidens"; said shield-maidens are not, however, generally part of the military. (Of course, there are always exceptions.)

Army Ranks

These ranks are common among the ground forces of many nations, both infantry and cavalry. The air cavalries of the nations tend to use the same ranking structure.

General – Essentially, the man in charge of the nation's army. The

Table 1-2: Military Ranks

Rank	Army	Navy
7	General	Admiral
6	Brigadier	Commodore
5	Colonel	Captain
4	Major	Commander
3	Captain, Centurion	Lieutenant
2	Lieutenant, Sub-Centurion	Ensign
1	Sergeant	Midshipman, Warrant Officer
0	Soldier	Sailor

army's general answers to the head of the nation, and often has some noble blood. *Military Rank 7.*

Brigadier – The rank of the officer commanding a brigade; composed of 3-4 battalions. *Military Rank 6.*

Colonel – The rank of the officer commanding a battalion; composed of 3-4 regiments. *Military Rank 5.*

Major – The rank of the officer commanding a regiment; composed of 3-4 companies. *Military Rank 4.*

Captain or **Centurion** – The rank of the officer commanding a company; composed of approximately 100 soldiers. *Military Rank 3.*

Lieutenant or **Sub-Centurion** – The second in command of a

company, or commanding a column inside the company. *Military Rank 2.*

Sergeant – An experienced soldier who assists the Lieutenant; is often given command of small groups of ten to fifteen soldiers. *Military Rank 1.*

Soldier – An enlisted man or conscript in an army. *Military Rank 0.*

Navy Ranks

Merchant (and pirate) ships tend to use the same rankings, but normally only go as high as Captain. In these cases, use Merchant Marine Rank instead of Military Rank.

Admiral – The man in overall command of the nation's navy. *Military Rank 7.*

Commodore – A flag officer who commands a fleet of ships. *Military Rank 6.*

Captain – The officer commanding the ship, usually reserved for larger ships. *Military Rank 5.*

Commander – The second-in-command of the ship, or a

commander of a smaller ship such as a pirate sloop. *Military Rank 4.*

Lieutenant – An officer who is in charge of certain operations on board a ship, such as the gun crews, or a temporary commander of a captured vessel. *Military Rank 3.*

Ensign – A junior officer who assists the ship's Lieutenants. On smaller vessels, such as those captained by a Commander or Lieutenant, the Ensign will perform the duties normally assigned to a Lieutenant. *Military Rank 2.*

Warrant Officer – A common rank given to a professional assigned to the ship, despite having no military experience; common examples of such are the cook, doctor, boatswain (bosun), and carpenter. *Merchant Marine Rank 1.*

Midshipman – An officer-in-training, often given the same assignments as an Ensign, except with closer supervision. *Military Rank 1.*

Sailor – The hired hands on board a ship. *Military Rank 0* or *Merchant Marine Rank 0.*

Cabin Boy – A young boy (occasionally a girl) who acts as a servant to the officers on board. No Ranking; but generally possesses Status -1.

City Life

Life in the cities of the world depends greatly on one's social status.

Most commoners in the city work as day laborers. While technically "free", these folks are commonly illiterate and work long hours for low wages. These folk generally work as porters, urban construction workers, dock workers, bartenders, carriage/wagon drivers, grooms for the middle and upper classes, and similar jobs. Many of the women work as barmmaids, cooks, scullery maids, and prostitutes. The areas these people live in are commonly cramped, with narrow streets, long outdoor staircases, small rooms, and windows closed by shutters rather than glass. Very often, a window on the top floor of a building will open onto the roof of the neighboring building.

In more affluent sections of the cities reside the skilled craftsmen, generally craft guild members who operate their own shop, often in partnership with a few others. Most are commonly semi-literate, capable of maintaining records and following written directions for their craft, but rarely capable of even reading much of what is on this page.

Merchants are a large part of city life. In a city, nearly everything is for sale, including humanoid slaves; all that differs is the price. Most merchants are honest folk trying to make a living by buying items that are in surplus in one area and selling it where the item is in short

supply. Food – especially grain – is a common import from the rural areas into the city. Even with the importation of grain, most people living in a city own a chicken or two for eggs. Almost every household has a small window garden for growing herbs, and many buildings have small gardens on their roofs that are shared by the residents.

Most cities have competing families who have earned higher status through the accumulation of wealth. Quite often, these families engage in brutal feuds, with some feuds lasting generations. Incidents between these feuding families have resulted in tavern brawls and all-out free-for-alls in public squares, which leads to much loss of life and disruption of day-to-day activities before the town guard and/or ruling nobles are able to step in to quiet things down . . . for a short time, at least.

Every city has a for-rent carriage service. While many of these carriages are pulled by horses, there are a few where the carriage is pulled by a person, sometimes an ogre, but just as often some other race (but never a centaur).

Crime is a common occurrence in the poorer areas of the cities. Beggars dressed in rags line the streets asking for handouts from the more fortunate, while the more daring live a life of petty robbery, pick pocketing, and burglary.

The City Watch

The City Watch is considered distinct from the military, although in times of conflict the Watch is often pressed into service as a militia. This practice of conscription to military duty is most prevalent in the nation of Ritaegno, given that nation's history of internal strife. Unlike the military, which is organized on a national, duchy, county, or barony level, the Watch was created to handle problems on a much more local level inside cities and towns. As such the Watch is equal parts law enforcement and fire brigade.

Most of the time, the Watch deals with civil disturbances, keeping the peace, and fighting fires, while occasionally being asked to provide extra support to the private guard of the city's resident nobles. The bulk of their time is spent patrolling the streets, keeping the peace, preventing break-ins, and similar activities. The Watch will also take it upon itself to investigate crimes such as murder and organized

criminal activity when the victims of such crimes are beneath the notice of the upper classes.

Most cities equip their City Watch with a scale or mail hauberk, a spear or short sword and small shield or a caliver (in those nations which have gunpowder), a sidearm of a long knife or bayonet, and a badge, cloak, or tunic worn over the hauberk to indicate one's status with the Watch. Some cities standardize their Watch equipment, while others permit the watchmen to use whatever weapons they are most comfortable using.

In many cities, particularly those in the Kingdom of Redwater but can be encountered in any city, corruption and graft are common among the lower ranks of the Watch. Quite often, watchmen and their sergeants are paid off by the various gangs, thieves guilds, or the Syndicate to look the other way when their people are involved.

Table 1-3: Watch Ranks

Rank	Typical Title
5	Captain of the Watch
4	Lieutenant Captan, Lieutenant
3	Constable
2	Sergeant-at-Arms, Marshal
1	Sergeant, Investigator
0	Watchman

In game terms, members of the Watch have the 5-point level of Legal Enforcement Powers, with the authority to make arrests and enforce the city's laws. Investigators and Marshals have the 10-point version of Legal Enforcement Powers, being empowered to perform covert and undercover investigations.

Watch Ranks

Captain of the Watch, in charge and answering to the city's leadership. The Captain is usually of noble or at least wealthy birth

and knighted to hold authority. *Watch Rank 5.*

Lieutenant Captain (often just called Lieutenant), the second-in-command of the Watch, handling day-to-day Watch operations when the Captain is not available. Usually the Lieutenant is of at least middle class birth, and commonly of upper class birth. *Watch Rank 4.*

Constables, who are in charge of the Watch in a given city district ("Docks District", "Merchant Quarter", "Temple District", etc.), usually of middle class birth. *Watch Rank 3.*

Sergeants-at-Arms, the second-in-command of the Watch in city districts, generally handling the night shift or emergencies when the Constable is not available. Those who have proven to have a knack for solving mysteries are given the title **Marshal** to act as senior investigators. *Watch Rank 2.*

Sergeants, who lead and train the watchmen, usually of lower birth and have been on the force for years. Those who have proven to have a knack for solving mysteries are called **Investigators**. *Watch Rank 1.*

Watchmen, the rank-and-file who patrol the streets or man the watch posts scattered around the town. *Watch Rank 0.*

Rural Life

Most people living in rural areas are farmers or herders. While technical advances such as the iron plow, three-field crop rotation, and improvements in irrigation, not to mention the occasional hedge wizard using plant and weather magic, have enabled the farmer to produce more and better crops, most rural denizens still work most of the day tending to their crops and animals.

Rural villages exist mainly as a central meeting point for the farms and ranches surrounding it. The typical village houses a general store, a tavern with a large common room for the locals to socialize and occasionally a few rooms for travelers to rent for a night, a temple or church dedicated to the region's pantheon or agricultural deity, and a central square. The tavern often doubles as the local informal courthouse, while the temple often serves as a school for children under the age of majority (14 or 15 for humans and halflings, much higher for elves and dwarves, and as low as 5 or 6 for orcs and goblins) during the winter months. The central square is often used for celebrations during the summer. Most villages also have a blacksmith, although this is not an absolute, and a grain mill.

Most farmers and herders live in small one- or two-room houses which are heated by a central hearth. Very few farmers and herders can afford glass, so their windows are either able to be closed with wooden shutters or are non-existent. This makes the houses very dark even during the daytime, and particularly during the winter months. The quality of life in rural areas is improving, however. Wood and charcoal are slowly being replaced in common usage by coal, and some rural houses are being built with more than two rooms, with a fireplace in every room.

The more affluent own large estates and plantations worked by slaves or hired farmers who commonly work for a portion of the yield rather than or in addition to money. These estates usually have a large manor for the estate owner's family – sometimes up to four generations live in the same manor – and a series of smaller houses built close together to house the workers. These estates sometimes sit close to a village; typically, only one estate resides near a village. On occasion two estates have been known to "share" a village; this has led to a number of feuds between the estate owner families for dominance

over the region. Even if the estate owner does not have a title of nobility, the locals refer to the estate owner and members of the owner's family as "Lord" or "Lady" out of respect (or occasionally fear).

Building new houses and barns are community events, usually taking place after a marriage but sometimes to welcome new neighbors to the community or to replace a building destroyed by a natural disaster (such as floods, tornadoes, and fires). On these days, the entire village populace, including workers from any nearby estates and occasionally denizens of neighboring villages up to five miles away, gather together to build a house or barn. These buildings are often built as framework on the ground, raised into position by ropes and draft animals, then hammered together before the walls, floors, and roofs are built.

Private gardens will always have fresh herbs for adding flavor. Excess grain is sold to merchants who sell it in larger towns and cities. Thanks to the prevalence of magic, crop yields are better than one might expect, permitting more excess to be sold, which in turn allows more people to live in the towns and cities. Every village or estate has at least one resident hedge wizard specializing in Earth, Plant, and/or Weather spells. Crops, particularly grain, are kept safe from rodents by raising cats, non-poisonous snakes, gryphlets, or barn owls in or near the barns and granaries.

Occasionally, a village will spring up around a mine. These mining towns often need to import much of their food, but their mineral exports often mean they can afford to feed their workers with the same quality food as their farming counterparts. Often, the mine is owned by a single family, usually but not always a noble house, or the barony, county, duchy, or nation directly; the miners work for money, usually based on the amount of ore produced by the miner each shift rather than a set salary. Among unscrupulous mine owners, the money paid to the miners is often in the form of metal coinage made from iron or some other non-precious metal – a few even use printed notes – and useful only at the local general store, which is also operated by the mine's owners.

The Calendar

Due to the three moons in orbit around the world, the people of Ranoc have adopted the elven calendar, created over four thousand

years ago, as the standard calendar.

The calendar in use is, in essence, two calendars that run

concurrently.

The first calendar, referred to as the secular calendar, is divided into six-day long "weeks", which is taken off the amount of time the smallest, fastest moon takes to cycle through its phases. At the start of the week, this moon is fully lit, and on the night of the third day it achieves its black state. Each day of the week is named after one of the elements; in order, they are: Aquaket, Aeroket, Pyroket, Terraket, Ferrokot, and Arborket.

This calendar is also divided into thirteen twenty-eight day "months", which is the cycle of the largest, primary moon to pass through its phases. This calendar then has one extra day at the very beginning of the year that is not part of any month, and designated by the entire Teyoth, Wyrmspire Mountain, and Rochladastacht regions, as well as much of the Northern Frontier, as the start of the new year. Perhaps not coincidentally, this setup of the lunar calendar corresponds exactly with the calculated solar passage of 365.25 days. To correct this extra time, another holy day is added between the sixth and seventh months every four years; this day almost invariably corresponds to the summer solstice in those years, and is referred to as "Summer Day".

From the first month through the thirteenth, the months are named Deepfreeze, Floetide, Seedbirth, Stormwind, Goldenfield, Brightsun,

Highsun, Heatblast, Seashine, Goldenshade, Harvestide, Baretree, and Frostland. Days are listed by the day of the month followed by the month name. The Spring Equinox falls on 3 Seedbirth, the Summer Solstice on 1 Heatblast when not falling on Summer Day, the Autumnal Equinox on 10 Goldenshade, and the Winter Solstice on 16 Frostland.

Years are numbered differently depending on the region. The Teyoth and Wyrmspire Mountain regions number their years from the founding of Aelthelwulf's Empire; the Rochladastacht numbers theirs from the founding of Rochlad as a nation, and Gehong numbers theirs from their mythic beginning. The Gehong calendar numbering has the largest year date, being the year 7510. The year in the Teyoth region is 2471, and the Rochlad calendar is in the year 2390. The Northern Raiders and the Desert Nomads don't number their years, except in relation to the most recent Conjunction; it has been eight years since the last Conjunction.

The second calendar, also known as the religious calendar, is based off the third moon's passage of 120 days, and used exclusively by the Teyoth pantheon's clergy to track holy days. Because of this calendar's cycle, it takes 70 passes on this calendar to match 23 years on the solar calendar. This time frame coincides with a Conjunction between the three moons, when all three moons seem to merge into one.

Currency

Table 1-4: Currency Table

1/2 cp	\$0.50	1/2 sp	\$6	1/2 gp	\$120
1 cp	\$1	1 sp	\$12	1 gp	\$240
2 cp	\$2	2 sp	\$24	2 gp	\$480
5 cp	\$5	5 sp	\$60	5 gp	\$1,200
10 cp	\$10	10 sp	\$120	10 gp	\$2,400
1/2 cb	\$50	1/2 sb	\$600	1/2 gb	\$12,000
1 cb	\$100	1 sb	\$1,200	1 gb	\$24,000
2 cb	\$200	2 sb	\$2,400	2 gb	\$48,000
5 cb	\$500	5 sb	\$6,000	5 gb	\$120,000
10 cb	\$1,000	10 sb	\$12,000	10 gb	\$240,000

Across the known world, the current currencies are weighted coins of copper, silver, and gold. Trade between the settled western portions of Ophari with the far eastern nations of Gehong and with the southern Umojan nation of Shakdran have standardized the values of the coins. The coins are commonly stamped with the amount on one side and the seal of either the ruling house of the nation or the issuing bank on the other; these seals signify that the metal is of suitable purity as to be worth its stamped value. Despite this, many places may not take coinage that originated outside their nation, especially if the nation of origin for the coins is one considered hostile; for example, many merchants in Evalon will refuse to accept coinage originating in Redwater.

In the Teyoth region, copper coins are known as pence (singular penny), silver coins as sterlings, and gold coins as crowns. (These names have also been adopted by Shakdran.) The Rochladastacht

nations and Freehold call them pennas, silvas, and gentras respectively; Gehong calls them kol, sul, and rul. Regardless of their names, coins from one nation are generally accepted by others for the same weights. Coins generally come in values of 1/2, 1, 2, 5, and 10 coin increments; shards of coins that have been cut in quarters or eighths are quite common. One sterling is worth the same as twelve pence (\$12), and one crown is worth the same as twenty sterlings (\$240). Most commoners deal primarily in pence and sterlings, with merchants and nobility dealing in sterlings and crowns. The one piece coins are roughly the same size and weight as a modern-day dime; larger denomination coins scale in weight and size. A coin is referred to by the value and metal used; for examples, a half-penny, a two sterling piece, or the coveted ten crown piece.

In addition to coins, stamped bars of metals are sometimes used when handling transactions too large for mere coins. Bars are weighted in pounds and come in 1/2 lb, 1 lb, 2 lbs, 5 lbs, and 10 lbs; a one pound bar of a metal is worth 100 coins of the same metal. The shorthand cb, sb, and gb – representing copper bar, silver bar, and gold bar – are used on Table 1-3 for convenience only; those who deal in such commodities generally just refer to the pounds of metal being traded (e.g. "five pounds silver"). As can be expected, gold bars and large denomination gold coins are extraordinarily rare.

The Gehong nations are the only nations currently using paper notes issued by the nation's treasury rather than commonly using coins. As such, most Gehong currency is not accepted in the West.

Table 1-4 gives the various GURPS \$ values of the most common coins and bars.

Cosmology

Ranoc's sky has five "planets", wandering stars whose paths have been plotted and known for centuries. These planets have been named Trys, Akanksha, Vilhelmo, Kaimana, and Galsus in the Teyoth region, after the various gods (other cultures have other names for the planets). Recent observations through telescopes have shown that the planet Akanksha has two companions and that Galsus has six, none of which have yet to be named. Many of the Bishops and Cardinals of the various religions have claimed that these observations are nothing more than "illusions".

In addition, each religion has its own cosmology, most of which appear to be mutually contradictory and incompatible, yet apparently somehow coexisting. Theologians and mages who study other planes have yet to reconcile the various cosmologies with each other. The primary reason for this ambiguity is because no one has ever visited any of the planes other than the Faewild and returned in recorded history; any such visits recorded occurred during a time when written records were scarce, and oral traditions are known to have altered the details and passed the events into legend before being recorded, and so are considered unreliable. Furthermore, angels and djinn who are summoned to answer such questions may give contradictory information; demons are not considered reliable sources.

The Faewild

Perhaps the only plane everyone can agree exists is what is known as the Faewild, which coexists with Ranoc in such a way that it is relatively easy to visit and interact with. This plane is where the fae reside, as well as many other types of spirits.

Visitors to the Faewild report that it is "much like Ranoc, only much more vibrant". Colors seem brighter, the grass greener, the sky bluer, the clouds whiter, the hills hillier, the trees more tree-ish, and the faerie animals much larger.

The Teyothi Pantheon Cosmology

The Teyothi pantheon's cosmology consists of five extraplanar realms which are interconnected through a series of gateways and seemingly endless staircases.

The Wandering Mountains, the home of most of the Teyothi gods, is connected to Thanatollis and Sylvania. The Wandering Mountains are a series of islands floating in mid-air; each island is home to one of the gods, and reflects its god's personality. For instance, Suthre's island is a city centering around mining and crafting, while Akanksha's island is a very beautiful and decadent palace. Most of the celestial beings can be found here.

Sylvania, home of Gessa, goddess of woodlands and the hunt, branches off the plane of Wandering Mountains. This plane appears as an endless mist-enshrouded forest, complete with rivers, waterfalls, and the occasional cliff from which the Wandering Mountains can sometimes be seen. In some depictions, this plane surrounds the Wandering Mountains in a disc extending ever outward, yet it does not seem to have an inner edge. Those that move through the mists towards the Mountains inevitably end up bypassing them somehow, and end up with the Mountains behind them.

Thanatollis is allegedly connected directly to Ranoc via the mobile volcanic island known as Thade Island. This is the realm of Golma, god of the dead and judge of souls, and his ex-wife Ricnalis, the celestial harpy. Other than Golma's palace, there are several cities in the endless wastes that surround it, populated by the souls of the deceased who were neither truly good nor truly evil in life. There is a small sidereal plane connected to it: a grove where the souls of those who led exceptionally good lives dwell. It is commonly held to connect to Galsus's palace in the Wandering Mountains and to Ylcor

through a series of staircases that float in mid-air.

Ylcor, the Land of Torment, is the home of demons, through which flows a river of lava. Here, the souls of those who led evil lives are tortured for all eternity. In addition, many "fiendish" creatures are found here. Ylcor is connected to Gloom Hollow by a massive gate, and to Thanatollis through a staircase. Ylcor is ruled by the demon lord Kakotatos, whose name in the ancient Corcoranese tongue means "the worst of the worst".

Gloom Hollow is the realm of the dark, fallen gods, where Ekchhar rules with an iron fist. As the name suggests, it is a dark realm, generally depicted as a series of underground caverns.

Church of the One True God Cosmology

The Church of the One True God in Redwater teaches that there are three spiritual realms beyond the physical world: the Seven Heavens where their God, the angels, and the souls of the faithful reside; the Nine Circles of Hell where demons reside and the souls of those who committed sins go; and Purgatory laying between them, where sinners work off their sins before finally entering the Heavens.

The Seven Heavens are commonly depicted as existing above the world. Most depictions show the Seven Heavens as being outcroppings of rock in a mountain shrouded by clouds. The First Heaven is home to the lowest caste of angels, a brotherhood called the Watchers, held farthest from their god for some sin in the distant past yet maintaining their angelic nature without falling, and home to souls arriving from Purgatory. The Second Heaven is home to the Muses, a caste of angels who seek to inspire great pious works of art and thought in mortals; the majority of mortal souls of the faithful reside here as well. The Third Heaven is home to the Messengers, a caste of angels used to relay portents of dire importance to the priests and holy warriors of the Church (and according to many heresies to those outside the Church who seek to reform it). The Fourth Heaven is home to the Soldiers, the caste of angels charged with actively combating demons and impiety wherever they may appear; the Fourth Heaven is also home to the Saints, mortals who performed miracles in the One True God's service. The Fifth Heaven is home to the Guardians, the caste of angels who protect holy locations and the Heavens themselves from unholy incursion. The Sixth Heaven is home to the Archangels; few in number, the Archangels are said to be the only angels to speak directly to the One True God himself, and relay His orders to the angels of the lower Heavens. And at the uppermost Seventh Heaven resides Yohévohé himself, observing all of creation from a marble throne. (The Familial Heresy also places the Bride, the Son, and the Daughter here as well, with their own thrones.)

Purgatory is generally depicted as a series of staircases or ladders extending from the First Circle of Hell to the First Heaven, with an infinite number of stops along the way. Here, the souls of wicked mortals who are repentant of their sins climb for an undetermined amount of time – though it is generally accepted that the severity of the sin determines the amount of time in Purgatory – to atone for their sins. Each stop along the path is an opportunity to atone for a single sin.

The Nine Circles of Hell are always depicted as concentric circles extending outward from a central depression. Each Circle of Hell is not tied to any *specific* sin, though there are regions devoted to punishment of particular sins. The only exception is that of the First Circle of Hell, which is punishment of the sin of Denial; that is, it is the prison of those who have denied the existence of the One True God, yet led otherwise virtuous lives. Every Circle of Hell is ruled by an arch-demon (generally a baalrog), save the Ninth Circle; at the center of the Ninth Circle of Hell resides the Adversary, ruler of Hell –

and its most notorious prisoner. The Nine Circles of Hell are said to be constantly expanding with the influx of unrepentant sinners.

The Northern Cosmology

The sky is the innermost of three domes held up by giants standing at the four corners of the world. Miur, Sia, and their children - the other two moons and the planets - travel in chariots along the second dome. The gods live on **Jæggevarri**, a glacier-covered mountain whose peak is always enshrouded in the clouds, and where during the long winter nights the *norðlys* (aurora borealis) can be seen touching the ground. Deep under the sea is the home of the sea gods, where the spirits of those who die at sea dwell in the cold depths.

The earth is flat, riding on the back of a giant sea turtle. The ocean is not endless, having an edge where water goes over the edge, flooding the underworld. The Northern Raiders believe that once the underworld is filled with water, Ranoc itself will flood.

Those who show extraordinary prowess in battle go to two large halls on Jæggevarri: male warriors go to Zhiur's hall, *Velnir*, while shieldmaidens (who comprise almost 50% of the Raiders' fighting force) go to Zhia's hall, *Brevnar*.

All other dead have their spirits released into the underworld,

where they await rebirth once Ranoc floods and the gods create the next cycle.

The Rochlad Cosmology

The Rochlad religion has only one other world, a spirit world they call **Tambararey**. Tambararey is described a vast mist-enshrouded plain where the horse-gods roam freely. Spirits of the dead enter this world with the decay of the body (generally assisted by the Rochlada through funeral pyres), where they either dissipate into the mists or are reborn in new bodies.

The Desert Nomad Cosmology

The Great Wastes are similar to the Vast Expanse inhabited by the desert nomads, and perhaps connected to it in some fashion. Here, the shades of the Desert Nomads who were cast out after death roam endlessly. This plane appears as an endless desert, varying between seas of sand dunes and places of rocky outcroppings, only occasionally giving way to fields of scrub. The acknowledged center of the plane is **the Great Oasis**, a pleasant garden where the desert gods and the faithful deceased dwell. The occasional Djinni can be found wandering the Wastes.

Timeline

The Dragon Empire

For nearly seventy thousand years, before the start of its recorded history, and even before the first appearance of the modern races, dragons ruled the world of Ranoc. The name "Dragon Empire" has been coined by scholars who have studied this time period, although there is no record the dragons were ever actually united.

There is little known about this era. Only the vaguest hints are given in the ancient chronicles as to its nature. It is not known why the dragons gave up their power, but some historians believe that the dragons fell to warring with each other, or with some other ancient race that is no longer among the living.

One commonly quoted line from the ancient chronicles gives the only recorded hint as to what led to the end of the dragons' preeminence:

"For as the newer races came into being, the dragons found their power waning. The ancient wyrms, not wanting to share their power, at first feasted on the newcomers, until the Great Protectors put an end to this. And so it was decreed that never again would the dragon claim lordship over the peoples of the world."

Who these "Great Protectors" were puzzles many. Only the creation myths of the Rochlada seem to collaborate this passage, but some skeptics ask, "which came first, the chronicles or the Rochlada?", as the chronicles are believed to predate the Rochlada by several millennia.

The First Civilizations

Chione River Delta

The first known civilization resided in the Chione River Delta, roughly where the city of Freehold currently sits in the Vast Expanse. Records obtained from the tombs, temples, and other sources indicate that the Chione were human and elf, although it is not clear whether one ruled the other or if they lived and worked together as equals.

The Chione civilization predates any other civilization – even Allira'el – by nearly 2,000 years, and for the longest time was held to

be a myth. By all accounts, the Chione relied on magic for nearly every detail, and even the least skilled could wield magic with ease. Using magic, they built incredible works of architecture, including ziggurats and pyramids which still stand today. Unfortunately, this reliance on magic led to their downfall; as the pyramids became centers of very high mana, the rest of the land was rendered a low-mana area. The sole exception was the river delta itself, which has remained a normal mana region. It is also believed that the volcanic Barrier Mountains were unusually active about the same time, shifting climate patterns and rendering the plains surrounding the Chione River into a desert.

The Vast Expanse Nomads claim in their tales to be descendants of the Chione. This claim has not yet been verified, but the few scholars who have studied the Chione ruins and the Nomads' culture have not been able to disprove it, either.

Allira'el

The island continent of Allira'el in the Western Ocean has long been known as the home of the elven people.

Although Allira'el is the first nation to appear in the ancient chronicles, the nation was not founded until long after the Chione ceased to be.

According to the ancient chronicles, the nation of Allira'el was formed when twelve of the thirteen elven tribes decided to stop warring amongst themselves. The thirteenth tribe then left the continent, disappearing from all knowledge. This nation is the oldest extant nation, with a history dating back nearly 7500 years. Exact dating, however, is impossible due to the lack of actual written records from that time frame.

For further information, see the section on Allira'el in Chapter 2.

Antfortas and Khepri

The dwarves first appeared in the foothills of the Wyrmspire range. There, they founded twin cities: Antfortas in the northwest near the present-day location of Evalon, and Khepri in the southeast, near the present-day nation of South Ford.

The two nations kept to themselves, only occasionally becoming involved with the other nations of the time. This, perhaps, is what led to their downfall.

The goblin nation of Sanir sacked Antfortas, scattering the dwarves into the northern Wyrmspire Mountains. At the same time, Khepri came under attack by the human nation of Phaon. The two nations, left without a land to call their own, eventually settled the valleys of the Wyrmspire range, becoming the united nation of Ered-Dûm.

Sanir

The ancient goblin nation of Sanir existed on the coastline near the Bay of Marach, and some scholars believe the present-day city of Sanirdon is built upon the ruins of the goblin nation.

Sanir was not at all peaceful. They warred constantly with their neighbors: the human nation of Corcoran and the dwarven nation of Antfortas. The nation was destroyed over five thousand years ago by the Corcoranese, scattering the goblins who lived there into the wild. It was not for several millennia until the goblins again achieved civilization.

Corcoran

The human nation of Corcoran originated near the present-day nation of Ritaegno, living on the borders of the forests and grasslands of the area. At first a nomadic people, the Corcoranese settled and thrived in this region.

Not everyone agrees whether the Corcoranese were peaceful or warlike. Certainly, they warred with the nation of Sanir, but more often than not they traded with Antfortas and with Phaon and Khepri.

Corcoran is best known for being the birthplace of Aelthelwulf the Great, the last King of Corcoran who forged a short-lived empire throughout the Teyoth and Rochladastacht regions (see below).

Phaon

The human nation of Phaon originated in the plains of the Rochladastacht. A fiercely independent people, the Phaonese were only occasionally allied with their neighbors, and only when it suited them. They were known to have been quite practical rather than artistic in many matters; few works of Phaonese art are known to exist, even everyday tools and weapons rarely had artistic designs on them.

The Phaon were able to briefly unite the Rochladastacht, until it fell to Aelthelwulf, and then later to the Rochlada.

The Empire of Aelthelwulf the Great

Aelthelwulf the Fifth, commonly known as Aelthelwulf the Great, was the king of Corcoran roughly 2,500 years ago who, in his brief life, rose from relative obscurity – being simply one king among many – to being the ruler of an empire which dominated nearly the entire western world.

When Aelthelwulf was born, hundreds of city-states had sprouted up throughout the known world. These nations warred with each other constantly, often over the slightest infractions. Aelthelwulf took it upon himself to unify the world under one banner: his banner.

When Aelthelwulf first ascended to the throne, he was only just turning thirteen years old; his father had died hunting a wild boar for the birthday celebration. His first decree was the creation of a standing army. He personally led many military campaigns in the northern Teyoth region, consolidating his power. At age seventeen, he turned south. His army swept through the southern Teyoth region, until he came upon the borders of the Phaon Empire.

While many expected a war with the Phaon to result in Aelthelwulf's last stand, he surprised everyone by annexing the Phaon Empire without a single drop of blood being shed. He did this by marrying the Phaon Emperor's sole offspring: a daughter, Granncyel. There is only speculation as to whether the marriage was ever consummated; Granncyel, only fourteen at the time of the marriage, had only just reached childbearing age, and never produced any

children while married to Aelthelwulf. Indeed, as Aelthelwulf spent much of his time on the battlefield, he appointed governors to maintain order inside the empire he was forging.

Aelthelwulf met his end at age 25 in battle against the Vast Expanse Nomads, who had refused to bow before him. Many troubles plagued his campaign into the Vast Expanse prior to this: The area was not well mapped, leading to the supply caravans getting lost. The nomads knew the Expanse much better than anyone in Aelthelwulf's army, and often ambushed him and his supply caravans without warning. Also, the horses he brought with him were ill-suited to desert life; the nomads' camels could travel farther with fewer stops, and could survive the temperature extremes better.

When news spread of Aelthelwulf's death, the empire he forged fell to infighting. His bride, Granncyel of the Phaon, personally executed the governor he'd imposed on them, claiming royal privilege as the rightful heir to the throne of the Phaon. In the Teyoth region, the petty infighting that Aelthelwulf hoped to prevent surged once more, fiercer than ever.

The Barbarians Invade the Rochladastacht

Following the collapse of Aelthelwulf's empire, the Phaon people of the Rochladastacht returned to their prior power, forcing the governors imposed on them by Aelthelwulf to vacate, or sent them to their deaths. Phaon was poised to become the major power of the western world, and would have been if other factors had not come to play.

Almost fifty years after Phaon returned to power, they were set upon by hordes of barbarian horsemen who struck with blinding speed. Where the barbarians came from, no one can say. Some scholars suspect they came from the eastern reaches of the Vast Expanse, traveling along its more inhabitable northern edges. Others believe they came from the western plains of the Gehong region, as records from the Gehong nations of Dusei and Peljing indicate that several decades before the barbarians appeared in the west those nations had fended off an incursion of horsemen from the plains.

In thirty short years, the Rochlada (as the barbarians came to be known) had all but destroyed Phaon's cities and conquered their people, imposing their rule on the remnants of the ancient civilization.

The Rise and Fall of the Great Empire of Man

The Great Empire of Man grew from the tattered remains of Aelthelwulf's empire. It grew to be the dominant civilization of the western world, a position it held for over a thousand years, before it splintered from within. In the wake of its destruction, it left a legacy of a handful of quarreling nations.

The seeds of the Great Empire were sown nearly 2,500 years ago, when Aelthelwulf the Great forged his own empire, which united the Teyoth Region, Wyrmspire Mountains, and the Rochladastacht into a single empire. This empire, however, did not survive Aelthelwulf's death in the Vast Expanse. The governors he had placed in charge of the various holdings fell to fighting amongst themselves.

The most successful of these governors held the city of Sanirdon, located on the shores of the Bay of Marach. Through a combination of political savvy, economic leverage, and military might, the city of Sanirdon came to be the capital of a sizable nation, roughly corresponding to the present-day nation of Marach.

Over the next several hundred years, the territory controlled by Sanirdon grew. In many cases, the various towns and cities voluntarily accepted Sanirdon's rule, some even offering their loyalty. In some major cases, however, such as the territory currently held by Redwater and Zitheral, brief but brutal wars were fought. As Sanirdon's empire grew, it became necessary to divide it into various provinces to provide for more manageable local governments. The provinces were

then divided into duchies, which were subdivided into counties. Ultimately, at the height of the Empire, the counties were further subdivided into baronies.

During its time, the Great Empire was known for feats of social changes, most notably the full integration of the Empire's goblin population into its society, and the "civilizing", as it is called, of the hobgoblins.

Ultimately, in hindsight, the fracturing of the Great Empire into provinces is what led to its downfall. People stopped thinking of themselves as citizens of a united Empire; instead, they saw themselves as being part of their provinces. In the end, only those in the provinces of Marach and Ritaegno saw themselves as part of the Empire.

The province of Zitheral was the first of the provinces to officially break from the Empire. A long, drawn-out war was fought, which Zitheral won mainly through a combination of luck (which some attribute to deific assistance) and the logistical problems the Empire faced in suppressing the rebellious province. Gor Ansat, the province directly north of Zitheral, refused to provide troops to the Empire's army, and a series of severe storms along the coastline (often

attributed to the sea god Kaimana) sank, damaged, or otherwise forced most of the Empire's naval forces to retreat. After ten years of skirmishing, the Great Empire of Man was forced to acknowledge the Kingdom of Zitheral as existing separate from the Empire.

Zitheral's success emboldened the other splinter provinces to break away. Within a century, the only two provinces left in the Empire were Marach and Ritaegno. The final nail in the Empire's coffin, as it is said, came when Emperor Ahlmarric XIII died without an heir; as Emperor, Ahlmarric was so paranoid about losing his power that he'd had anyone who could claim the throne, including many family members, killed several years before, and he had never taken a wife, mistress, or concubine out of fear of his child overthrowing him.

The result was that the provincial heads of both Marach and Ritaegno – both at the time hereditary positions – had equal claims to the Imperial throne. The war fought between the two provinces over the throne of the Empire came to be known as the First War of Succession. Ironically, the war failed to resolve the conflict over the throne as it served to reinforce the concept of nationalism inside the two successor states.

CHAPTER II

THE LANDS AND NATIONS OF RANOC

Overview

Allira'el

The First Land

Allira'el is the land of the Elves. It is referred to as the First Land by most of the peoples, because it is the first region to be mentioned in ancient texts. Many people erroneously believe that Allira'el was where the humanoid races originated.

Allira'el is the smallest of the known continents, spanning one thousand miles east to west and five hundred miles north to south, and is situated in the middle of the Western Ocean. The terrain, moving west to east, consists of rolling coastal plains moving into a steep mountain range that runs the entire north-south length of the continent, about two hundred miles in, before dropping into a well-maintained rain forest that runs the rest of the continent's length.

Allira'el is surrounded by what has been called the Barrier Mist, which only lifts twice per year, during the days of the summer and winter solstices, to allow passage to the land. It is interesting to note that ships can leave Allira'el at any time to pass out of the Barrier Mist, but no ship that has entered the mists from the outside has ever actually landed in port. The Barrier Mists do not surround the entire continent; the port city of Gloredhel sits outside the Mists, permitting year-round travel to the city and its surrounding areas.

There are those, including many who live on the island continent, who believe that Allira'el is slowly fading from our world. They point to the ancient legends and myths, which often indicate several passages to and from the land, often during the spring and autumn. No one – except possibly the nation's leaders – really knows when the mists first appeared. If the elves know, they aren't telling anyone. Whether or not the mists which block passage to Allira'el is really the first stage of the land's removal from the world, or whether they're part of some grand design of the elves for other purposes is left up to the individual GMs.

The climate of Allira'el is a semi-tropical one, and well suited for the elves that live there.

Ophari

The Settled Lands

Ophari is the largest of the four continents, as least as far as people can tell. It spans roughly five thousand three hundred miles from east to west, and at its widest is three thousand miles north to south. Most of the area between the settled western regions and Gehong in the Far East is uncharted. The settled Western region is over two thousand miles from the Western Ocean coastline to the Barrier Mountains that border the Vast Expanse, and the same distance from north to south; the continent seems to "narrow" near the Vast Expanse, but gets "wider" the farther east one travels. The Zin Ocean borders Ophari along the land's the southern coastline.

Ophari is, ironically, a divided region. Many kingdoms, large and small, dot the countryside. Much of the Vast Expanse and Northeast Frontier are unexplored regions. The dominant race is human, although halfling, dwarf, orc, hobgoblin, vulpten, and half-elf kingdoms are known to exist.

Ranoc in the *Infinite Worlds*

As far as Homeline and Centrum are concerned, Ranoc is considered a mythic parallel presently located in Quantum 6. Because of its quantum position, Centrum doesn't have as great a presence as Homeline does; however, Centrum agents are suspected of having subtly influenced Redwater.

White Star Trading has established a number of storefronts in the Teyoth, Rochladastacht, and Gehong regions.

Oddly enough, on a linguistic note, Teyothi as a language is similar enough to Spanish, Portuguese, and Italian that speakers of those languages can communicate with Ranoc natives at Broken proficiency. The same holds true for Cantonese Chinese and Hong, and ancient Latin and Corcoranese. The Dwarven written language is similar enough to Norse Futhark runes to be read at Broken proficiency; however, most of the translations to either Old Norse or Tolkienish Dwarven turn out gibberish.

Umoja

The New Frontier

The continent of Umoja has been known for ages. However, it was normally avoided by all but the bravest adventurers and shiploads of convicted felons whose crimes did not warrant a death penalty. Within the last hundred years, however, Umoja has become the fastest growing frontier; a former penal colony has established a lasting foothold on the northern shore of the continent, and receives monthly influxes of settlers from across the Zin Ocean. Recently it has come to light that there are nations beyond the Umojan frontier populated by the reptilian races. Umoja is broken up into several regions: Northern Tropical Jungles, Deep Jungles, Spur Mountains, Southern Steppes, the Fire Mountains, and the Ash Desert.

Twenty years ago, a ship filled with political criminals sailed across the southern sea to drop them off on the northern coast of Umoja. Their community, named New Hope, has survived against the monster races of the jungles, and a steady influx of immigrants from the settled lands have increased the lands held by civilized folk.

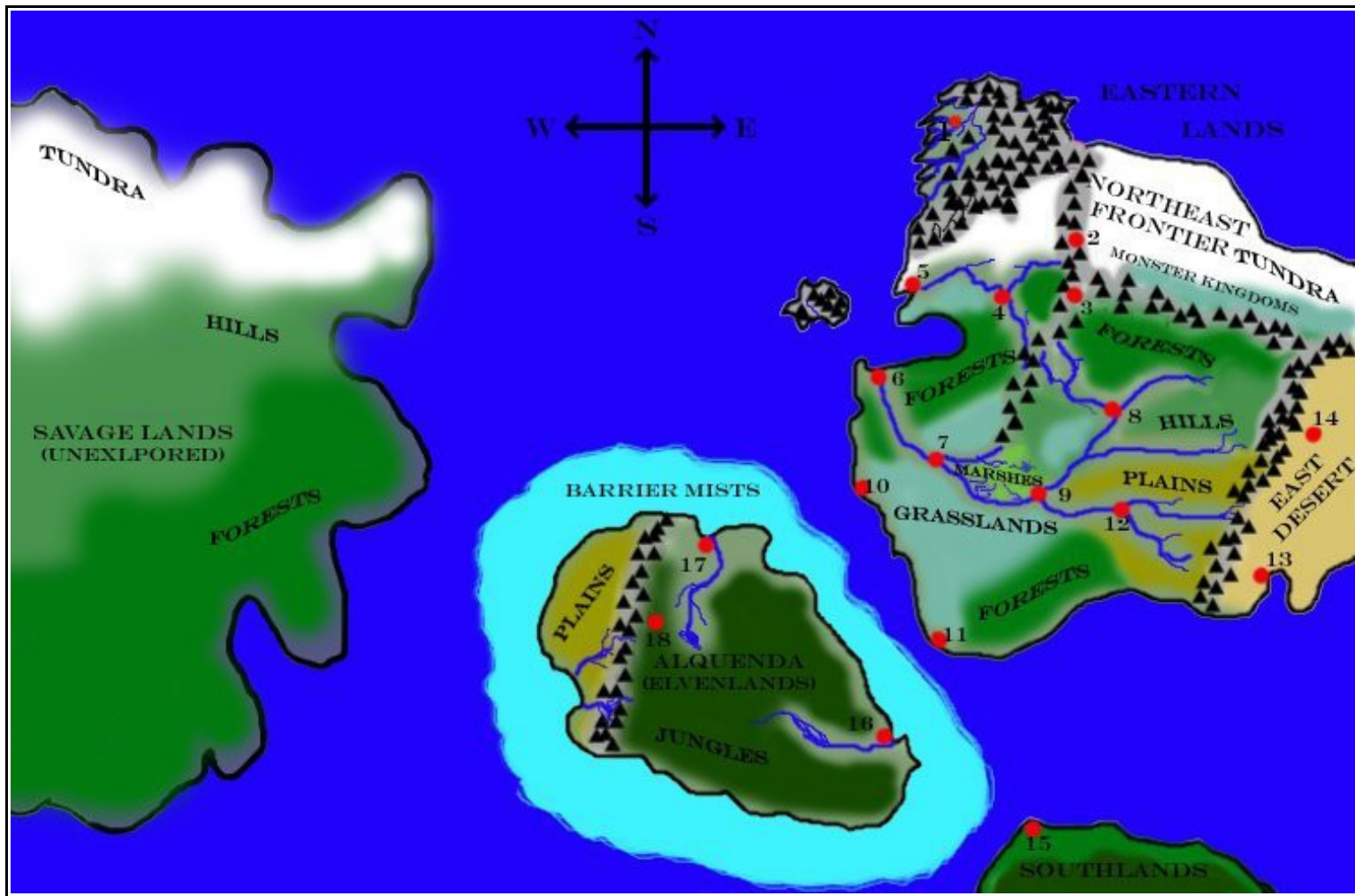
Far to the south in the Deep Jungles, however, are ruins of a city whose inhabitants were humanoid, but which has never appeared in anyone's history. The original name and actual inhabitants of the city are unknown. Scholars and adventurers of all kinds brave the jungles every year to travel to the ruins with the intent of unraveling their mysteries. Many are never heard from again.

Gemenoehe

The Unexplored Lands

Far to the west, across the Western Ocean, lies a newly discovered land, one relatively untouched by the people of the settled lands. However, the land there is not uninhabited, for tribes and even cities of humanoids are known to populate it.

Author's Note: Very brief details on the various cities of the various nations are located in the Appendix Z at the end of the book.



Legend:

1. North Cove, Northern Raider Clans
2. Palomabeth, Ered-Dûm
3. Orocelebeth, Ered-Dûm
4. Riverside, Evalon
5. Veloria, Redwater
6. Sanirdon, Marach
7. Academopolis, Rinkasae
8. Porom, Hrigak
9. South Ford

10. Caer Nerthus, Ritaegno
11. Caer Janantru, Zitheral
12. Ulrikunstact, Rochlad
13. Freehold
14. Oasis (reported location)
15. New Hope
16. Gloredhel, Allira'el
17. Synaeda, Allira'el
18. Mount Calugihonawa

Allira'el Region

On maps, this region encompasses the entire island continent of Allira'el. In reality, it only encompasses the four-fifths of the continent east of the mountains. This is a region of heavy tropical forests and long, winding rivers, with heavy rainfall throughout most of the year.

Allira'el

Capital: Synaeda.

Population: estimated 1,270,000.

Racial Demographics: 92% elf, 4% human, 2% half-elf, 2% other races.

Government: Monarchy.

Religions: Animism, with the Teyothi religion popular in Gloredhel.

Imports: Mithril, orichalcum, adamantine.

Exports: Lumber, ironwood, native fruits, cotton.

Ruler: Queen Usha Kesava.

Chief Adviser: Lord Usha Garuda.

Heir: Princess Kesava Shakra.

Allira'el is, perhaps, the only remaining kingdom that is purely elven in nature. By all rights, the entire island-continent of Allira'el is under the domain of this kingdom. However, because the island-continent has not been thoroughly mapped by anyone, including the elves who inhabit it, only those areas within a few well-mapped routes are under the kingdom's direct control.

Most elves in Allira'el live in communities no larger than a village of 500 people, often in smaller communities. Two known communities stand apart from this norm: the ruling city of Synaeda, and the port city of Gloredhel. These two communities make up only ten percent of the island continent's population.

The "city" of Synaeda is not a city in anything but name, although it is one by elven standards. It is a large town of around 12,000 people, situated on the Tigrana River delta. It is a town among the trees, blending in with the foliage, to the point where one is uncertain whether he is passing through a city, or just another elven hamlet.

Gloredhel, on the other hand, is a city in both name and fact. Boasting a population of over 100,000 residents, it often has up to an additional 50,000 transients visiting the city. A port city, Gloredhel has a sizable non-elves population, consisting predominantly of humans and half-elves.

The laws of Allira'el tend to be quite loose. "Do what thou wilt, but harm none" stands as the basis of Allira'el's laws. Technically, the nation is a monarchy, with a hereditary bloodline ruling the land. The rulers, however, rarely exert their influence on the populace, leading by example rather than by decree. Only four times in recorded history have Allira'el's rulers seen a need to call the nation to war; the most recent was to aid the dwarves in retaking their homeland.

Allira'el is the first nation to be referred to in the ancient chronicles, and is known to predate nearly every other nation in existence. Its longevity is attributed both to the long lives of its populace and to its remote location. The nation dates back over seven thousand years, formed when twelve of the thirteen elfen tribes agreed to set aside their differences and work together. The thirteenth tribe, the so-called Lost Elves, claims the chronicles, left Allira'el to settle elsewhere and disappeared from sight entirely.

It is unknown who wrote the ancient chronicles. Most scholars today believe that the chronicles were recorded by others from Allira'el's ancient oral traditions, but even this fails to account for the breadth of the chronicles' knowledge and their style. Oral traditions often end up with long narratives in poetic verse, but the chronicles present things in a much less poetic format. Others believe the composer of the chronicles was a dragon; that the oldest surviving copy of the chronicles was written in archaic Corcoranese, not Draconic or Elven, is written off by these scholars as "writing to an audience, not as a diary." Although he neither admits it or denies it, many believe the chronicles were written by the ancient and powerful blue-black dragon named Hiranyagardha, who is highly respected by the nation's leadership for his wisdom. (Hiranyagardha, being the oldest known dragon – indeed, *the* oldest known living being – on Ranoc, is certainly old enough to have penned the chronicles in his youth.)

The nation of Allira'el does not engage in much trade with the other nations of the world, preferring to remain self-sufficient. The city of Gloredhel maintains a booming tourist industry.

Geography

Allira'el's populated areas lie along rivers in the dense rain forests that dominate the majority of the island continent. The two main settlements both lie along rivers; the city of Synaeda lies on the northern coastline in the river delta of the Tigrana River, while Gloredhel lies in the delta region of the Euphrate.

Deeper into the jungles lies a large lake (sometimes called an inland sea) which is the source of the Tigrana.

While it technically claims the mountain range and western coastal plains as part of the nation, these areas are sparsely populated, often with little more than a homestead every dozen miles or so. The residents of these areas are often exiles from the more settled jungles that decided not to leave the continent. The exceptions to this are the iron, copper, and silver mines in the mountain range, which are worked by the villages that have popped up around the mines.

The tallest mountain on the island continent is Mount Calugihonawa, a dormant volcano where Hiranyagardha has made his home. This mountain is not part of the range, but sits separated from it, overlooking the lake from which the Tigrana flows.

Daily Life

The majority of the elves of Allira'el live in small, one-room huts built between fifteen and fifty feet off the ground, usually around a single large tree or supported by a grouping of medium-sized trees. A

network of suspended wood bridges and rope ladders connects each hut to a central platform located roughly thirty feet up a larger tree trunk. Most of the houses are built in and around breadfruit trees, which provide the elves with a high-starch fruit which can either be dried and ground into a flour or baked whole.

In the mountains and western plains, more traditional house designs on the ground are prevalent, although even in these areas the inhabitants will construct large towers whenever possible. In these regions, wheat and millet are more common in the diet than breadfruit.

Once a year, usually before the start of the monsoon season, the underbrush of the forest is burnt away using controlled fires, then plowed. Some crops are planted at this time; others are planted after the monsoons end. Native crops grown in the soil include black rice, lentils, chickpeas, melons, and cotton, with other crops such as peas, carrots, broccoli, cauliflower, parsnips, garlic, and onions having been transplanted at some unknown point in the past. They are also known to cultivate strains of edible mushrooms unique to the continent. Honey and cane sugar are common sweeteners; honey is also used as a preservative.

In addition to breadfruit, many native citrus fruits and bananas are cultivated. Coconut trees are grown along the coastlines, in many clearings, and along the river shores; a breadfruit and coconut pudding is a common evening meal dessert.

Each village has a council of elders who act as the authorities when settling disputes between villagers. The council always includes the village's war chief and the local shaman.

Clothes are primarily made of cotton, woven in light, flowing styles and dyed in a variety of colors; those of higher status wear spider silk instead of cotton. Women typically wear a sari knotted on the left shoulder, under which they wear a short sleeve shirt that bares the midriff; men commonly wear loose-fitting drawstring trousers and a loose collarless tunic. Leather made from various animals is used for more protective wear, such as protective vests, pants, and aprons. While most people go barefoot most of the time, sandals are common footwear among the more martial and in Gloredhel.

Allira'ellians enjoy their music, which is often played on flutes, faunpipes, recorders, dulcimers, and serpents of native design which are able to play in the ultrasonic ranges, and percussion in the subsonic ranges. During planting and harvest seasons, the air is filled with music as the local musicians and singers play to keep the monotony of the work at bay.

Most people in Allira'el give reverence to spirits rather than deities. They believe that their ancestors' spirits inhabit their homes, and spirits of nature surround them. The trees they build their villages around are held in high respect. Each town and village has a shaman – sometimes disparagingly called a "witch doctor" by outsiders – who is equal parts spiritual leader and healer, often calling on the spirits to assist in healing and driving bad spirits away from the ill. Only in Gloredhel does the Teyothi religion hold any sway, with a large temple of the pantheon housing the nation's archbishop.

Native Fauna

Being a semi-tropical jungle, Allira'el is home to a wide range of animal life. Most notably, Allira'el is home to many primates, including chimpanzees, gorillas, baboons, mandrills, macaques, and lemurs. Many families keep lemurs as pets; lemurs are also common familiars for native spellcasters.

Allira'el is also home to jungle tigers, leopards, and elephants, the latter of which are closer to the smaller Indian elephant rather than the larger African bush elephant. Sloths and wild boar are common game animals in the jungle regions; a number of antelope fill this niche in the western coastal plains region.

The rivers are known to be home to schools of barracudas, various freshwater sharks, and porpoises. The river shores are also home to

alligators.

Military

The Allira'el elves do not maintain a standing army, relying on a volunteer militia and their seclusion for security. What soldiers they do have – the town guard – are usually equipped with hardened or beazinted layered leather armor (if they wear armor at all), a spear, a short bow, and a long knife or machete. They rarely use shields; when they do, the shields are usually small shields (occasionally medium shields) made of wood or hardened leather. There are also a few elite archer units that wield longbows, which are protected from the climate using magic. The Allira'el elves do not like the idea of muskets and rifles, or even crossbows for that matter, seeing archery as an art form and source of national pride.

Naming Practices

Folks in Allira'el place their mother's name before their given name. When traveling abroad, the names are often reversed or the mother's name is dropped in favor of simply using the given name. In many cases, the father of a child being named is unknown, so following the mother's line provides the only real form of lineage.

When naming characters, Hindi and East Indian names, and those with that flavor, are common. The names should tend to flow together on the tongue; most have a total of five syllables across both names.

Control Rating:

Civil Liberties: CR 1; very free.

Taxation: CR 1; light and voluntary.

Weaponry: CR 1; very few restrictions.

Magic: CR 2; free with some controls. Air, Plant, Water, and Weather spells are LC 4, with the exception of the Acid and Lightning spells which are LC 3. Body Control, Mind Control, and Necromancy spells, with some exceptions, are LC 1.

Laws:

Arrest: Commonly a town or village sheriff. The sheriff is sometimes accompanied by a posse of temporarily deputized assistants. The posse is especially common when the accused is known to be a powerful wizard or the head of a gang of bandits.

Trials: Fairly rapid, fair, and honest; in front of a judge who is commonly a member of the clergy or nobility. Although operating on a "guilty until proven innocent" standpoint, the accused is permitted great leeway in his efforts to clear his name.

Punishment: Restitution and hard labor are the most common punishments for the majority of crimes; the restitution can either be repairing or replacing stolen/destroyed property or enforced slavery, the latter usually to the victim's family for a period of time. Exile and execution are usually reserved for those convicted of crimes such as corruption of the innocent, serial impiety, and murder.

Technology Level:

Overall: TL 3.

Transportation: Transportation: Stirrups, ocean-going sailing ships; TL 3.

Weapons and Armor: Steel weapons, steel mail, steel segmented plate armor; TL 3.

Power: Heavy horses, horse collars, windmills; TL 3.

Medicine: Bleeding the sick, chemical remedies; TL 2. (Most of the remedies are still herbal in nature.)

Character Notes

Characters native to Allira'el have the following traits:

Languages: Elven (Native Spoken/No Written) [-3]; most of the citizenry is illiterate, not needing to know how to read or write. Teyothi is a common second language, typically known at Accented proficiency (4 points) among those abroad or in the port city of Gloredhel.

Cultural Familiarity: Allira'el [0].

Northern Frontier Region

The Northern Frontier Region consists of the northwestern most mountain ranges of Ophari, and extends eastward along the northern side of Occam's Wall. There is little that unifies the region, save for the language of Northern spoken throughout.

This is a very harsh region to live in. The air is very cold, with long winters and short summers. The western coastline is dotted with hundreds of fjords; the valleys at the farthest edges of the fjords are the most hospitable areas in the entire region. Moving inland, across the northern edge of the Occam's Wall range, the terrain becomes more navigable, but the temperature drops considerably. The average daytime temperature of the region during the summer months is around 40 degrees Fahrenheit. The vegetation is sparse and hardy, and in the farthest northern reaches disappears completely, replaced by glacial ice.

Northern Raider Clans

Capital: North Cove (*de facto*).

Population: Estimated 72,000, possibly as high as three times that.

Racial Demographics: 31% orc, 22% half-orc, 21% human; 9% dwarf, 10% assorted other races.

Government: Tribal, evolving into a feudal system.

Religions: Northern Pantheon.

Imports: Gold, silver, salt, spices, booty.

Exports: Lumber, iron, adamantite, sapphires, mercenaries, boats.

Ruler: Grome the Horrible (*de facto*).

Chief Adviser: Hodr the Ear.

Heir: None named.

In the mountainous coves of the far north lives a society of orc, half-orc, and human barbarians; sea raiders who routinely plunder the coastlines and rivers in their long ships.

Most of these Raiders of the North lie in clan-based hamlets and villages. Only one actual town is known, inhabited by the most powerful and successful raider clan. This town, known only as North Cove, is the *de facto* capital of the Northern Raider Clans.

The current ruler of North Cove, and hence of the Raider Clans in general, is Grome the Horrible, an experienced half-orc of uncommon intelligence and charisma. He has led the Raider Clans as far south as Zitheral, and as far inland as the South Ford kingdom.

North Cove's politics resemble an expanded tribal society that is, under Grome's leadership, slowly evolving into a feudal state. Grome has forced the tribal rulers of the surrounding villages, hamlets, and thorps to pay allegiance to him. These tribal rulers, generally called Jarls, haven't yet determined their own pecking order. Grome's closest adviser is an old, blind orf named Hodr, who has the epithet "the Ear" due to his exceptionally sharp hearing.

North Cove's laws are simple: anything is legal until you get caught. If a fight breaks out in a tavern, the town watch rarely steps in until after the dust has settled enough to place people in jail for the next day or two. Stealing is not a crime unless the victim catches the thief in the act, or when Grome or one of his inner circle are involved. Killing, when not done in combat or a duel, is punished by ritual

sacrifice of the murderer to one of the gods. Magic use is tolerated, although priests and shamans get more leeway than arcane casters.

For the most part, the raider clans are divided into four classes: the rulers, the raiders, the slaves, and everyone else (the commoners or working class). The rulers are the tribal leader, his family, and his advisers; and the raiders are warriors and sailors who engage in raiding parties along the coastlines. As can be expected, slaves are those who have been enslaved by the raiders and brought back to the settlements. Everyone else is just that: everyone else. They can earn money, buy and sell goods, including slaves, and all the rest, but are at the mercy of the raiders and the rulers. Unlike in the Teyoth region to the south, it is possible to move up from a slave to become a jarl through one's own efforts.

Surrounding North Cove are a number of conifer forests, which the inhabitants use to provide lumber for their long ships. In the mountains are mines containing coal, iron, tin, zinc, and other metals. Sapphires and adamantine, both highly prized by the southern nations, are also mined in the mountains.

Naturally, other villages, hamlets, and thorps exist in the mountainous coastal regions of the far north. Most of these villages pay tribute, usually in booty gathered, to North Cove.

Populations of the other villages vary. Some are primarily orc camps; others have sizable human populations. Nearly all of them have half-orcs in them; usually the half-orcs gain the primary positions of power through a combination of intelligence and brute strength. Often, the orc and human villages will wage war on each other, sometimes decimating the loser and taking their women and children as slaves, slaughtering the men.

While best known – and feared – as raiders, the Northern Clans are also interested in trade. Their ships are capable of transporting up to a hundred tons of cargo both over the open ocean and far upriver where most others' ships cannot go. This enables the Clans to conduct trade with such disparate peoples as the halflings of Evalon via the Red River that cuts through the nation of Redwater; the inland nations of South Ford, Hrigak, and Itumum via the Uribe, Narfolia, and Varfenel Rivers; the Umojan nations of New Hope and Shakdran; and the desert nomads of the Vast Expanse, traveling up the Chione River from Freehold. There is even a rumor circulating that the Clans' largest "dragon ships" have been spotted in the ports of Gehong. Even so, common knowledge in other regions claims that the only difference between a Clan raiding ship and a Clan trading ship is how much booty it is carrying and willing to sell.

Geography

Some farther south have said that the Northern Raiders live on the sea, and this is not far from the truth. The majority of the Clans live in the fjords of the mountains of the Northern Frontier, deep inlets of the sea which carve into the tall mountains along the coastline, some nearly 100 miles in length. Rivers run into the fjords, and the Clans build their towns and farms along the rivers.

The seas surrounding the Northern Frontier can be rough, particularly in bad weather. Even in good weather, the seas of the Northern Frontier can be hazardous, primarily from whales, giant squid, and the occasional sea serpent.

Daily Life

Life in the Northern Frontier is often harsh and unforgiving. Most Northern Raiders live simple lives of fishing, hunting, and agriculture in small villages. In their home regions, they are a surprisingly friendly people.

Due to their short growing season, the staple grains are rye, barley, and oats, supplemented with whale meat and fish, most commonly salmon, cod, herring, sardines, mackerel, and trout. Shellfish, most notably prawns, crabs, and lobster, are delicacies. Other common

Grome the Horrible

275 points

Grome the Horrible began his life as the illegitimate son of a lesser orc raider from North Cove and a human woman from the Teyoth nation of Marach who was taken as a slave after a daring raid on a coastal village.

As Grome grew to adulthood, his savagery in combat was noticed, as was his ability to out-think his enemies and inspire those around him. Soon, others in the Clan were turning to him for leadership, something the rulers of North Cove at the time greatly feared. Following one particularly brutal raid, the leadership accused Grome of cowardice – despite evidence to the contrary – had him branded with the rune for "coward" on his forehead, and banished him into the wilderness.

Grome, however, survived thanks to several other Raiders who were loyal to him. Withstanding the pain of a second branding, the mark on his forehead was changed to the rune for "warrior" (this was possible due to the difference of a single stroke between the two brands).

Grome immediately led a contingent of warriors into North Cove, overthrowing and slaughtering the leadership that had exiled him. Since then, he has visited many of the other towns, villages, and hamlets of the region, forcing their chiefs to pay him tribute.

Grome is a suitable Patron or Enemy for a PC or group of PCs.

Attributes: ST 13 [20*]; DX 12 [40]; IQ 12 [40]; HT 12 [20].

Secondary Characteristics: Damage 1d/2d-1; BL 34 lbs.; HP 13 [0]; Will 12 [0]; Per 12 [0]; FP 12 [0]; Basic Speed 6 [0]; Basic Move 6 [0].

Languages: Teyothi (Spoken Accented; Written Semi-Literate) [3]; Northern (Spoken Native; Written Semi-Literate) (Native Language) [-2].

Cultural Familiarities: Northern Raider (Native) [0].

Advantages: Absolute Direction [5]; Charisma 3 [15]; Combat Reflexes [15]; Enhanced Parry (All Parries) +3 [30]; Fearlessness 3 [6]; Half-Orc [19]; Hard to Kill 3 [6]; Hard to Subdue 2 [4]; Single-Minded [5]; Social Regard (Feared) 2 [10]; Status 4 [20]; Very Fit [15]; Wealth (Wealthy) [20].

Perks: Alcohol Tolerance [1].

Disadvantages: Bloodlust (12) [-10]; Bully (12) [-10]; Code of Honor (Northerner's) [-5]; Megalomania [-10]; No Sense of Smell/Taste [-5]; One Eye [-15]; Truthfulness (9) [-7].

Quirks: Dislikes Goblins; Distinctive Feature: Brand on His Forehead; Habit: Bounces His Knee When Bored; Minor Handicap: Bum Knee; Wants to Unite the Clans [-5].

Skills: Axe/Mace (A) DX+2 [8] - 14; Boxing (A) DX+2 [8] - 14; Brawling (E) DX+2 [4] - 14; Crossbow (E) DX+0 [1] - 12; Games (Rotah) (E) IQ+0 [1] - 12; Intimidation (A) Will+1 [4] - 13; Leadership (A) IQ+3 [2] - 15†; Politics (A) IQ-1 [1] - 11; Public Speaking (A) IQ+2 [1] - 14‡; Shield (E) DX+2 [4] - 14; Survival (Mountain) (A) Per+0 [2] - 12; Survival (Open Ocean) (A) Per+0 [2] - 12; Swimming (E) HT+0 [1] - 12; Tactics (H) IQ+0 [4] - 12; Two-Handed Axe/Mace (A) DX+0 [7] - 14‡.

* +1 from Half-Orc racial template.

† +3 from Charisma.

‡ Defaulted from Axe/Mace.

crops include cabbage, onions, garlic, leeks, turnips, peas, and beans. Every house has an herb garden with dill, parsley, mustard, horseradish, and thyme. Planting season is in the spring, and harvest in the late summer or early fall.

Many villages have orchards of apple, pear, and cherry trees;

hazelnut trees are also popular. One popular drink among the lower classes is hazelbrau, a tisane made of ground roasted hazelnuts. Acorns from oak trees also produce a tisane similar to coffee called nutbrau.

Most farms raise cattle, goats, pigs, sheep, chickens, and ducks; the most affluent also raise horses. All of these animals – even the horses – are often raised for their meat, while the chickens and ducks are also raised for their eggs. Cow milk is most often used to make cheese and butter, though on special occasions it is drunk fresh; sour whey from the milk is used to preserve meats. Stallions and bulls are often castrated while young to be raised as work animals.

Honey is the primary sweetener and preservative. It is also the primary ingredient in mead, which is brewed and drunk in a manner similar to ale in the southern climes, often flavored with local spices or fruit juices. Beer brewed from rye and barley is also a common drink, as are ciders brewed from apples and pears; ciders are either served hot with various local spices or cold. Frost-distilled applejack (distilled cider) and honeyjack (distilled mead) are popular hard liquors. Wine is rarely available, unless brought home from a raiding or trading expedition.

Houses are built low to the ground and partially underground; it's common to step down into a house. Houses are generally built in circular or rectangular designs with steep sloping roofs; it's not uncommon for the roofs of homes to be covered with dirt and grass, which provides excellent insulation during the long, cold winters. The center of the house is dominated by a central hearth, which provides heat for the entire house as well as for cooking; smoke from the fire is released through small chimneys in the roof which are designed to prevent rain and snow from entering. The houses are lit by fish oil and whale oil lanterns; there are no windows, as the climate discourages the building of many openings in a house in order to retain heat. The inside walls of the houses are lined with platforms used for sleeping. Only the more affluent – generally the jarls and their families – build multi-story houses with lavishly decorated beds and separate rooms for different purposes. A feature common to all houses is a basement meat locker which is packed with ice harvested from lakes during the long winters.

Towns, villages, and even isolated farms are built with protective wooden walls surrounding them.

The summer months are generally spent on the sea, raiding and trading with the Teyothi and coastal Rochladastacht regions, occasionally venturing as far as Freehold (and reportedly as far as the remote Gehong region).

Despite their warlike nature, the Northern Raiders are a very pious people, having religious rituals for everything from planting the fields and building a new ship to the convocation of the Ting (see below) and funerary rites. Each house has a shrine to the gods of the household near the central hearth, and each town has a temple to the central gods of the region.

Cultural Values

The Northern Raider Clans value the following as virtues: Honor, Hospitality, Honesty, Cleverness, and Luck.

"Honor" to a Northern Raider means many things. First and foremost is the idea that a person's word is his bond; a raider who pledges his word is honor-bound not to break it. A northerner who breaks his word of honor is never trusted again; many who break their word more than once are branded on their face, marking them as dishonorable.

Hospitality is of almost equal importance to a Northerner as honor. A man who opens his house to his friends who need aid is considered a just man; one who opens his house to a total stranger in need is held in high regard. Furthermore, a guest should never impose too much upon his host, and offer to help out however and whenever possible.

Honesty (in game terms, the Truthfulness disadvantage) is also of importance. Northerners value telling the truth; a man who consistently tells the truth will be held in high regard by everyone. Likewise, a man who consistently lies to his neighbors will develop a very bad reputation, never be trusted.

Cleverness is also of value. To take spoils from a battle by brute force is a feat to be respected, but to pull off a successful raid by tricking the enemy into giving up any advantage held is a feat worthy of a song of remembrance. One well-known raid on the Redwater port city of Pira involved the crew of a ship, composed primarily of humans with some half-orcs, pulling into the city, claiming their captain had recently died of a debilitating illness after converting to their religion. The crew claimed to want to give the captain a Redwater funeral. During the funeral ceremony, the captain burst from his coffin, sword in hand, and proceeded to slaughter the priests and onlookers at the funeral; the ship's warriors then pillaged the temple before returning to their longship. The captain had deliberately faked his conversion to the Redwater religion in order to get into the temple with minimal loss to the clan.

It may seem as though cleverness can run contrary to honesty and possibly even hospitality. The key here is remembering that a Northern Raider's sense of honesty and hospitality generally only extends to others while in the Northern Frontier itself or to other Clans. Furthermore, Redwater is a prime target for the Northern Raiders for two reasons. The first is its proximity to their home. The second, however, is Redwater's intolerant religion persecuting orcs, half-orcs, and those who do not adhere to their religion.

Luck is the final virtue, and the one most Northern Raiders tend to pray for as opposed to working to possess. Luck, after all, is something that only the gods can grant; a person may be lucky through no fault of his own.

The Northern Raider Clans are also known for their gender equality. Nearly half of the raiders on the sea are women, as are many jarls encountered; many shieldmaidens are held as local heroes across the region.

The Ting, Duels, and Feuds

The ruling council of every town is called the "Ting". The Ting is presided over by the local Jarl, but his power during the meeting is as an administrator and occasional tie-breaker. Most often, a Ting is convened on a monthly basis to settle disputes that have cropped up between various families.

Should the Ting fail to settle the dispute, or if the parties involved do not want to go before the Ting, the matter can be settled by dueling. A duel is fought between two people, both with a broadsword and a shield. Due to the nature of northern shields, which are cheaply made and considered expendable, a northern duelist is allowed three shields. The duel is generally fought until one of the parties yields or is killed – there is no dishonor in losing a duel by either method.

If a duel is an indication that normal methods failed to resolve an issue, a feud is certainly an indication that the duel failed to. Feuds are fought between families, and have at times been responsible for the decimation of entire towns. A feud can be fought as open combat between the families, but more often than not the feud is fought by one family then the other eliminating the person in the opposing family held to be the "best" person. Note that the "best" person may not be the person responsible for the start or continuation of the feud, and may in fact be someone working to end it! Upon the death of the best man, someone in the victimized family will then retaliate by killing the best man of the other family, and so it cycles until one side or the other either dies out or calls for a truce – and truces only last as long as no one triggers the feud again. A feud may last generations, to the point where neither side remembers how the feud started.

Native Fauna

Reindeer and elk are the two primary game animals hunted by the Northern Raiders, along with the red and roe deer; reindeer are also occasionally captured and domesticated, proving adept at being trained to pull wagons. Brown bears are the primary predators which are known to occasionally attack the Raiders, though other predators also exist: the lynx, arctic and red foxes, and the wolverine are most commonly encountered and/or hunted. Boars and cave bears are also known to exist; cave bears are native to the region, while boars have recently invaded from the south. Farther north, the brown and cave bears are replaced by polar bears, and the coasts have more seals, sea lions, and walruses.

The Northern Frontier is also home to many kinds of weasel and rodents; because the weasels – commonly the pine marten, stoat, and red weasel – feed on rodents, which are known to get into food storage bins, the Northern Raiders generally leave the weasel population alone, and occasionally adopt a family of weasels as pets.

Military

Most of the Northern Raider Clans do not have a standing military. Instead, all able-bodied men and women are expected to engage in the frequent raids and come to the clan's defense. Most are equipped with spears or axes, and carry wooden shields (usually round medium shields). A few, usually the clan's war chief and his lieutenants, may wield broadswords, longswords, or bastard swords. Greatswords and greataxes are common among what are known as berserkers, warriors who eschew armor altogether and are reputed to enter a battle fury.

Everyone in the clans is trained in shipboard operations. Generally this is reserved for rowing and steering the ship, although a few notable seafarers are able to navigate the open seas.

Very few clans use ranged weapons; those that do tend to use spears and javelins. One orc clan, however, has become extremely proficient in the use of longbows; there are tales of their chieftain downing charging giant boars and cave bears with one shot from his bow.

Naming Practices

Northern raiders have a given name followed by either the father's name with a -son or -dötter suffix or a by-name. This by-name is either descriptive or topographic, often preceded by "the" if descriptive or "of" or "from" if topographic. None of these surnames are as yet hereditary.

When naming Northern Raiders, names based on Old Norse, Norwegian, Icelandic, Swedish, or Danish work best.

Control Rating

Civil Liberties: Varies greatly. Individual towns, villages, hamlets, and thorps run the gamut from CR 0 to CR 6, though most lean towards a preference for personal freedoms (CR 0 to 2). North Cove itself is CR 1; Grome prefers a people who are free and following willingly.

Taxation: CR 2; Grome has started demanding tribute from the Jarls, but intentionally keeps it light.

Weaponry: CR 1; few controls on weapons, as even slaves are permitted to own weapons for hunting or the defense of the community, though they are restricted from owning various weapons that can be concealed from their owners.

Magic: CR 1; very few controls. Necromancy spells are LC1, all others LC4.

Laws

Arrest: Commonly a town sheriff, but quite often a group of people take matters into their own hands to apprehend someone.

Trials: Fairly rapid, often noisy and informal; trial is often in front

of a Jarl who acts as judge. Sometimes they are fair; other times, they are nothing less than a kangaroo court with a predetermined outcome. Trials by combat are also valid, should the defendant demand one. Such trials by combat are handled as a duel between the accused and the accuser; either side may use a champion in their stead.

Punishment: Beatings, public humiliation, and restitution are the most common punishments for minor offenses. Humiliation often comes in the form of being led by bound wrists through public areas while naked behind a horse or ox, or being thrown in the stocks in the middle of the town square. In both cases, it's not uncommon for the humiliated to have people throwing rotten eggs and fruit at the offender. Branding, maiming, and forced slavery are generally reserved for more serious crimes, including theft, dishonorable conduct, and cowardice in battle. Exile is not uncommon for those found guilty of treason against the Clan or the Jarl. Execution is reserved for unrepentant murderers and those deemed too dangerous for exile; those who break their exile are generally also executed. Note that killing one's opponent during a ritual duel is not considered a crime.

Technology Level

Overall: TL 3.

Transportation: Stirrups, ocean-going sailing ships; TL 3.

Weapons and Armor: Steel weapons, steel mail, steel plate armor; TL 3.

Power: Horses, water wheels; TL 2.

Medicine: Surgery, animal husbandry, fermentation; TL 1.

Character Notes

The following traits are standard for natives of the Northern Raider Clans:

Languages: Northern (Native Spoken, No Written) [-3]. Those who regularly travel abroad also know Teyothi (Accented Spoken, No Written) [2]. The majority of Northern Raiders are illiterate, as their lives leave little time for actually learning to read and write; the secret of "drawing sounds" is commonly reserved for the few holy men and women of the Clans. A number of Clan elders, however, have broken this tradition in the past by learning the Teyothi script.

Cultural Familiarity: Northern Raider (Native) [0].

Disadvantages: Most Northern Raiders have Code of Honor (Northerner's) [-5] or Code of Honor (Pirate's) [-5].

Skills: Most raiders are expected to have, at a minimum, Oarsman-10 or Seamanship-10, Shield-12 (Block-9), and any one Melee Weapon skill at 12 (Parry-9).

Minor Settlements

Capital: None; each settlement is on its own.

Population: estimated 350,000, possibly as high as a million.

Racial Demographics: 30% human, 29% orc, 26% half-orc, 15% assorted others.

Government: Varies.

Religions: Varies.

Imports: Grain, tools, alcoholic beverages, salt.

Exports: Iron, gold, silver, lumber, furs.

Ruler: None; each settlement has its own leaders.

On the other side of the Northern Mountains from the fjords of the Northern Raider Clans, the temperatures drop considerably. Here the land is mostly a frozen tundra interspersed with evergreen trees, hardy shrubs, and giant mushrooms. Temperatures rarely get above freezing, and precipitation is rare.

Despite these harsh conditions, life thrives here: wolves, bears,

wolverines, reindeer, and elk call this land home, as do people. Hundreds if not thousands of small minor settlements dot the landscape, stretching from the foothills of the Northern Mountains along the northern edges of Occam's Wall and the Wyrmspire Mountains to as far north and northeast as they dare. While many of these settlements have existed for decades to centuries, reports of relatively easy to reach veins of gold and silver have created a "gold rush" mentality, with men and women seeking their fortunes headed north. Most of these would-be prospectors are not prepared for the climate, and few last a month before returning home or dying of exposure (or worse).

Each settlement is essentially its own nation. The majority are little more than villages of around 100 people or less, though a few towns of up to a thousand people have cropped up on rivers and richer veins of ore. Most of these settlements are effectively Athenian democracies, but several are more authoritarian, with a leader whose often self-appointed title ranges from "Lord" to "King" or even "Emperor". Theocracies with priest-kings are not unheard of either; the harsh life tends to produce very pious people.

Geography

This stretch of the Northern Frontier is hilly with forests in the south and west, nestled up against the mountains of the Northern, Wyrmspire, and Occam's Wall ranges, and becomes flatter the farther north one goes, shifting into tundra and, in the northernmost reaches, glaciers.

Daily Life

Farming is impossible in this region, even with the assistance of magic, so hunting and fishing are the most common sources of food. As can be expected, venison is the staple of the diet, with various freshwater fish being common. Nutbrau is the most common hot beverage served, while imported beers, ciders, and meads are heated up and served in the taverns. Native berries, hardy root vegetables, and various mushrooms supplement the diet.

While most new people head north to mine or pan for gold and silver, it's a widely accepted fact among all the settlements that the people getting richest are the tavern owners, the washerwomen, and the blacksmiths and merchants who sell and repair tools such as picks and shovels. In most settlements, the tavern doubles as the local meeting house, church, and courthouse, with the tavern owner becoming the local magistrate, officially or otherwise.

Most people travel on foot. Those traveling more than a day from their homes, including merchants making the circuit between settlements, travel by means of dogsled. Most people own two dogs to assist in hunting and trained to pull their sled; merchants have teams of up to a dozen dogs pulling theirs. These are the larger working breeds, generally huskies and wolfhounds; many dogs have wolf blood in them, as some wolves will occasionally join the "pack" of well-fed sled dogs. Only the richest own sleighs pulled by reindeer.

Most homes are small, being round and dug into the tundra, with low walls and turf on the roofs for insulation. Beds are furs on raised wooden platforms; for heat, everyone in the house huddles together under the furs with the dogs. The houses have a central hearth with a slow burning fire that is never permitted to fully go out.

Native Fauna

The primary game animals are deer, elk, reindeer, aurochs, and brown bears. In the northernmost reaches, polar bears replace browns. Wolves and wolverines are common threats; frost worms are not uncommon in the northernmost reaches. Other wild animals include badgers, minks, ermines, beavers, and lynxes, many of which are trapped and killed for their furs.

Domestically, nearly everyone owns dogs. Occasionally, a lynx

will adopt a family, sharing its catch with people it decides it likes. Ferrets and other smaller weasels are occasionally seen as pets. Rabbits are the one invasive species brought from the south who have thrived, both in captivity and hunted for food.

Military

In most settlements, there is no true military. Most have a sheriff, marshal, or constable to enforce what few laws there are and basically keep the peace, with a militia headed by said lawman that drills once a week in order to defend the village. The most common weapons wielded by these militias are spears and wooden shields, with long knives or short swords as sidearms; the most common armor is hardened or bezainted leather. As with all things in the Northern Frontier, however, the individual weapons and armor can vary greatly from place to place, and even person to person.

Naming Practices

Natives from this part of the Northern Frontier do not use surnames, though descriptive or genealogical by-names are not uncommon. Those who have moved into this area from outside follow the naming practices of their home nation.

When naming natives of the region, Finno-Ugric, Hungarian, and Siberian names, and those with that flavor, are best. Of course, those whose families have migrated into the region during the gold rush will follow the naming practices of their native regions.

Control Rating

These will vary wildly based on the laws of any given settlement. Some places will be harsh, oppressive, and unforgiving, while others will be as close to an anarchist utopia as is practical.

Laws

Arrest: In most cases, arrests are handled by the village sheriff, constable, marshal, or his designated deputy. Lynch mobs are not unheard of, either.

Trials: Most trials occur in the local tavern with the innkeeper or town leader acting as judge. In newer villages these are noisy and informal; juries, if any, tend to be whoever is on hand and mostly sober at the time.

Punishments: Most charges require restitution. Serious crimes such as theft and murder are handled by either exile or execution, as very few places have built any place to hold prisoners.

Technology Level

Overall: TL 3/4.

Transportation: (support) Skis, dogsleds; (access to) stagecoach, precise navigation; TL 0/4.

Weapons and Armor: (support) Steel weapons, plate armor; (access to) muskets and pikes; TL 3/4.

Power: (support) Heavy horses, horse-collars, windmills; (access to) improved windmills, belt drives, clockwork; TL 3/4

Medicine: Crude prostheses, anatomical science; TL 3.

Character Notes:

The following traits are standard for natives to the Northern Frontier Minor Settlements:

Languages: Northern (Native Spoken/Illiterate) [-3]. Very few natives are literate. Migrants from the south tend to speak either Teyothi or Rochladisch, though a few also speak Dwarven.

Cultural Familiarities: Northern Frontier [0].

Skills: Survival (Arctic, Woodland, or Mountain) at Per+0 [2], depending on where in the frontier you're from. Animal Handling (Canines)-10 and Teamster (Canines)-10 or better are also expected. Bow, Crossbow, Sling, or Guns (Musket or Rifle) at 12 or better is

expected of hunters.

Tayoth Region

The Teyoth Region extends from the southern edge of the Northern Mountains to the corner where the Western Ocean meets the Zin Ocean, and from the foothills of the Wyrmspire Mountains to the shores of the Western Ocean. The region covers a range of climates and terrains, with hilly terrain in the temperate northern areas smoothing out into a coastal plain in the sub-tropical southern part. The northern areas are dominated by mixed deciduous and conifer forests, the central area is a grassy plain, and the southern edge has numerous sub-tropical forests.

Originally, the Teyoth region was settled by numerous city-states of varying races. In time, these city-states grouped themselves into nations. Twice in recorded history these nations were united into an empire, the last and most recent being the Great Empire of Man. One hundred years ago, this empire came to an end, leaving behind a number of warring nations. So far, three "Wars of Succession" have been fought by two nations, Marach and Ritaegno, and the kingdom of Redwater has become increasingly hostile to non-humans.

Redwater

Capital: Veloria.

Population: 3,740,000.

Racial Demographics: 99% human, 0.7% half-orc, 0.3% half-elf.

Government: Monarchy, with a behind-the-scenes Theocracy.

Religions: Church of the One True God; Teyoth Pantheon (in secret).

Imports: Silks, tea, spices, wheat.

Exports: Coal, tin, fish oil, whale oil, furs.

Rulers: His Majesty, King Richard VII; Her Majesty, Queen Elizabeth.

Chief Advisor: His Highness, Grand Duke Lucas Halliwell.

Crown Prince: His Royal Highness, Prince Reginald Halliwell.

The Kingdom of Redwater is a strictly human nation known for its numerous atrocities against non-humans. While technically a hereditary absolute monarchy, the rulers are currently figureheads and spokespeople for the real power in the kingdom: the Church.

Unlike the rest of the Teyoth region, which worships a pantheon of deities, Redwater worships a single deity called Yohévohé. The Cardinal heads the church, and there is a Bishop in every town above 1,000 people in the kingdom; the current Cardinal is Cardinal Hamel. Priests of the "One True God" refuse to even utter the name, believing it blasphemous to even mention the name of their god. It is the Church who is responsible for the atrocities against non-humans, slaughtering non-humans on sight; only half-elves and half-orcs are commonly spared, being pressed into slavery with no hope of buying their freedom. Humans, claims the Church, are the One True God's Chosen People and set to inherit the world. Everyone else is a pale imitation, if not outright mockery, of the Chosen People.

In addition to all this, any magic apart from the Church's priests is strictly forbidden, under penalty of death. This includes wizards, sorcerers, alchemists, shamans, and priests of "pagan" deities. Herbalists are better able to hide their magic than most, and while still persecuted do not live in constant fear like their counterparts.

Redwater's laws are very restrictive, with punishments ranging from stiff fines to hard labor, public humiliation, and, for the most grievous offenses, public executions by beheading. All trials, when they happen, operate under a "guilty until proven innocent" set of rulings.

This oppressive system has become the spawning ground for the other thing Redwater is infamous for: organized crime. Much more

than just a mere Thieves' Guild, the criminal element in Redwater is known to have its fingers in everything from smuggling to extortion, racketeering, prostitution, drugs, and even arcane magic items. All of this is done right under the noses of the priests and Bishops, usually through bribery and blackmail of Church and city officials.

Lately, rumors have been circulating about a mysterious "Black Vault" owned by Redwater. In their purges of "unholy" magic, they acquired a large number of magic items. As these items were forbidden by the Church, many were destroyed; however, a few proved to be indestructible. The "Black Vault," as it is known, was developed as a storage facility for these items. No one (outside the Church's upper hierarchy) seems to know where this "Black Vault" is located, although the rumors indicate that it is on an island. Oddly enough, while the Crusaders and priests of the One True God tend to deny other rumors about Redwater's practices about such things, they do not deny this one . . . but they do not confirm it, either.

On the eastern end of the kingdom, along the border with Evalon, are a series of abandoned cities, known collectively as the Dead Zone. Two of these cities are known to have large infestations of intelligent undead (generally ghouls and wights), the third has a sizable gargoyle population, and the fourth (on the map on the next page, the one farthest north) is currently a complete unknown, with no reports of what's currently going on there. The leaders of the country are currently downplaying the undead infestations, as to not alarm the populace, while at the same time using them as a rallying point in their speeches against non-humans. The Church leaders conveniently hide the fact that Evalonian caravans have disappeared in those same regions without a trace.

Geography

Redwater's climate is harsher than the rest of the Teyoth region, having colder winters and shorter summers than its neighbors to the south. The nation extends from the Bay of Marach to the foothills of the Northern Frontier, with two main rivers running east to west. The Red River runs out of Evalon, fed by the North River and the Serb River that flow out of the Northern Frontier, and gets its name from the high clay content which gives the river a perpetually red color. The Floenry River runs almost parallel to the Red. During the short spring, the melting snows of the mountains cause the North, Serb, and Red Rivers to flood their banks, depositing a fresh layer of sediment for the growing season.

The northern reaches of the Kingdom, butting up against the mountains of the Northern Frontier, are home to large forests of evergreen trees, primarily pine and fir. The rest of the nation is noted for tall hills, most of which are dotted with mixed forests.

Daily Life

Over the last few hundred years, the Church of the One True God has become ever present in Redwater society. Redwaterians are generally a very pious people, holding their religious leaders in high esteem and believing in the teachings of the One God, handed down to them by the priests and in reading the new printings of the One God's holy book.

Houses in Redwater are built low to the ground, and in the northern reaches are built into the ground, stepping down into the houses. Houses are made of a combination of stone and wood, with a lath and plaster construction on the walls and ceilings on a stone foundation, which is then plastered over entirely; the plaster is usually made from red clay, which is then stained or painted to prevent

erosion. Exterior plaster is often created with decorative relief patterns. Barns are also built with this style construction. Stone is more common in cities than in the countryside, the largest buildings being made with interlocking stone using a clay mortar. Most people live in one- and two-story houses; each house also has a basement food locker which is usually filled with ice harvested from lakes during the winter months.

Houses in the countryside are commonly heated with a wood-burning fireplace; the fireplace and chimney are always made of stone, even if the rest of the house is not, with a metal grate to keep sparks from escaping. Coal furnaces are more common than wood fireplaces in the cities; the coal is typically bituminous coal mined in the northern reaches, although some is imported from Ered-Dûm.

Barley and oats are the two most common grains grown, being hardier than wheat and requiring a shorter growing season. Despite the advances in agriculture and the use of farm hedge magic, wheat is still imported from abroad to help feed the cities. Other common plants grown are root vegetables, such as beets, onions, turnips, parsnips, and carrots.

Honey and sea salt are the most common preservatives; honey is

also the primary sweetener.

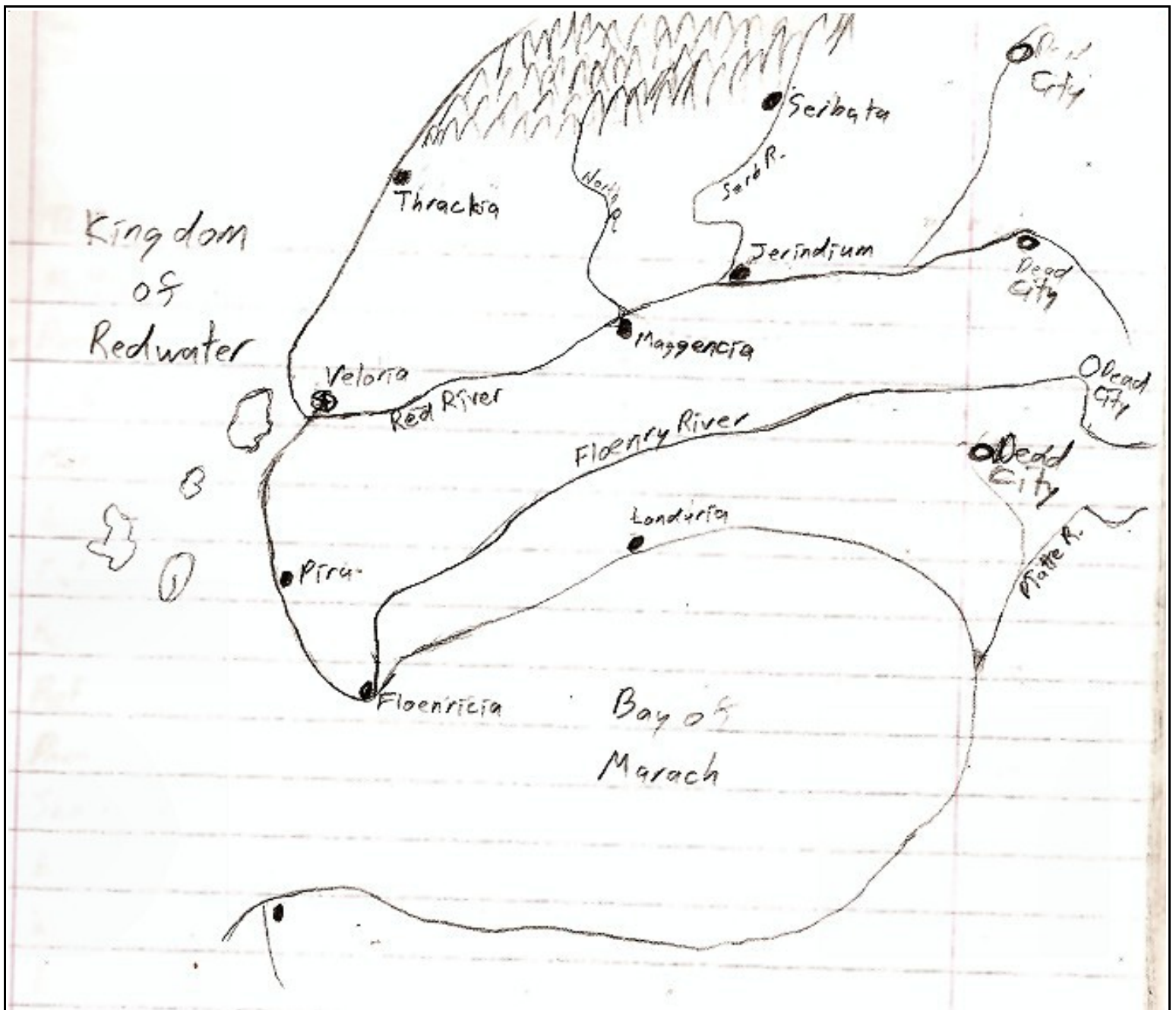
Tea, generally imported from New Hope, has become a staple in Redwater culture.

Native Fauna

The most notable wild fauna encountered in the Redwater region are wild boar, brown and cave bears, red and roe deer, and elk. Wolverines, giant and otherwise, are known to inhabit the mountainous northern borders of the nation. White stags are rumored to exist in the wooded areas still prominent in the region, though this has not been confirmed.

Domestically, sheep, goats, cattle, and pigs are the primary livestock, with male cattle often castrated as a calf unless slated for breeding stock. Horses raised here are larger than most, being used as draft animals and heavy cavalry. To the surprise of many, Redwaterians have farmed deer for the last two centuries; Redwater domestic deer have been bred to have shorter legs than wild deer. Rabbits are also raised in captivity for their meat, though generally by the peasantry.

Wolves are a constant threat to domestic livestock.



Military

Redwater's military is divided into three groups.

The first is the navy. Galleys make up the main naval force; the newest ones are being built with steel plating on the hulls for protection from the cannon used on Marach and Ritaegno ships. Most ships in the navy are equipped with scorpions on the decks, and all ships carry a company of shipboard marines for boarding operations. All marines are equipped with broadswords and either scale or mail armor. Despite this, the navy is outclassed by the navies of Marach and Ritaegno, a fact the Redwater admiralty is painfully aware of; the main duty of the Redwater navy is protection of cargo vessels against pirates.

Second, the knights of the Order of the Righteous Crusade comprise the cavalry of the Redwater military. All are mounted knights, and wear steel cuirasses and sleeves; most also wear steel leggings. Most carry medium shields and wield heavy maces, warhammers, broadswords, bastard swords, spears, or lances.

Lastly, the average infantry soldier makes up the bulk of the standing army. The soldier is equipped with a mail hauberk, with officers wearing a mail suit with a breastplate. He is armed with a spear or polearm, with a shortsword or small mace as a sidearm, and carries a crossbow or short bow for ranged fire. The army operates in ranks; the front rank will always carry a large shield to provide them and their comrades cover.

Naming Practices

People in Redwater use a given name first, followed by a surname if upper class or the occasional by-name if middle or lower class. Surnames are usually patronymic or topographic in origin; by-names are usually descriptive, occupational, or topographic. Most Redwaterians are known solely by their given name.

When naming characters, English and Anglo-Saxon names are best.

Control Rating

Civil Liberties: CR 3 for humans, CR 5 for half-humans (half-elves and half-orcs), and CR 6 for non-humans.

Taxation: CR 4; moderate to heavy taxation.

Weaponry: CR 4; moderate to heavy controls.

Magic: CR 6; banned. Town guards who catch magic-users in the act are authorized to execute the mage on sight.

Laws

Arrest: Most arrests are handled by the town guard, although the Crusaders have been given the power to conduct arrests. Anyone resisting arrest by either fleeing or defending himself is in danger of being executed on the spot, particularly if arrested by Crusaders or if magic or non-humans are involved in any way.

Trials: Redwater's trials operate under a "guilty until proven innocent" accusation, and the accused is often denied legal council, except when the accused is of high Status (minimum Status 2 in order to have legal council). Trials tend to be over quickly, and are always in front of the local magistrate.

Punishment: Public humiliation is popular with the Redwater authorities, as is hard labor. Of course, the death penalty is also common for crimes considered "serious", including violent crimes and those involving magic. Half-humans (half-elves and half-orcs) are automatically put to death for any crime they may be convicted of, no matter how minor.

Technology Level

Transportation: Long-distance coaches, three-masted sailing ships, and precise navigation; TL 4.

Weapons and Armor: Steel weapons, plate armor, fortified castles,

Cardinal Hamel

230 points

Cardinal Hamel is the current head of the Church of the One True God in Redwater. He is an old man, pushing 90 years of age, but still healthy enough to continue making public appearances and giving speeches. Cardinal Hamel is the power behind the throne and the man most responsible for Redwater's present hostility towards non-humans and mages. Several of his sons hold Archbishop positions around the nation, and his oldest daughter was married to three of his political rivals prior to their deaths (though not to all three at the same time).

Unknown to most, Cardinal Hamel has one magical power: he can influence the emotions of those who hear him. This is a power granted to all past Cardinals of the Church through a magic ritual described in the texts and performed by the Bishops of the Church when selecting a Cardinal. This ability is a closely guarded secret of the Church. The Church justifies its endowment of this ability on its Cardinal by claiming that it comes from their God; however, because the ability is *magical and not divinely granted* it is subject to all of the normal magical countermeasures.

Cardinal Hamel is an appropriate Patron or Enemy for a PC or group of PCs.

Attributes: ST 8 [-20]; DX 10 [0]; IQ 13 [60]; HT 8 [-20].

Secondary Characteristics: Damage 1d-3/1d-2; BL 13; HP 8 [0]; Will 13 [0]; Per 13 [0]; FP 8 [0]; Basic Speed 5 [-10]; Basic Move 2 [-15].

Languages: Teyothi (Native) (Native Language) [0].

Cultural Familiarities: Teyoth Region (Native) [0].

Advantages: Charisma 5 [25]; Clerical Investment [5]; Close to Heaven 4 [20]; Indomitable [15]; Legal Immunity 3 [15]; Mind Control (Emotion Control, -50%; Hearing-Based, -20%; Magical, -10%) [10]; Religious Rank 7 [35]; Smooth Operator 2 [30]; Social Regard (Venerated) 1 [5]; Voice [10].

Perks: Honest Face [1].

Disadvantages: Bad Sight (Mitigator: Glasses, -60%) [10]; Chronic Pain (Mild) (2 hours; 9 or less) [-5]; Code of Honor (Professional) [-5]; Fanaticism (Church of the One True God) [-15]; Hard of Hearing [-10]; Intolerance (Total Intolerance, Religious and Racial) [-10]; Megalomania [-10].

Quirks: Alcohol Intolerance; Attentive; Chauvinistic; Horrible Hangovers; Proud [-5].

Skills: Administration (A) IQ+1 [4] – 14; Astronomy/TL4 (Observational) (A) IQ-1 [1] – 12; Body Language (Human) (A) Per+2 [8] – 15; Brainwashing/TL4 (H) IQ [4] – 13; Connoisseur (Literature) (A) IQ-1 [1] – 12; Connoisseur (Visual Arts) (A) IQ [2] – 13; Current Affairs/TL4 (High Culture) (E) IQ+1 [2] – 14; Current Affairs/TL4 (Politics) (E) IQ+1 [2] – 14; Detect Lies (H) Per+1 [2] – 14*†; Diplomacy (H) IQ+5 [8] – 18†‡; Exorcism (H) Will [2] – 13#; Heraldry (A) IQ [1] – 13£; Intimidation (A) Will+4 [8] – 17†; Literature (H) IQ-1 [2] – 12; Politics (A) IQ+7 [12] – 20†‡; Propaganda/TL4 (A) IQ+5 [20] – 18; Public Speaking (A) IQ+12 [12] – 25†‡¥; Religious Ritual (Church of the One True God) (H) IQ+3 [12] – 15; Savoir-Faire (High Society) (E) IQ+4 [4] – 17†; Theology (Church of the One True God) (H) IQ+1 [7] – 14#.

* Defaulted from Body Language

† Includes +2 from Smooth Operator

‡ Includes +2 from Voice

Defaulted from Religious Ritual

£ Defaulted from Savoir-Faire

¥ Includes +5 from Charisma

and pikes. TL 3.

Power: Improved windmills, belt drives, clockwork; TL 4.

Medicine: Optical microscopes; TL 4.

Character Notes

Languages: Teyothi (Native) [0].

Cultural Familiarity: Teyoth Region [0].

Disadvantages: Characters from Redwater should have Intolerance (Total Intolerance) [-10], aimed at mages and non-humans – and often those humans who are not followers of Yohévohé. Half-elves and half-orcs in Redwater possess Social Stigma (Second-Class Citizen) [-10].

Evalon

Capital: Riverside.

Population: 1,780,000.

Racial Demographics: 54% halfling, 42% goblin, 4% other races.

Government: Representative Republic with a ruling Oligarchy.

Religions: Teyothi Pantheon.

Imports: Raw metals, gemstones, incense.

Exports: Lumber, beer, pocket watches, cuckoo clocks.

Chief Senator: Beagan MacDoughall.

Chief Adviser: Tavis O'Reillegh.

Presumed Heir: Celidh MacDoughall.

Evalon is one of the older settled regions in Ophari. Bequeathed to the halfling race as a whole by Emperor Dordendal III of the Great Empire of Man, Evalon is home to practically the entire halfling race; even those that live abroad retain ties to the land. Furthermore, Evalon has the highest percentage of goblins in its borders of any nation, though not the greatest goblin population by raw numbers.

Evalon is divided into seven townships: Riverside, Foothill, Aelfdane, Birkhead, Northcliff, Southampton, and Easton, each centered around a small city of the same name. Each township elects a Sheriff to keep the peace and lead their defense. In addition, each city, town, and barony in the nation elects a representative to sit in the Senate; these Senators are usually elected from noted affluent families, these are usually families whose members have sat in the Senate for generations. The Senate elects a member from within to act as the head of state.

The Sheriff of a township is responsible for the township's safety. To aid him, he often has two or three deputies who act in his stead but still answer to him. In recent years, with neighboring Redwater becoming more and more aggressive, the Sheriffs and deputies in all of the townships have started organizing township militias to help defend the areas. These militias are composed of any able-bodied volunteer, and drill on a regular basis. Should the two nations go to war, Evalon is prepared to fight to the last person to defend themselves.

Evalon is noted among the other nations for its banks, whose owners have a "no questions asked" policy in regards to what is stored in the vaults – and to who owns the vault, as all accounts are keyed only to a number. One of the rumored locations for Redwater's alleged "Black Vault" is an Evalon bank, but critics reject this rumor on account of Redwater's hostility toward the nation.

Evalonian craftsmen are noted for working with extremely delicate clockwork. The most accurate timepieces are of Evalon manufacture, from pocket watches to decorative clocks that sit on many a mantle across the Teyoth region and into the Wyrmspire Mountains and Rochladastacht. (Fortunately, most of the exported time pieces are of halfling manufacture, not goblin.)

Evalon is also known for its hearty beers, which are exported as "beers that drink like a meal". Evalonian beers are in high demand

among religious monasteries and convents across the Teyoth region, including those in Redwater.

Geography

Evalon is divided into grassy hills, forests of evergreen and deciduous trees, and small streams which feed into one of the three main rivers. Two rivers, the Rhione and Danbue, flow out of the Wyrmspire range which sits to the east, merging in the township of Riverside into the Red River. The Floenry River flows from the Wyrmspire range through the southern townships down to the borders of Redwater.

Despite being situated in the northern reaches of the Teyoth region, Evalon is more temperate in its climate than neighboring Redwater. Much of this has to do with the three rivers flowing through it and the numerous hot springs and geysers that pepper the northern townships. The northern townships – Northcliff and Aelfdane – are heavily forested and sit over a geothermal hot spot, which raises the local temperatures to comfortable levels.

Daily Life

Life in Evalon is rather laid back, even with the threat of invasion from Redwater. Things move at a slower pace in Evalon, even in the cities, giving the appearance of a peaceful people. Buildings are commonly built low to the ground with large basements, mostly for warmth during the colder winter months. Barns and houses are built using daub and wattle construction, with wide double doors for passage; the most common daub used is clay brick, though wood is more common in Southampton and Northcliff. The basements are often among the most comfortable areas of the homes. Each home has a coal-burning furnace in the basement, with wood being reserved for kitchen stoves; central wood-burning fireplaces are considered status symbols.

The most typical grains grown are barley and oats, being hardier than wheat and requiring a shorter growing season. Other common plants grown are root vegetables, such as beets, onions, turnips, radishes, parsnips, and carrots. A common side dish in Evalonian cuisine consists of carrots and/or parsnips sliced lengthwise and deep-fried in oil, then salted. Other crops grown are peas, lentils, flax, and beans; orchards of apple, pear, cherry, and hazelnut trees are also common. In most cases, the produce is preserved in sealed jars at harvest time. Apples are generally grown in two flavors: sweet apples for eating, and tart apples for baking; pears are generally only grown in a sweet variety. The Birkhead apple, however, is a hybrid that was developed over centuries of experimentation – sometimes including magic – which is both sweet enough to eat raw while tart enough for baking; the Birkhead apple is also noted for making applesauce and apple butter that are naturally red.

Every home, even those in the cities, has an herb garden which grows native herbs, including but not limited to dill, parsley, thyme, mustard, horseradish, and oregano. Peppercorn and salt are common imported spices.

Honey is the most common sweetener and preservative. In Easton and Southampton, fields of flowers with hundreds of bees flying through them are common sights.

As noted elsewhere, Evalon is noted for its beers, brewed from barley and bittered with hops. In addition, cider is brewed from apples and pears, while a wine, called "cheerwine", is brewed from the many cherry trees that grow here. Cider made from Birkhead apples is, like the applesauce, naturally red, to the point where it is often mistaken as wine by outsiders. Honey is sometimes brewed into mead, though this is less common in Evalon than in Redwater or the Northern Frontier. Cider is sometimes distilled into applejack (even distilled pear cider is called "applejack"), and cheerwine is sometimes distilled into brandy. Like in the Northern Frontier, hazelnuts and acorns are often ground

and brewed into hazelbrau and nutbrau, which is often served with breakfast.

Native Fauna

The most notable wild fauna in Evalon tend to be brown bears, elk – notably the larger Evalon elk – boar, wolves, red and roe deer, white stags, lynxes, giant wolverines, and foxes. Other wild fauna include badgers, beavers, eagles, falcons, otters, martens, minks, regular wolverines, and other large weasels.

Domestically, sheep, goats, pigs, rabbits, and cattle are the primary livestock, with male cattle often castrated as a calf unless slated for breeding stock. Ducks and geese are the more commonly raised fowl, rather than chickens. Larger dog breeds, pigs, and donkeys, rather than horses or oxen, are widely used as mounts and draft animals. Smaller dog breeds (commonly terriers), cats, and ferrets are common pets.

At present, it is the giant wolverine that is the biggest concern to Evalonians, especially in the Northcliff township, which sits up against the Northern Frontier and the Wyrmspire Mountains. Northcliff is also subject to the occasional roaming timber wolf pack.

Military

The Evalon militias tend to be simple folk who have had some training in basic weaponry. As such, they do not know how to use many weapons used by other militaries.

Most Evalon militias are equipped with knives, spears, clubs, axes, and maces, with crossbows and thrown rocks for ranged combat. None of them carry shields, and few of them have any armor heavier than hardened leather, if they have any armor at all.

However, Evalon militias are well-trained in fighting from concealment, and have perfected a trick to make enemies think there are more of them. After the first volley of crossbow fire, fired from concealed positions, a second crossbow is fired while a younger halfing reloads the first. This enables the militia to maintain crossbow fire twice as long as most others. It is believed that the militias would use the same tactics if they got hold of firearms.

Naming Practices

People from Evalon use a given name followed by a hereditary surname. Surnames have been used for thousands of years in this region, long before most others, and are usually patronymic in origin. The prefixes Mc-, Mac-, and O'-, indicating the founder of the line, are common among surnames. The prefixes Fits- and Fitz- are also commonly used, and were originally used to indicate a birth out of wedlock.

When naming characters from Evalon, Gaelic, Celtic, Irish, Scottish, or Welsh names are best. Evalonians tend to speak in similar accents as well.

Control Rating

Civil Liberties: CR 2; the people are essentially free to do what they want, but are prohibited by both tradition and the written law from engaging in actions harmful to others.

Taxation: CR 1; taxes are very light and in most cases voluntary.

Weaponry: CR 2; restrictions are generally "common sense". The biggest restrictions on weaponry and armor are availability and price, not legality.

Magic: CR 1; only Necromancy spells and summoning rituals are forbidden inside Evalon's borders and are considered LC1, while most Body Control, Mind Control, and privacy-invading Knowledge spells are LC2. All other spells are LC4.

Laws

Arrest: Arrests are usually done by one of the local Deputies, and is very humane in its execution.

Trials: Very informal, usually with the Sheriff or a Deputy (not the one that performed the arrest) acting as judge. Guilt is never presumed except when caught in the act, and the defendant is given exceptional leeway to prove his innocence.

Punishment: Evalon prefers restitution, indentured servitude, and exile as their standard punishments.

Technology Level

Transportation: Long-distance coaches, precise navigation; TL 4.

Weapons and Armor: Steel weapons, plate armor; TL 3.

Power: Improved windmills, belt drives, clockwork; TL 4.

Medicine: Optical microscopes; TL 4.

Character Notes

Languages: Teyothi (Native) [0].

Cultural Familiarity: Teyoth Region [0].

Marach

Capital: Saniridon.

Population: 12,040,000.

Government: Monarchy.

Racial Demographics: 72% human, 24% goblin, 4% other races.

Religions: Teyothi Pantheon.

Imports: Tea, spices, porcelain.

Exports: Ships, rifles, lapis lazuli, manufactured goods.

Ruler: His Majesty, King Richard XII of the line of Royden.

Prime Minister: Lord Godric Russell.

Crown Prince: His Royal Highness, Prince Richard of the line of Royden.

The Kingdom of Marach is one of the most technologically advanced nations in the western world, and the primary rival of another.

Both Marach and its rival Ritaegno are remnants of the Great Empire, a human empire that rose to power a thousand years ago that stretched from Redwater to Zitheral, and from the Wyrmspire Mountains to the ocean coastline.

Lately, the rulers of the Kingdom of Marach, and the powers that exist behind closed doors, have been making noises about military expansions into currently uncontrolled areas in an attempt to recreate the Great Empire. These noises make the rulers in Ritaegno nervous, and are the prime source of contention between the two powers. To date, the two nations have fought three wars (and countless minor border skirmishes) since the breakup of the Great Empire, the last of which utilized muskets on both sides.

While a hereditary kingdom, the king's rule is not absolute. King Richard XII shares power with the Parliament. The Prime Minister heads the Parliament's House of Commons, while the Crown Prince heads the House of Lords. The Commons have power over taxation, spending, and internal policy, while the Lords have the power only to block actions by the Commons. The Prime Minister is nominally appointed by the King, although it is tradition for the Prime Minister to be selected from within the Commons.

Geography

The Kingdom of Marach sits along the southern coastline of the Bay of Marach, with the Derfluss River flowing through it. Away from the coastlines the terrain becomes hillier, alternating between farmland, pastures, and mixed forests. The southern border of Marach lies in an area of tall hills which run right to the coastline.

Marach's territory includes numerous rocky islands, some of which are accessible only by shallow boats, as any ship with a draft of more

than 4 feet is subject to running into one of the many rocks that surround the islands.

History

The first nation to exist in the region currently occupied by the Kingdom of Marach was the original goblin and hobgoblin civilization of Sanir. Very little is known about this civilization, as it was destroyed millennia ago by the human Corcoran civilization. The royal city of Sanirdon is believed to sit atop the very ruins of the ancient Sanir.

During the initial city-state period, Corcoran was the leading city of the region, rivaled only by Sanirdon, Rachton, Caer Abrecan, and Caer Nerthus (the latter two ended up in Ritaegno when the borders were drawn). These five city-states alternately cooperated and warred with each other constantly, uniting only briefly to fend off an invasion from the southern Zitherean Empire (which was located in what is present-day Zitheral and Gor Ansat).

During the height of the Great Empire of Man, the area of present-day Marach was the seat of Imperial power. The Imperial capital bounced between Corcoran, Marton, and Rachton, while Sanirdon was chosen as the province's permanent capital. During the decline of the Great Empire, Sanirdon's influence grew while the other three diminished.

Following the Second War of Succession, which was an attempt by Ritaegno to re-establish the Great Empire, Marach acquired muskets and cannon. The proliferation of these weapons inspired Marach to begin the Third War of Succession, until they discovered that their rival Ritaegno also possessed the weapons.

Daily Life

The people of Marach are well aware they are living in a time of new discoveries and rediscovered classics. There is a resurgence of the arts and an interest in scientific pursuits, with families saving up to send their younger children to universities – both in Marach's cities and abroad – to further their educations. This has led to an increase in doctors, lawyers, play-writes, mages, artists, engineers, and merchants in Marach than in prior generations. Playhouses are common in every town and city, with weekly performances of plays in the smaller towns and daily performances in cities.

Marach's cities are centers of manufacturing, with native iron and pewter turned into cookware, cutlery, fencing, and similar utilitarian yet decorative metalwork. The process of making gunpowder has recently been reverse-engineered, and the number of saltpeter and sulfur mines have increased.

Houses in Marach are built using a wattle and daub method, using wood and clay as the daub, and covered with plaster. Most houses have coal-burning furnaces instead of wood fireplaces. Most rural houses use the ground level as stables for livestock, with the family living in the floor above it. Thatched roofs are common, due to the warmer weather coming in off the coastlines.

Wheat and barley are the primary grains grown, with oats and rye grown as fodder for livestock. Other native food plants grown include turnips, radishes, carrots, lettuce, cabbage, spinach, peppers, lentils, beans, apples, pears, cherries, grapes, and berries. Flax is also a common crop grown, used to make linen and pressed into linseed oil. Cider made from apples and pears and beer brewed from barley and hops are common alcoholic beverages among the lower class, while wine from grapes and cheerwine from cherries are common among the middle and upper classes. Distilleries that turn wheat into whiskey and wine into brandy are common; whiskey is a common lower-class hard liquor, while brandy is popular among the upper classes. Some wine is permitted to foul into vinegar for cooking.

Each home has an herb garden with native herbs for seasoning: dill, parsley, oregano, thyme, mustard, coriander, and horseradish.

Sir Kenric

250 points

Sir Kenric is the Captain of the Royal Aerial Cavalry, He is a landed knight in his own right, having received a land grant from the King of Marach a few years back. He is the only person in history known to have tamed a roc as a mount. Rumors abound about his control over the roc; the most accurate rumors are those of him using magic to control the beast, despite the fact that he has not shown any other magical talents.

When Kenric was still working with his original giant eagle mount, he was shot in his right leg by a musket enchanted by a Ritaegno wizard. This wound has never fully healed, due to the nature of the enchantment and a failed healing spell. Because of this, he walks with a slight limp. Because the leg wound has not seriously affected his performance, he still retains his position.

Due to his position and his point value, Lord Kenric is suitable as an Ally or Patron for a PC in a low- to medium-point game, or as a possible PC in a game starting at 250 points or higher.

Attributes: ST 13 [30]; DX 12 [40]; IQ 12 [40]; HT 13 [30].

Secondary Characteristics: Damage 1d/2d-1; BL 34; HP 13 [0]; Will 12 [0]; Per 12 [0]; FP 13 [0]; Basic Speed 6.25 [0]; Basic Move 3 [-15].

Languages: Teyothi (Native) (Native Language) [0].

Cultural Familiarities: Teyoth Region (Native) [0].

Advantages: 3D Spatial Sense [10]; Ally (Roc; 100% of starting points; 12 or less) [8]; Animal Empathy [5]; Charisma 3 [15]; Combat Reflexes [15]; High Pain Threshold [10]; Magery 0 [5]; Magery 2 (Animal College Only, -40%) [12]; Military Rank 4 [20]; Status 3 [15]; Wealth (Wealthy) [20].

Disadvantages: Bad Sight (Farsighted; Mitigator: Glasses, -60%) [-10]; Code of Honor: Soldier's [-10]; Duty (To Country; 12) [-10]; Honesty (9) [-15]; Pacifism (Cannot Harm Innocents) [-10]; Sense of Duty (to Country) [-10]; Truthfulness (6) [-10]; Workaholic [-5]; Wounded [-5].

Quirks: Broad-Minded; Dislikes Politics; Expression ("Time for sweat and bad breath!"); Horrible Hangovers; Minor Handicap [-5].

Skills: Administration (A) IQ [2] – 12; Animal Handling (Raptors) (A) IQ [2] – 12; Broadsword (A) DX+2 [8] – 14; Connoisseur (Visual Arts) (A) IQ-1 [1] – 11; Current Affairs/TL4 (Politics) (E) IQ [1] – 12; Detect Lies (H) Per [4] – 12; Fast-Draw/TL4 (Ammo) (E) DX+2 [2] – 14*; First Aid/TL4 (Human) (E) IQ [1] – 12; Guns/TL4 (Musket) (E) DX+2 [8] – 14; Heraldry (A) IQ [2] – 12; Intelligence Analysis/TL4 (H) IQ [4] – 12; Law (Marach) (H) IQ [4] – 12; Leadership (A) IQ+2 [1] – 14†; Literature (H) IQ [4] – 12; Navigation/TL4 (Air) (A) IQ+2 [1] – 14‡; Parachuting/TL4 (E) DX [1] – 12; Politics (A) IQ [2] – 12; Riding (Raptors) (A) DX+2 [4] – 14~; Savoir-Faire (High Society) (E) IQ [1] – 12; Savoir-Faire (Military) (E) IQ [1] – 12; Shield (E) DX+2 [4] – 14; Soldier/TL4 (A) IQ [2] – 12; Tactics (H) IQ [4] – 12; Two-Handed Sword (A) DX [2] – 12; Veterinary/TL4 (H) IQ-2 [1] – 10; Weather Sense (A) IQ-1 [1] – 11.

Spells: Beast-Soother (H) IQ [1] – 12#; Bird Control (H) IQ+4 [8] – 16#; Hybrid Control (VH) IQ [2] – 12#; Mammal Control (H) IQ [1] – 12#.

* Includes +1 from Combat Reflexes.

† Includes +3 from Charisma.

‡ Includes +3 from 3D Spatial Sense.

~ Includes +1 from 3D Spatial Sense.

Includes +2 from Magery.

Peppers, transplanted from Gemenohée, are also often dried and ground up to use as seasoning. Experiments in transplanting spices from Allira'el and Umoja have not gone as expected, though peppercorn and cinnamon are popular imported seasonings.

Tea is a valued import from Umoja. In fact, more tea is drunk during the day than any other beverage; Umojan tea has edged out hazelbrau and nutbrau as drinks for the lower classes.

Honey and sea salt are the most common preservatives; honey is also the primary sweetener. Mead and honeyjack are not as common in Marach as they are in Redwater, Evalon, and the Northern Frontier, though they are more common along the western border with Evalon.

Clothes are generally made out of a blend of linen and wool called linsey-woolsey, leather, and felt, with wool and fur worn in autumn and winter. The most sought after furs are mink, ermine, and wolverine, imported from the Northern Frontier, Evalon, and Ered-Dûm.

Native Fauna

Deer, stags, and elk are the most common game animals hunted. Wolves are not as common as in other northern nations, although foxes are more of a concern among farmers. Common game birds are geese, pheasants, giant eagles, and quail. Fish, notably cod, trout, sea bass, salmon, and carp, are staples along the shorelines; pickled fish is also a staple among sailors on long journeys. Other common wild animals are badgers, brown bears, catoblepas, bats, beavers, porcupines, lynxes, hawks, eagles, owls, and weasels, as well as the occasional lion. Rocs are known to live on islands out in the ocean, living on the giant squid, giant octopuses, sharks, and whales that inhabit the ocean.

Native livestock includes horses, pegasi, hippogriffs, pigs, cattle, goats, and sheep. Cattle and goats are mostly used for their milk, while sheep is used for its wool. Pigs are slaughtered annually, their skin being turned into leather and the meat cured and jerked for long-term storage. Beef, mutton, and horse-meat are considered delicacies, only eaten by the populace when the animals get too old; more beef and mutton are eaten by the upper classes than the lower. Milk is only occasionally drunk fresh; most milk is turned into butter or cheese, although heavy cream and buttermilk are stored in iceboxes for a short time before use.

Chickens and ducks are the most common fowls grown for their meat and eggs. Roast duck is a common dish at festival meals.

Dogs, house cats, ferrets, and gryphlets are common pets; most dogs are of working breeds, particularly shepherds and retrievers, though terriers are also common.

The southern half of the Bay of Marach and the islands farther out house a sizable giant seahorse and hippocampus population.

Military

As a military power, Marach has a strong and proud naval tradition, with dedicated warships mounting cannon, and a well-trained naval infantry force. All ships in the Marach navy are equipped with at least two dozen cannon, with an equal number of smaller guns on the top deck. Standard practice is to come alongside the enemy ship and open up all cannon at once. Should the other ship survive the first two volleys, the naval infantry commences boarding the enemy ship.

There are rumors that Marach's navy has domesticated giant seahorses and hippocampi for a "naval cavalry" force, though the reports are thus far unconfirmed. Any such naval cavalry would require magical items to breathe under the water.

Marach's regular infantry is well trained in anti-cavalry tactics, armed mainly with spears, pikes, bows, and crossbows, with swords and pistols as sidearms. Marach soldiers are typically garbed in mail armor, with officers wearing plate armor over the chest and parts of the extremities.

Marach's cavalry force is undergoing a transition, with hereditary

knights whose gear is provided by their family and estates being replaced by professional cavalry with horses, arms, and armor provided by the army directly. The new cavalry wear steel cuirasses with mail sleeves and a mail skirt, with mail or plate boots and a full helm to protect the face during a charge, and carry lances and a cavalry saber, with pistols and double-barrel carbines as sidearms.

Marach also employs a sizable Royal Aerial Cavalry force, composed of soldiers who fight astride flying mounts as pegasi, gryphons, hippogriffs, giant eagles, and even the occasional dragon; Lord Kenric, the current captain of the RAC, rides the only known domesticated roc! Most of the air cavalry are equipped with spears and lances, but a few have been issued carbines. Soldiers in the air cavalry generally wear mail hauberks, although officers will still wear steel cuirasses. A number of spell casters, especially those who specialize in combat spells, are members of the air cavalry.

When Rinkasae introduced Marach to gunpowder, the rulers at the time were quick to introduce musketeers to their standing army. Marach currently maintains a dozen full-time companies of musketeers, and nearly three times that many soldiers have had musket training.

While Rinkasae developed gunpowder and muskets, it is Marach that invented the rifle. Realizing that muskets could be made more accurate if the ball was to spin, a blacksmith set a number of spiraling grooves down the barrel of a musket he was fixing. Upon firing it several times at the same target, he showed the results to an officer in the Marach military. This officer has ordered that a percentage of muskets in storage be adapted with the new rifling. To date, the new "Marach Rifles" have not yet been tested under combat conditions, although they have become a favorite among hunters. A large number of rifles have been exported to New Hope in Umoja.

Naming Practices

People in Marach use a given name, occasionally followed by a surname. Surnames have only become hereditary in the last three hundred years, particularly in the cities, and are generally patronymic, occupational, or topographic in origin. Non-hereditary by-names are still common among the rural denizens.

Characters from Marach should have Dutch or Dutch-sounding names.

Control Rating

Civil Liberties: CR 3; moderate laws restricting activities.

Taxation: CR 3 to CR 4, depending on the revenue needed by the ruling class to wage war.

Weaponry: CR 3; moderate controls over weapons and armor.

Magic: CR 4; moderate to slightly strict controls over the use of magic.

Laws

Arrest: Commonly done by the town guard, who attempt to be humane in their dealings with the accused. Beatings by the guard still happen, however, particularly if the accused attempts to resist arrest.

Trials: Trials are held in front of a judge, and occasionally a jury of nobles when the accused is of good standing in the community. Trials theoretically operate on an "innocent until proven guilty" system, but this tends to be reversed when the accused is captured at the scene of the crime.

Punishment: Marach's laws favor fines, restitution, public humiliation, enforced slavery, and hard labor for most crimes, with execution reserved for offenders of violent crimes, and exile for politically-charged crimes.

Technology Level

Transportation: Long-distance coaches, three-masted sailing ships,

precise navigation; TL 4.

Weapons and Armor: Muskets and pikes, horse-drawn artillery, naval broadsides; TL 4.

Power: Improved windmills, belt drives, clockwork; TL 4.

Medicine: Optical microscopes; TL 4.

Character Notes

Languages: Teyothi (Native) [0].

Cultural Familiarity: Teyoth Region [0].

Ritaegno

Capital: Caer Nerthus.

Population: 12,090,000.

Racial Demographics: 67% human, 28% goblin, 5% other races.

Government: Representative Republic.

Religions: Teyothi Pantheon.

Imports: Gunpowder.

Exports: Emeralds, sea salt, wines.

Leaders: Her Excellency, Grand Duchess Renata la Puente of Caer Abrecan; His Holiness, Archbishop Esteban de la Riviera, of the Teyothi Church; and Lord Enrique Ortega, Grand Master of the Ritaegno Wizards Guild.

Marach's largest rival and fiercest opponent, this is another large human-majority nation, and the other nation that is considered a major power in the region.

Unlike Marach, Ritaegno is a confederacy of duchies, grand duchies, counties, baronies, city-states, and other semi-independent polities. Each polity sends representatives to a Senate in the city of Caer Nerthus, which then elects from its members a triumvirate to govern the nation. By law, the triumvirate consists of a leading member of the nobility, a high-ranking religious leader, and a guild grand master. Often, these three triums are unable to agree on anything long enough to get anything done, leaving the individual polities to their own devices. However, in times of war, the triums are overlooked as the Senate elects a dictator for the duration of the war.

This is not to say that they're any less militant or argumentative than their northern rivals. Like Marach, Ritaegno has both a large, well-maintained, modern navy and troops well-trained in the use of muskets. Where the two navies differ is in their use of naval infantry; Marach maintains a large number of naval infantrymen on board their ships, Ritaegno prefers to supplement their ships with more cannon, preferring not to close to where the ships can be boarded.

Because the nation is a confederation, the individual polities have fought dozens if not hundreds of internal civil wars between each other, which the Senate is powerless to stop.

Geography

Ritaegno primarily sits on an large peninsula of hilly grasslands and forests. It is bordered by the Western Ocean to the north and west, tall forested hills to the north and east, edging into the foothills of the Wyrmspire Mountains, and grassy plains to the south. The Rio Osticiur forms the official border with Gor Ansar to the south. The Rio Osticiur has been known to change course as sediment carried down from the mountains occasionally forms sandbanks which reroute the water down a different course.

The weather in Ritaegno is warmer than in Marach, though it doesn't get as warm as Gor Ansar or Zitheral in the south. The winters are milder, though they still get snow, and the summers warmer but not excessively hot. This gives them a slightly longer growing season than farther north.

History

Ritaegno wasn't always a confederacy. During the Great Empire of Man, the province was ruled by a hereditary lord who became the king following the First War of Succession. A Parliament was elected not long after to handle the kingdom's financial duties and to give lesser nobles and guilds some say in the government.

After the Second War of Succession ended in a stalemate and cease-fire, Ritaegno entered into a war with Gor Ansar to its south. Two wars being fought in close proximity strained the kingdom's resources, and King Gomez III dissolved Parliament four times during a two year period. Finally, a charismatic Prime Minister, Ignacio Azacar, led a rebellion against the king, which ended with the king and his entire family being executed, save the youngest who were exiled; most of the survivors of the royal family fled to New Hope.

While Azacar had through right of conquest become the effective ruler of the nation, he'd seen firsthand the corruption such absolute power could entice in a person. Retaining his position as Prime Minister of the Parliament and refusing to take a noble title, he set forth to create the current system, one which he believed would provide a series of checks and balances against future autonomous rulers.

The success of his experiment was tested in the Third War of Succession, with the election of a wartime dictator to lead the nation instead of the usual triums. Although the Third War of Succession officially ended in a stalemate (despite Ritaegno gaining some territory from Marach in the process), the dictator, Count Julio Ruiz, stepped down after the war ended, handing power back to the triums. Even with this presumed success, the Parliament is cautious about electing another dictator.

Daily Life

The people of Ritaegno are well aware they are living in a time of change, new discoveries, and rediscovered classics. Many families save up for years to send their younger children to university, both at home and abroad. Playhouses are common in every town and city, with weekly performances of plays in the smaller towns and daily performances in the cities.

Culturally, Ritaegno is primarily currently known for its music scene, which is undergoing a polyphonic phase, with some composers edging into complicated baroque pieces. The Caer Esolthe Musical Conservatory is considered the center of the musical world, instructing dozens of composers and hundreds of musicians and singers each year. The current focus is on ensemble chamber music, producing concertos, sonatas, and oratorios, many of which are performed in high society functions across the western world. More than one playhouse has added a pit for musicians, experimenting with musicals and operas.

Most houses in Ritaegno are built tall and wide, with high ceilings, double doors, and large windows. Construction is primarily slotted wood with a plaster covering. Stained glass is common among the residences of the elite; the lower classes rely on shutters rather than glass on their windows.

Wheat and flax are the primary grain crops grown, supplemented with lettuce, cabbage, spinach, carrots, peas, celery, turnips, cucumbers, lentils, fava beans, leeks, onions, and radishes. Herb gardens grow oregano, basil, thyme, dill, horseradish, mustard, garlic, ginger, and coriander. Peppercorn and cinnamon are common imported spices. Apples are the most common fruits grown on trees, followed closely by peaches, melons, and pears. Grapes, which provide wine and raisins, are the most common vine fruit.

Ritaegno is noted for its light white wines, a goblet of which is commonly served with the evening meal each day. These wines are exported far and wide, being sought after by the elite in many other nations across the known world.

Native Fauna

The most common game animals in Ritaegno are red and roe deer, gryphons, ducks, geese, and giant eagles, with antelope common in the southern reaches. Other common wild animals are lions, boar, bats, foxes, eagles, falcons, badgers, brown bears, catoblepas, hyenas, owls, beavers, rabbits, leopards, ferrets, jackals, lynxes, otters, porcupines, and snow leopards, the latter in the Wyrmspire foothills. Crayfish, clams, and oysters are plentiful in the nation's rivers. Wild boars are an invasive species that have become more than a nuisance, leading to loosened laws on hunting them throughout the year. Rocs are known to live on islands out in the ocean, living on the giant squid, giant octopuses, and whales that inhabit the ocean.

The most common domestic animals are horses, donkeys, mules, cattle, and pigs, though the number of sheep for wool has grown. Chickens are the most common domestic fowls, grown for their eggs and meat. Dogs, cats, and gryphlets are common pets; rabbits and ferrets less common but not unheard of.

Military

As noted above, Ritaegno maintains a well-armed navy. Each ship in the Ritaegno Navy is outfitted with two dozen cannon and an equal number of smaller cannon on the top deck. They are also in the habit of hiring privateers to supplement their navy during times of conflict.

On land, Ritaegno relies primarily on cavalry, with backup from foot-soldiers. Ritaegno cavalymen wear plate armor (minimum plate-and-chain), carry medium shields, and wield cavalry sabers, maces, spears, or lances; they do not carry ranged weapons, preferring to charge on horseback once the enemy is spotted. Ritaegno does not maintain a full-time army; in times of war, the Senate puts out a call for troops. Each polity then provides its own soldiers to the army; the army is then disbanded following the cessation of hostilities.

Foot-soldiers are used to hold and maintain any territory taken by the cavalry, and are sent in afterwards to "mop up." As such, they are given mail or segmented plate hauberks, wield spears or muskets with bayonets, and most carry small or medium shields.

Ritaegno also maintains a sizable aerial cavalry of their own. As opposed to Marach's forces, Ritaegno's aerial cavalry are usually seen wearing plate armor, carrying medium shields, and wielding lances, spears, cavalry sabers, and maces. Most do not wield ranged weapons; they are airborne knights, not common soldiers.

Ritaegno's military leaders consider it "dishonorable" for soldiers to fight for extended periods of time from a distance. However, the power available to the average soldier through muskets is starting to change their minds, and they are implementing them among the foot-soldiers. They are hesitant to issue them to the cavalry; most of the generals are wary of putting such a "dishonorable" weapon in the hands of the "honorable" knights in the cavalry. This does not extend to the Navy, perhaps because they don't see fighting at sea an "honorable" occupation to begin with.

Unlike their rivals to the north, Ritaegno's knights in their cavalry and aerial cavalry are required to provide their own mounts and equipment from their own estates.

Naming Practices

Men have a given name and the father's surname. Women have a given name followed by first the father's surname and then the mother's surname. Surnames have been hereditary for the nobility for a thousand years, although they have not been ubiquitous throughout the nation until only the last hundred. The majority of surnames are occupational, descriptive, or topographic in origin.

When naming characters from Ritaegno, names with a Spanish, Catalan, or Portuguese flavor are best.

Control Rating

Civil Liberties: CR 3; moderate laws restricting activities.

Taxation: CR 3 to CR 4, depending on the revenue necessary to wage wars.

Weaponry: CR 3.

Magic: CR 4.

Laws

Arrest: Commonly done by the town guard, who attempt to be humane in their dealings with the accused. Beatings by the guard still happen, particularly if the accused attempts to resist arrest.

Trials: Trials are held in front of a judge, and occasionally a jury of nobles when the accused is of good standing in the community. Trials usually operate on a "guilty until proven innocent" system.

Punishment: Ritaegno's laws favor fines, restitution, public humiliation, enforced slavery, and hard labor for most crimes, with execution and exile reserved for offenders of violent and politically-charged crimes, respectively.

Technology Level

Transportation: Long-distance coaches, three-masted sailing ships, precise navigation; TL 4.

Weapons and Armor: Muskets and pikes, horse-drawn artillery, naval broadsides; TL 4.

Power: Improved windmills, belt drives, clockwork; TL 4.

Medicine: Optical microscopes; TL 4.

Character Notes

Languages: Teyothi (Native) [0].

Cultural Familiarities: Teyoth Region [0].

Rinkasae

Capital: Academopolis.

Population: 5,150,000.

Government: Academic Technocracy.

Racial Demographics: 44% human, 28% goblin, 19% dwarf, 8% halfling, 1% other races.

Religions: Teyothi Pantheon.

Imports: Raw metals, sulfur.

Exports: Gunpowder, saltpeter, books.

High Technologist: Lord Gelasius.

Chief Adviser: Lady Leitha.

Rinkasae sits on the edge of the marshes that mark the southern edge of the Wyrmspire mountain range. Due to the large number of inventors, this nation is the most technologically superior in the western world, and regularly provides both Marach and Ritaegno with muskets, pistols, gunpowder, and cannon.

The accusation that Rinkasae has been providing arms to both of the rival nations in order to keep one from gaining supremacy over the other is *true!* The people of Rinkasae fear what would happen to them if either nation were to triumph over the other, and have intentionally kept both sides on an even footing technologically, ensuring that, while both are powerful nations in their own right, neither would be able to press the advantage.

Although regarded as a kingdom, the nation of Rinkasae is actually a technocracy, led by a Council of Technologists. The head of this Council is regarded as the High Technologist, and is elected from within the Council every third cycle of the polar moon. Each Technologist on the Council is the headmaster of the Academy of Magic and Technology for each city in the nation; so, in retrospect, it is the Academy that runs the nation. This has created a higher level of

education among the Rinkasaens than almost anyone else.

Geography

Rinkasae borders both the southern spur of the Wyrmspire Mountains and the marshlands which sit along that spur. These marshes stretch out for dozens of leagues, ever threatening to spread to the grasslands which surround them. As one travels south and west, the marshes become forests and then grasslands.

The Derfluss River flows out of the southern Wyrmspire Mountains near the city of Academopolis. The Rio Osticiur flows from a spring originating in the city of Guanoopolis.

The border between Rinkasae and Ered-Dûm on the Derfluss River is marked by Roc Falls, the tallest waterfall in the known world. This impressive cascade of water has an uninterrupted half mile drop, surrounded by steep cliffs approaching another quarter mile in height, with a secondary drop of five hundred feet before the river continues into the marshes and lands beyond. Roc Falls are also very wide, being a quarter mile across at the top, with an outcropping of rock about halfway between two concave curves in the bedrock. There are three approaches to the best vantage points to view Roc Falls in all its glory, two of which are extremely treacherous with a 90% fatality rate when approached on foot. One of these vantage points has an ancient shrine to the nature goddess, Gessa. At present, the most reliable approach to these vantage points are by air, usually astride a pegasus, hippogriff, or pegadactyl, although using magical and natural flight is not unknown.

Daily Life

The people of Rinkasae are well aware of their standing as technological leaders in this time of growth and change. The city of Navoropolis is the birthplace of the printing press, and the city of Guanoopolis is held as the birthplace of gunpowder.

Rinkasae has a large number of saltpeter and coal mines, though the coal itself is sub-bituminous and lignite, which burn at lower temperatures and give off a lot of smoke compared to the better coal from Ered-Dûm.

Houses in the marshes of Rinkasae are generally built with posts dug deep into the ground to below the water table to prevent them from sinking. Generally speaking, villages and cities are built on the highest dry lands possible.

It is said that the only reason people originally settled the region is because of the fertility of the soil in the marshes. Wheat and flax are the most common grains grown, with rye and oats as secondary grains. Leafy vegetables such as lettuce, cabbage, sprouts, and spinach grow easily here, supplemented by fruits such as apples, pears, melons, and grapes.

The Academy has a large presence in the nation, far in excess of universities in other nations. The nation has a high level of literacy; even peasants are literate (in other nations, most peasants are semi-literate at best).

Native Fauna

The most common game animals in Rinkasae are various species of deer and boar, including the Evalon elk and giant warthog. Other common animals include aurochs, lynxes, lions, tigers, feral dogs, elephants (notably the smaller Indian elephant), brown bears, catoblepas, badgers, leopards, beavers, antelope, bats, foxes, scodes, otters, giant eagles, porcupines, rabbits, various snakes, wolves, gryphons, and various mid-sized weasels such as the mink and polecat.

Domestically, pigs, donkeys, and cattle are the most common livestock, with goats being common along the mountain foothills. Chickens and ducks are common fowls raised for their meat and eggs. Dogs are common as pets, as are cats, ferrets, and gryphlets.

Military

Rinkasae's military is strictly volunteer. All have training in firearms, and many carry pistols on them as backup weapons.

Rinkasae's military is armed entirely with calivers and bayonets. Most in the military don't wear armor, as most soldiers are required to provide their own arms and armor. That being said, officers often take it upon themselves to outfit their units with mail hauberks or jacks of plates at their own expense.

Rinkasae's siege machines also take advantage of the advancements in gunpowder. While other nations are adapting by having catapults fire bombs, and the navies of Marach and Ritaegno have cannon on board their ships, Rinkasae has mobile, horse-drawn artillery cannon which have been shown to demolish city and castle walls.

The accusation that Rinkasae has been providing arms to both Marach and Ritaegno in order to keep one from gaining supremacy over the other is true!

Naming Practices

People from Rinkasae commonly only have a given name. Many also use a by-name, either descriptive or topographic in nature.

When naming people from Rinkasae, use Greek names and names with a Greek flavor.

Control Rating

Civil Liberties: CR 2.

Taxation: CR 2.

Weaponry: CR 3.

Magic: CR 3.

Laws

Arrest: Commonly done by the town guard, who attempt to be humane in their dealings with the accused.

Trials: Trials are based solely on the evidence, which includes eye witnesses. Alchemical truth elixirs are given to anyone taking the witness stand; this includes the accused, should he be called upon to testify. There is no right to avoid self-incrimination, except by refusing to take the stand.

Punishment: Restitution and fines are most common for minor offenses, with imprisonment and exile reserved for more serious non-violent crimes. Those convicted of violent crimes, such as murder and rape, are given an alchemical potion, the formula for which is a state secret, which transforms the criminal into a docile ogre with IQ 7, and led off to be retrained as a menial laborer.

Technology Level

Transportation: Long-distance coaches, three-masted sailing ships, precise navigation; TL 4.

Weapons and Armor: Muskets and pikes, horse-drawn artillery, naval broadsides; TL 4.

Power: Improved windmills, belt drives, clockwork; TL 4.

Medicine: Optical microscopes; TL 4.

Character Notes

Languages: Teyothi (Native) [0].

Cultural Familiarities: Teyoth Region [0].

Gor Ansat

Capital: Ansat Tegrís.

Population: 4,650,000.

Racial Demographics: 84% hobgoblin, 14% goblin, 1% human, 1% other races.

Government: Military dictatorship.

Religions: Teyothi Pantheon.

Imports: Iron, coal.

Exports: Grain, leather, mercenaries.

Supreme General: Supreme General Sunukkuhkau.

Chief Adviser: Grand General Maskanayati.

Heir: Grand General Minganakajika.

Gor Ansat is the result of social programs instituted by the Great Empire of Man in an attempt to "civilize" the monster races. As a test run, a hobgoblin city was founded by the Great Empire as a relocation of hobgoblin mercenaries and their families and overseen, at least at first, by a human administrator. As the hobgoblins were educated and taught to be civilized, by the human definition of the Empire, they were granted more and more self-government. Not long after Zitheral split from the Great Empire, during the internal strife that led to the downfall of the Great Empire, the now almost wholly hobgoblin province of Gor Ansat at first refused to send troops to augment the Imperial army, and then declared themselves independent as well.

Today, Gor Ansat sits as one of the greatest social accomplishments of the Great Empire. Ironically, it is also seen as a major threat to the rebuilding of the Empire by both Marach and Ritaegno. This nation dominates the central grasslands of the Teyoth region, and was seen as the breadbasket of the Empire before its fall. It remains the breadbasket to this day, providing grain to nearly every nation in the region, including Redwater. (Redwater is ashamed to have to rely on non-humans for grain; Gor Ansat takes pleasure in charging them more than they do other nations.)

Gor Ansat is the one nation on Ranoc closest to a true military dictatorship. Each city and rural region is lorded over by a general, and all able-bodied men and women are required to serve a term in the military starting in their fifteenth summer. The nation is led by a supreme general, with a council of grand generals advising him.

Geography

Gor Ansat sits in an area of the Teyoth region which is dominated by rolling grasslands and grain fields, fed by a large number of streams, springs, lakes, and rivers. Trees are not uncommon, though growing mainly in scattered groves rather than in the thicker forests prevalent elsewhere, usually along rivers or close to other sources of water. Most of the woodlands sit along the eastern border, in the foothills of the Wyrmspire Mountains.

Daily Life

Every able-bodied individual, male and female alike, is required by law to serve at least one tour of duty in the military, and even after their tour is over they are required to drill with the local reserves on a weekly basis. Because of this, soldiers are permitted to keep the weapons, shields, and armor they are given. There is no dishonor in returning to the farm after one's tour in the military is over; as one commander put it, "we do not have farmers that fight; we have soldiers who farm."

Gor Ansat's towns often resemble military forts; most of them grew up around a central fort which was placed on the crest of a hill on a strategic location. In all such cases, the central forts still stand in the center of the towns and cities

The Gor Ansat diet is rather plain, and some might even say unappetizing. Unleavened bread, hardtack, jerked meats, fruit

preserves, and extra sharp cheeses (aged two-plus years in a wax rind) are the staples of the diet, with honey as more of a preservative rather than a sweetener. Coffee imported from New Hope is a common wake-me-up beverage, often brewed stronger with less water than most outside the nation find palatable, and never served with cream nor sweetener.

The primary grains grown are wheat and flax, supplemented by rye, tapioca, millet, peas, lentils, beans, and peanuts. Vineyards of olives, grapes, berries, and hops dot the countryside, as do orchards of apples, pears, cherries, and peaches. Several species of edible mushrooms are grown on compost heaps. Ansati cuisine mixes all of these for variation in texture rather than taste. Because of their warmer weather, Gor Ansat enjoys a long growing season; they often rotate their crops so that some fields are planted in fields that have been fallow for a year and a half.

Alcoholic beverages are often distilled for the greater alcoholic kick rather than for taste. Applejack, honeyjack, brandy, and whiskey are much more common than cider, mead, wine, or ales, though they require proper distillation and aging.

Houses and barns are built low to the ground from fired brick, often with half the ground floor dug into the ground, and have thatched roofs. In most cases, windows are shuttered rather than possessing glass; the few building with glass use stained glass rather than clear, due to the expense in the latter. The reason for the low houses is explained to many as being easier to repair following tornadoes, which are known to crop up on a regular basis during the early spring and late summer.

Native Fauna

Being primarily a plains area, Gor Ansat has a large and varied number of antelope species. Elephants, rhinoceroses, giraffes, zebras, wild horses, pegasi, and hippogriffs are also common here, as are the lions, leopards, and cheetahs that prey on them. Hyenas are more of a nuisance to farmers than the wolves or foxes common to the north, but the latter canines are not unknown. However, the animals of biggest concern to farmers are boar, warhogs, and giant warhogs, which are known to dig up large tracts of land digging for grubs.

A large number of game birds flock to the rivers. Crows and buzzards are common sights along the borders, particularly during the border conflicts with Ritaegno's southernmost polities that break out on a regular basis.

Domestically, a breed of rhinoceroses have somehow been domesticated for centuries, being tame to their handlers' touch and following whistled commands. Other livestock include the usual: cattle, horses, pigs, goats, sheep, chickens, and ducks.

Military

While Gor Ansat has not yet acquired firearms, many military experts both in and outside the nation believe that it is only a matter of time. The generals in charge of Gor Ansat are anxious to get their hands on the muskets used by Marach and Ritaegno. Despite this, Gor Ansat's military is still quite powerful.

Where other armies have learned to rely on mobility through cavalry, Gor Ansat has perfected the use of the shield wall. While marching in formation, the front rank of soldiers link their shields together while the rank behind them set their pikes to brace for an infantry or cavalry charge. Ranks farther back use massed bow or crossbow fire. In addition, they make extensive use of counterweight-powered artillery (trebuchets) when laying siege to others' territories.

Ansati soldiers are typically outfitted with mail hauberks, with officers wearing steel plate; all soldiers regardless of rank carry heavy medium shields. Most are armed with spears or pikes, with swords and maces as sidearms for when combat closes to melee range.

Having seen the effectiveness of the air cavalries of their northern

neighbors, particularly during the Third War of Succession, Gor Ansat has started their own air cavalry. The current air cavalry is not yet at the strength of their neighbors, but they have become quite effective.

Naming Practices

The majority of people in Gor Ansat have military experience, and are permitted the use of the last rank earned throughout their lives. Most people have a single given name, but many also have a descriptive by-name as well. Ansati tend to introduce themselves with their rank, current or last used, followed by their given name, saving the by-names for when two people of the same name and rank are present.

Names in Gor Ansat tend to be very similar to Huron, Iroquois, or Cherokee names.

Control Rating

Civil Liberties: CR 5; repressive, as every citizen is also a soldier.

Taxation: CR 3; moderate taxation.

Weaponry: CR 4; strict controls over weapons and armor. Despite this CR, personal weaponry is prevalent throughout the nation; again, owing to the nation's militant stance.

Magic: CR 4; strict controls over the instruction and use of magic. However, these controls are also quite practical-minded; many spells which aid on the battlefield, including many necromantic spells, see greater acceptance in Gor Ansat than in other nations.

Laws

Arrest: Arrests are commonly performed under the watchful eye of the company in charge of security for the region.

Trials: All trials are held in front of a military court. Often, the accused is not given the right to talk, unless asked a direct question. This has occasionally led to the occasional kangaroo court with a predetermined outcome. Only after being declared guilty can the accused appeal the decision; the appeal is always a challenge to a trial by combat.

Punishment: Fines, imprisonment, forced servitude, or death, depending on the severity of the crime. Gor Ansat has been known to execute more criminals than any other nation; they love their death penalty.

Technology Level

Transportation: Long-distance coaches, three-masted sailing ships, precise navigation; TL 4.

Weapons and Armor: Steel weapons, plate armor; TL 3.

Power: Improved windmills, belt drives, clockwork; TL 4.

Medicine: Optical microscopes; TL 4.

Character Notes

Languages: Saniri (Native) [0]. Many also speak and/or read and write Teyothi at Accented proficiency or better. The One-Way Fluency Perk is common for both understanding and reading Teyothi.

Cultural Familiarities: Teyoth Region [0].

Advantages: All adults have some level of either Military Rank [10/level] or Courtesy Rank [1/level]. Remember that Military Rank replaces Status in Gor Ansat, hence its higher point cost.

Disadvantages: All adults have a Duty to Gor Ansat. The older the character, the lower the Frequency of Appearance; a young soldier would have a Frequency of 15, while a retired veteran would have it at 9 or even 6.

Skills: All adults in Gor Ansat have at least one point in Soldier (IQ/A) and at least two unarmed or weapon skills. Common weapon skills are Spear and Shield.

Zitheral

Capital: Caer Jalantru.

Population: 5,240,000.

Racial Demographics: 65% human, 24% elf, 6% goblin, 4% half-elf, 1% other races.

Government: Monarchy.

Religions: Teyothi Pantheon.

Imports: Metals.

Exports: Artwork, music.

Rulers: His Majesty King Fredrick VII, Her Majesty Queen Fanetta.

Grand Duke: His Excellency the Grand Duke Leone d'Calabria.

Crown Princess: Her Royal Highness Princess Sarah I'Calabria.

Zitheral, situated on the southwestern corner of Ophari, is the only kingdom that has regular contact with the elven nation of Allira'el. Although it is counted among the human nations, it has a remarkably high percentage of elves living in the nation that are considered its subjects.

Zitheral is the one nation currently sponsoring a majority of the arts. Painters, sculptors, playwrights, musicians, and stage performers are all common. Indeed, Zitheral is considered the center of the arts in the known world.

Recently, Zitheral has funded expeditions that have skirted the barrier mists of Allira'el, discovering a small island chain that led them to land on a completely unexplored continent. While these expeditions have given Zitheral maps of the actual coastline of this new land, trips to date have been few and far between, and no nation has yet established a colony on the new continent. Zitheral maintains a military port on the largest island between Allira'el and the new continent.

Geography

Zitheral sits along the southernmost coastlines of Ophari. It is a mixture of rivers, grasslands, and semi-tropical forests. The nation sits on a large peninsula jutting out into the ocean, the southernmost point on the peninsula is considered the border between the Western and the Zin Oceans. The coast is dotted with dozens of coves where numerous rivers pour into the oceans.

The northern reaches of the nation bordering Gor Ansat consist mainly as a continuation of the Ansati plains. As one travels farther south, the weather turns even warmer, the terrain becomes hillier, and semi-tropical forests become more common. Most of the cities sit along the coastlines, usually in and around coves, although several sit inland along the major rivers.

Daily Life

If any nation can be said to be home to the arts, it is Zitheral. While Ritaegno is known for its music, Rinkasae for its scientific pursuits, and Marach for its many playwrights, Zitheral is home to the largest number of notable artists and sculptors while also producing music that rivals that of Ritaegno, primarily in the form of operas and symphonies.

Zitheral is also known for its maritime tradition; it was a ship from Zitheral that discovered Gemenohoe, and Zitheral has laid claim to most of the land mapped to date, though these claims are disputed by the natives already there.

The most common grains grown are wheat and flax, supplemented by millet, beans, peas, lentils, carrots, and peanuts. Grapes, cherries, melons, and peaches are the most common fruits grown; some citrus fruit trees – limes, lemons, grapefruit, and tangerines – have been transplanted from Umoja by way of New Hope, but the fruits tend to be smaller than those produced in Umoja, even with the assistance of magic.

Unlike nations farther north, the staple food in Zitheral is not bread but noodles of various widths and lengths, usually served topped with chopped meat and/or vegetables cooked in a milk-based sauce, and often with grated or melted cheese over it.

Because of the climate, Zitheral's houses are built more open than those of other nations, with large second and third story terraces and generally flat or only slightly sloped roofs. Houses are built with large windows and lots of curtains for shade; only the most prestigious families can afford glass windows, most of which open outward rather than upward. Zitheral's architecture is often considered aesthetically pleasing; the posts supporting the terraces are not plain, but treated as works of art in their own right.

Zitheral clothing tends to be light and airy, formed from native linen and imported cotton from Umoja. Sandals are the most common footwear, although those in the sub-tropical forests often choose to wear boots for protection against snakes and scorpions.

Native Fauna

In the northern plains, Zitheral boasts many of the same fauna as Gor Ansar: antelopes, elephants, rhinoceroses, giraffes, zebras, wild horses, pegasi, hippogriffs, lions, leopards, cheetahs, and hyenas. Boar, warhogs, and giant warhogs are as large a menace to farmers in the plains areas as they are to Gor Ansar's.

Farther south in the semi-tropical forests, the most common game animals are sloths, aurochs, and wild boar, with forest rhinoceroses being prized for their horns. While not native to the region, the forests are now home to smaller monkeys and lemurs, invasive species brought over from Allira'el; like in Allira'el, lemurs are common familiars for mages. The rivers are known to house crocodiles, large constrictor pythons, and scodes. The forests are also home to a number of giant forest spiders and giant scorpions. The giant scorpions are often hunted for their meat; some adventurous plantations have tried to farm the scorpions, with mixed success.

Domestic animals include the usual: cattle, pigs, horses, chickens, ducks, and goats, with the addition of the water buffalo. Dogs, cats, and ferrets are common pets and familiars, as are a number of lizard species imported from New Hope and Shakdran.

Military

Zitheral's military tends to be composed of civilian militias organized by the nobles as opposed to the larger standing armies of its northern neighbors. These militias are rarely outfitted the same way; while some of the more affluent nobles are able to outfit theirs with standardized armor and swords, other nobles allow their militias to arm themselves. The most common weapons in the militias are spears and bows; armor varies wildly, most militias don't wear armor save for common leather jackets.

Zitheral's navy, like its army, is strictly volunteer. Many of Zitheral's ship captains are on the payroll of a noble or successful merchant family.

Naming Practices

The upper classes in Zitheral have a given name and a surname, usually followed by the House name. Surnames are prefixed by 'l' if the person is male or by 'd' if the person is female, and are commonly patronymic, occupational, or topographic in origin. The lower classes only use a given name, occasionally followed by "son/daughter of" and the father's name (if known), or a descriptive by-name.

Most names are French in flavor.

Control Rating

Civil Liberties: CR 2; very free, except concerning half-elves where the laws are a repressive CR 5.

Taxation: CR 3; moderate taxation.

The Oracle

19 points

The Oracle in the temple of Ryl and Navor in the city of Penticon is a spirit that has been bound to the altar, providing prophetic visions of destiny to those who fall asleep on it. She only contacts those on the altar while they are in their dream state; when she appears, after giving them their dream visions, she takes the form of a wise old crone dressed in brown robes. When she does speak, and she only speaks in the dreams, she tends to speak in riddles.

Because the Oracle is a bound spirit, she is not suitable for a player character. PCs should only consult the Oracle once per campaign, and even then the Oracle will focus on the destiny of the character falling asleep on her altar. She will often depict two or three different destinies – not all of them good for the character or the party in general – and *will not* give answers to mundane questions.

Attributes: ST 0 [-100]; DX 0 [-200]; IQ 20 [200]; HT 10 [0].

Secondary Characteristics: Damage 1d-6/1d-5; BL 0; HP 0 [0]; Will 20 [0]; Per 20 [0]; FP 10 [0]; Basic Speed 2.5 [0]; Basic Move 0 [0].

Advantages: Detect Sleeping People (Common; Accessibility: Only those on the altar, -10%; Reflexive, +40%; Divine, -10%) [24]; Insubstantiality (Always On, -50%) [40]; Invisibility [40]; Mind Probe (Invasive, +75%; Divine, -10%) [33]; Precognition (Active Only, -60%; Directed, +100%; Divine, -10%) [33]; Telecommunications (Telesend) (Universal, +50%; Divine, -10%) [27].

Disadvantages: Blindness [-50]; Deafness [-20]; Mute [-25]; No Legs (Sessile) [-50]; No Manipulators [-50]; No Sense of Smell/Taste [-5]; Numb [-20].

Quirks: Never Gives Answers to Mundane Questions [-1].

Skills: Dreaming (H) Will [4] - 20; Fortune-Telling (Dream Interpretation) (A) IQ [2] - 20; Hidden Lore (Divine Lore) (A) IQ [2] - 20.

Weaponry: CR 3; moderate controls on weapons and armor.

Magic: CR 2; very loose controls concerning magic.

Laws

Arrest: Most arrests are performed by the town watch, or a rural sheriff and/or his deputies. How humanely the accused is treated often depends upon his social status, the alleged crime, and whether he was found at the scene.

Trials: Trials in Zitheral tend to be either quick for the lower classes, or extravagant affairs when the accused is of good standing.

Punishment: Restitution, public humiliation, enforced servitude, and exile are most common, with the death penalty reserved for only the most violent and unrepentant criminals.

Technology Level

Transportation: Long-distance coaches, three-masted sailing ships, precise navigation; TL 4.

Weapons and Armor: Steel weapons, plate armor; TL 3.

Power: Improved windmills, belt drives, clockwork; TL 4.

Medicine: Optical microscopes; TL 4.

Character Notes

Languages: Teyoth (Native) [0]. Elven at Broken [2] or Accented [4] is also quite common.

Cultural Familiarities: Teyoth [0].

Disadvantages: Despite the high number of elves in the nation, most people in the nation are not as tolerant of half-elves. Half-elves

in Zitheral have Social Stigma (Second-Class Citizen) [-10], while Elves) [-5]. humans and elves in the nation generally have Intolerance (Half-

Wyrmspire Mountains Region

The Wyrmspire Mountain Region takes its name from the main mountain range which dominates the landscape. The Wyrmspire Mountains are a range of mountains believed to be dormant volcanoes, running north-south from the edge of the Northern Frontier, where the Wyrmspire meets up with the Northern Plateau and the Occam's Wall range. Nestled in the valleys of the mountains are flowing streams and springs that feed the rivers of the Teyoth and Rochladastacht regions. Conifer forests are plentiful on the sides of the mountains, and the region is lined with a network of caves that almost form an underground world of its own. It is said that a person can walk the entire length of the mountain range without once coming to the surface; whether this is an exaggeration or not is not known.

Because of its position at the eastern border of the Teyoth region, the Wyrmspire Mountains are often included in that region, instead of being listed as its own region.

The Wyrmspire mountain range gets its name from the large number of dragons who call the mountains home.

Ered-Dûm

Capital: Palalomabeth.

Population: 2,890,000.

Racial Demographics: 73% dwarf, 24% aeralon, 3% other races.

Government: Elected monarchy.

Religions: Teyothi Pantheon.

Imports: Grain, spices.

Exports: Iron, coal, gold, gems, beer, darkmetal, mithril.

Ruler: King Munin Dnulperson.

Chief Adviser: Lord Mandol.

Heir: None named.

Agess ago, the dwarves built a fabulous series of cities in the valleys of the Wyrmspire mountains. There they mined the rarest metals and minerals in the world: mithril, adamantine, and the enigmatic darkmetal, which has the ability to harmlessly absorb magic directed at it. Their riches inevitably snagged the attention of the demon lord Nativ, a baalrog of unspeakable terror, whose demonic legions drove the dwarves from their homes, slaughtering and devouring the majority of them in the process.

The dwarves settled in the forested hills between Evalon, Marach, and Rinkasae, restoring their numbers and regaining their strength. For ten (dwarven) generations they dwelt in exile in that region. Fifty years ago, however, a dwarven general named Dnulper Darkshield raised an army consisting of practically every race, common and monster alike, and marched into Ered-Dûm with the intent of driving out the demons. This is the only time in recorded history that such diverse races as the elves, humans, dwarves, halflings, orcs, kobolds, minotaurs, goblins, hobgoblins, centaurs, ogres, aeralons, vulptens, and even giants and dragons ever fought side by side against a common enemy. Dnulper himself fought in private combat with Nativ, and slew the demon, but died himself shortly afterwards – legends say that he took only nine steps before finally succumbing to his wounds.

In the intervening fifty years since that battle, Dnulper's son Munin has led the dwarves in restoring the capital city of the dwarven realm. Still, while Nativ has been slain and his legions of demons destroyed, the occasional straggler demon or magical monstrosity shows up from time to time, creating trouble for the nation.

Geography

While it is generally thought by the uninformed to exist beneath the Wyrmspire Mountains, Ered-Dûm in fact sits in the valleys between the mountains. The mountains are covered in thick evergreen forests, and the rivers are fed from mountain springs which flow into the Rhione, Danbue, and Greatwurm Rivers.

At the spot where the Danbue river flows from the mountains into the Teyoth region, the ancient dwarves had constructed a fifty foot tall bronze statue of a dwarf which straddled the river between its legs. This statue has been confirmed several times by mages and architects alike to be made of solid bronze, although the exact method used to produce such a statue has been lost to antiquity. Many believe the statue to have originally been intended as a golem protecting the border. This statue had been toppled by Nativ's demons, but suffered only minor scratches. King Munin's first official act, after arranging his nation, was to order the statue cleaned and restored to its rightful place.

Daily Life

People in Ered-Dûm are among the most cheerful and happiest in the world, due in no small part to feelings of the victory in reclaiming their homeland, which is still in living memory for most of the nation. Neighbors are always smiling at each other and calling each other by name, and at least once a week there are people getting rip-roaring drunk in celebration.

Ered-Dûm's towns and cities are built along the sides of the mountains. More than a few towns are built inside multi-layer strip mines that ran out of accessible ore centuries before. The largest cities stretch up the sides of the tallest mountains, with a number of walkways stretching between the upper floors of buildings and hydro-mechanical elevators connecting the lower and upper sections of the cities. Each town and city is close to or near a large mine; the largest cities have several mines in close proximity. This tendency to build on the outside of the mountains has confused many who have heard the stereotype of building subterranean cities; however, as more than one denizen of Ered-Dûm has put it, "no one wants to live in a mine." At least part of this tendency to build on the slopes rather than in the mountains themselves has been attributed to the large number of aeralons in the nation, who comprise nearly a quarter of the populace.

Houses and barns in Ered-Dûm are generally made from stone with wooden interiors. All have central fireplaces and chimneys for heating and cooking; those in the cities burn coal, while those in rural areas are known to burn two to three cords of wood a year.

The most common grains grown are barley, rye, and oats, supplemented by beets, carrots, beans, lentils, peas, onions, parsnips, and mushrooms.

Hops are grown throughout the nation; the combination of hops and barley along with mountain spring water and various local brewing techniques produce a very hearty beer. Ered-Dûm beers are among the most sought after brews in the world, exporting their beer as far away as Umoja and Gehong.

Spiced sausage is a staple of the Ered-Dûm diet. This sausage is made from a variety of meats; pork and mutton sausage are most common, while venison sausage is a delicacy usually produced in the autumn. The spices used vary wildly, and no two sausage recipes are exactly alike. The spices involved vary from locally grown to imported.

Native Fauna

The most notable large game animals in the nation are brown and cave bears, various deer and elk, and boar. Long legged goats and sheep are common in the southern mountains. The most common game birds are grouses, pheasants, partridges, peafowl, quails, and cuckoos.

Wolverines, both regular and giant, are prevalent predators in the farthest northern reaches, while wolves and dire wolves roam the length of the range. In addition, pegasi, pegadactyls, gryphons, eagles, giant eagles, and a variety of owls and hawks are common sights in the mountain range's skies. Bats are also common, with many mega-bats with five foot wingspans cataloged. Many giant spiders live in the forests on the sides of the mountains.

But most notable are the dragons and wyverns which call the mountains themselves home.

Domestically, the most common livestock are goats, sheep, and pigs, with geese and ducks raised for their eggs and meat. Pigs are used as draft animals as well as for food; goats are more common than horses or ponies as mounts.

Military

Ered-Dûm is best known for its infantry. Each soldier in the army carries a spear, axe, or sword, and a medium kite shield. Crossbows are also in common use. Mail armor is the most common, often in fine meshes that are light and flexible without sacrificing protection. The army is trained in the use of shield wall tactics when fighting on level ground or in caverns, and from concealment using ambush tactics when fighting in the mountains and valleys.

Aeralons work as advance scouts and aerial shock troops, usually wielding bows and javelins, with shortwords and scimitars as sidearms. They have not yet faced off against the aerial cavalries of other nations, but some feel it's only a matter of time.

Naming Practices

Most denizens of Ered-Dûm have a clan name followed by the given name. Many take on descriptive or patronymic by-names following the given name; hereditary surnames aren't used. The clan

name is not often used in common speech, giving many the indication that those from Ered-Dûm use only a given name and by-name.

When naming characters from Ered-Dûm, German or Dutch names or names with those flavors are best, though a few Old Norse names would not be out of place. It should be noted that the accent of those of Ered-Dûm is very close to German accents.

Control Rating

Civil Liberties: CR 4; society is highly structured, and the laws exist to maintain order, limiting personal freedoms.

Taxation: CR 4; heavy taxation.

Weaponry: CR 3; moderate controls.

Magic: CR 4; strict controls.

Laws

Arrest: Usually made by the town guard. Often, the comfort of the accused is not a concern.

Trials: Trials are usually held in front of the accused's Clan Elder. The Elder determines not only if the accused is guilty of the crime, but also how the Clan was affected by the crime.

Punishment: Restitution, hard labor, enforced slavery, and exile are most common punishments. The death sentence is usually reserved for unrepentant repeat violent criminals or for treason against both Clan and nation.

Technology Level

Transportation: Long-distance coaches, precise navigation; TL 4.

Weapons and Armor: Steel weapons, plate armor; TL 3.

Power: Improved windmills, belt drives, clockwork; TL 4.

Medicine: Optical microscopes; TL 4.

Character Notes

Languages: Dwarven (Native) [0]. Teyothi is a common second language, often at Accented proficiency.

Cultural Familiarities: Wyrmspire [0].

The Rochladastacht

The Rochladastacht is bordered on three sides by mountain ranges, and on the fourth by the Zin Ocean. The area is temperate, with the majority of the region being dominated by a large, rolling plain, fed by the Narfolia and Varfenel Rivers and their tributaries before they join to form the Uribe. The northern edge of the Rochladastacht is composed of mixed forests, butting up against the Occam's Wall mountain range.

Originally, the region was dominated by the Phaon civilization. At one point, the Phaon civilization was conquered by the Corcoran Empire; however, after the collapse of that empire, Phaon formed its own empire that dominated the entire Rochladastacht. This Empire, however, fell to a nomadic, female-led mounted warrior culture which allegedly wiped out all remnants of the Phaon people before settling the area that would become the nation of Rochlad. In truth, the Phaon people were not all wiped out, just conquered. One province of the old Phaon Empire was spared the conquest and later reinvented themselves as the nation of Iturnum.

Rochlad

Capital: Ulrikunstacht.

Population: 3,610,000.

Racial Demographics: 76% human, 18% centaurs, 6% other races.

Government: Matrilineal theocratic meritocracy.

Religions: Rochlad Pantheon.

Imports: Wood, coal.

Exports: Horses, sapphires.

Raopacht: Zenocha Dimetrova Raopachucht Mearnstucht Kostacht.

Chief Adviser: Katarina Ludmillova Pekarovacht Lannstucht Zoracht.

Heir: Mirka Zenachova Raopachucht Ulmrikunstucht Rusalkacht.

Literally, the name "Rochlad" translates into "plains where the horses roam free" in the ancient language of the Phaonese culture who had originally settled the region.

Rochlad is the (mostly) civilized successor state of a conquering female-run barbarian horde from the other side of Occam's Wall. This barbarian horde consisted of many races, and swept through everything in their path before settling down in the most fertile place they found: a high steppe at the eastern base of the Wyrmspire mountain range. Along with survival of the fittest, fine horses remain a primary focus culturally and economically, and a Rochladabred horse is highly sought after anywhere. The Rochlada do not breed for superficial characteristics like color, instead breeding for strength, speed, endurance, and intelligence; culling is very strict. Only the worst are ever sold outside the Rochladastacht; thus, stallions and broodmares are never sold. The breed standard has been codified into a series of tests and examinations at 6 months, 1 year, 2 years, and 4 years. Stamina, speed, substance, agility, attitude, loyalty, and fertility are all sought after. Even the ones sold outside the nation – the worst

of the herds by Rochlad standards – are highly prized above the local breeds elsewhere.

It is Rochlada tradition to cap the incisors and canines of a prized stallion with gold inlaid steel with a serrated back edge, and to elaborately tattoo the face of said stallion around the eyes and muzzle in ways that detail his pedigree and heritage. These tattoos are derived from the ancient written language of the original barbarian horde.

Rochlad has an overall ruler, the Raopacht, but she rules by acclaim, not decree. Woe to her if she too many times ignores the advice of the council, the Diapacht. Thus the Raopacht's power is more generally used to break logjams in the Diapacht. The Diapacht is a council of local leaders, known as Khans. Each Khan is a leader of a town, village, or clan, many of which are nomadic or semi-nomadic, never staying in the same place for very long.

Geography

Rochlad, as the translation of its name suggests, is an area of rolling plains, bordered in the east by the Barrier Mountains. The Narfolia River and its main tributary flow through the center of the plains, while the Varfenal River forms the northern boundary. Many more smaller rivers dot the landscape, fed by fresh water springs or split from one of the larger rivers before joining a lake or one of the other rivers. Along the northern Varfenal River, the plains gradually form into forested hills.

Technically, the Uribe River forms the western border of the nation, separating Rochlad from South Ford. This border is not as official as it sounds; many small fishing villages on both sides of the river or along several smaller tributaries claim to be citizens of both nations.

Daily Life

There are two kinds of people living in Rochlad. The first are the Rochlada themselves, a nomadic people who raise great herds of horses and rule the nation. The second (and more numerous) are the Phaonae, descendants of the Phaon culture who originally settled the region.

Legend tells that the first Rochlada were born on horseback. This may just be hyperbole, but it is well known that a Rochlada without a horse is not a Rochlada at all. Most Rochlada follow their herds of horses, living in semi-permanent villages composed of yurts which can be broken down quickly and raised elsewhere. The Rochlada use dried dung for cooking, as trees in the Rochladastacht plains are few and far between. Most of the centaurs in the nation are counted among the Rochlada.

A female Rochlada at age sixteen (or age of majority for non-humans) is given her pick of her family's herd stock to make her own start in life with. This is both a test and a privilege, as a poor choice will seriously affect her over many years. Obviously if a family is well-off, the daughter has a much better and wider selection.

Males in Rochlada society are regarded as *firracht*, a concept that roughly translates as 'equal-but-lesser'. Basically this acknowledges that males have often have intelligence and great strength, but greater wisdom and true power is held by those in charge of the next generation.

In practice, this means that women are more strictly brought up and the consequences of poor choices are often harsh; to teach from mistakes, as it were. Thus, if a woman makes a poor choice of a horse or a husband, it's her own fault and counted against her, lowering her chances of later being one of the ruling council. Stupidity is very harshly treated in either sex, but lack of foresight is worse for women.

The Phaonae are far more numerous, living in farms, towns, and cities along the many rivers. Their houses and barns are more permanent, commonly made low to the ground from fired brick and adobe, with thatched roofs. All houses have chimneys for the cooking

and heating fires of dried dung or imported coal. All rural houses and many urban ones have a basement or other shelter to protect them against tornadoes, which are known to pop up during thunderstorms.

Some of the larger towns have grown up around copper and sapphire mines. These mines are located along the eastern border, in the foothills of the Barrier Mountains.

While it may seem that the Phaonae only tolerate the Rochlada, the two people have lived in a symbiotic relationship for generations. Both implicitly know that the nation would not be Rochlad without the other: the Rochlada provide security, and the Phaonae provide long-term stability. The Rochlada often welcome Phaonae into their ranks, usually without prejudice, and it is not unknown for some Rochlada to tire of their nomadic lifestyle and settle down in a Phaonae town.

Wheat is the primary grain grown by Phaonae farmers, supplemented by barley, peas, beans, lentils, carrots, celery, parsnips, chickpeas, lettuce, cabbage, sunflowers, melons, beets, and flax.

Native Fauna

Herds of wild horses roam the plains of the Rochladastact. These horses are often captured and tamed by the Rochlada. Other wild animals include herds of aurochs; some aurochs have interbred with feral cattle that were freed when the Rochlada conquered the region. Hippopotamuses, rhinoceroses, elephants, antelope, lions, giraffes, pegasi, leopards, and cheetahs are also commonly seen, as well as flocks of ostriches and other game birds; the game birds are most common along the rivers and the southern coastline.

Domestically, horses also provide the bulk of the livestock. Horses provide leather, milk, and transport. Cattle also common livestock; it has become a common practice to herd cattle from range to range. Those who chose to settle in farms rather than maintain a nomadic lifestyle are known to raise pigs, sheep, goats, and chickens. Dogs, typically terrier and hound breeds, are common pets; working breeds are generally shepherds, with a few guard dogs. Only in the cities are cats and ferrets kept as pets.

Military

Each Khan is expected by tradition to maintain a militia; these militias are generally composed of every able-bodied rider, male and female, in the Khan's territory. Some Khans insist on outfitting their militias themselves, while others require the militia soldiers to outfit themselves. These militias are expected to be able to mobilize with less than a day's warning; in practice, it generally takes two or three days to organize a summoned militia into a fighting force.

As can be expected, the bulk of the Rochlad militas are primarily comprised of cavalry. Rochlada riders generally wear hardened leather or mail, with leaders wearing plate-and-chain and occasionally full plate, and wield spears, cavalry sabers, or axes; unlike the western Teyothi cavalry, lances are almost unknown in Rochlad. A number of them carry shields, but many do not.

Having observed the air cavalries of Marach and Ritaegno in action, some Rochlad breeders and Khans have begun raising herds of pegasi to implement an air cavalry of their own. These pegasi are held to the same exacting standards as Rochladabred horses. To date, the Rochlad air cavalry is small, but growing in fame and effectiveness.

Naming Practices

People from Rochlad commonly have five names: a given name followed by four surnames. The first surname is given at birth, and gives the mother's given name with a suffix indicating "son or daughter of". The second is given once the person is able to walk, based off the mother's occupation. The third is given at puberty, and is topographic based on the nearest city, town, or village. The fourth and final surname is descriptive, based off the person's accomplishments in

the coming-of-age trials.

Rochlada names, when naming characters, are commonly based off Slavic, Ukranian, Polish, and Russian names.

Control Rating

Civil Liberties: CR 2; people enjoy a lot of personal freedom.

Taxation: CR 2; taxes are light.

Weaponry: CR 2; very few laws concerning the regulation of weapons exist.

Magic: CR 2; very few laws concerning the regulation of magic exist.

Laws

Arrest: Arrests are made by the town watch. The comfort of those being arrested is not a concern of the watchmen performing their duties. Lynch mobs are not uncommon; these mobs tend to forego the trial phase and skip right to the punishment.

Trials: Trials for men are commonly informal hearings in front of a constable or member of the clergy, although the accused has the right to a trial by combat against his accuser or the accuser's champion if he so chooses. Trials for women, on the other hand, are formal trials in front of the town's high priestess.

Punishment: Physical punishments, such as flogging, are common for most light offenses. Serious offenses, such as murder and treason, are punished by being drawn and quartered by being tied to multiple horses who are then made to run in different directions, regardless of the gender of the offender. Lynch mobs simply tie their victim by a rope around his wrists to a wild horse; the horse then drags the victim behind it over the worst possible terrain.

Technology Level

Transportation: Stirrups, ocean-going sailing ships; TL 3.

Weapons and Armor: Steel weapons, plate armor; TL 3.

Power: Heavy horses, horse collars, windmills; TL 3.

Medicine: Bleeding the sick, chemical remedies; TL 2.

Character Notes

Languages: Rochladisch (Native) [0].

Cultural Familiarities: Rochlad [0].

Advantages: It is not uncommon for characters from Rochlad to have Rochladabred cavalry horses as Allies.

Skills: Characters from Rochlad are expected to know either Animal Handling (Equines)-12 and/or Riding (Equines)-12. Teamster (Equines) is also common.

Hrigak

Capital: Porom.

Population: 4,980,000.

Racial Demographics: 68% vulpten, 14% aeralon, 10% dwarf, 6% ogre, 2% other races.

Government: Matriarchal Oligarchy.

Religions: Kesuul the Primal Fang, animism, ancestor worship.

Imports: Iron, tin.

Exports: Leather, saddles.

Alpha Mother: Jeejee.

Beta Male: Job.

Heir: None selected.

[need to completely redo this nation]

Geography

Hrigak sits in an area of mixed forests and grass-covered hills,

where the Greatwyrn River flows out of the Wyrmspire Mountains before joining into the Conowingo River. The locals occasionally refer to it as "The Land of the Three Joinings"; interestingly enough, the name of it's capital city, Porom, derives from the word for "complete" in the ancient Phaonese language.

Daily Life

Native Fauna

Military

Hrigak's military is composed primarily of infantry armed with spears and wooden shields, wearing mainly hardened leather or mail hauberks. Crossbows are also a common weapon among the infantry. Cheap-quality short swords and even wrist-mounted blades are common sidearms among those of the nation who are not vulptens.

The infantry is backed by two-person chariots drawn by horses or ponies. These chariots are driven by one person, while the second does all the fighting. The wheels of the chariots are made of metal-reinforced wood, and are often designed with blades on the wheels. Hrigak's military leaders prefer to use chariots, although the practice has been discontinued elsewhere, because the vulpten physiology is not conducive towards riding mounts.

In Hrigak, the military also serves as the city watch; there is no difference between Military Rank and City Watch Rank here.

Naming Practices

Hrigak's names tend to be simply a given name with no surnames. Occasionally, some people take on descriptive by-names, particularly if there are others in the town with the same or similar name. These by-names occasionally indicate "son or daughter of", and sometimes indicate the clan matriarch.

When naming characters from Hrigak, Hebrew names and names with a Hebrew, Arabic, or other Semitic flavor are preferred.

Control Rating

Civil Liberties: CR 2; people enjoy a lot of personal freedom.

Taxation: CR 2; taxes are light.

Weaponry: CR 2; very few laws concerning the regulation of weapons exist.

Magic: CR 2; very few laws concerning the regulation of magic exist.

Laws

Arrest: Arrests are still fairly informal; while the town guard occasionally gets called out to bring someone to justice, mobs of people still arise to exact their own justice . . . or revenge.

Trials: While formal trials themselves are still rare, trials by combat are the most common form of trial, a holdover from before the people of the nation were civilized.

Punishment: Public beatings and humiliation are the most common punishments, often exacted by the ones who caught the accused in the act. These beatings occasionally result in the maiming or death of the accused.

Technology Level

Transportation: Bare horseback, the wheel (and chariots), shipbuilding, sails; TL 1.

Weapons and Armor: Steel weapons, plate armor; TL 3.

Power: Improved windmills, belt drives, clockwork; TL 4.

Medicine: Crude prostheses, anatomical science; TL 3.

Character Notes

Languages: Rochladisch (Native) [0].

South Ford

Capital: South Ford.

Population: 2,310,000.

Racial Demographics: 44% half-elf, 42% half-orc, 11% orf, 1% dragons, 2% other races.

Government: Representative Democracy.

Religions: Teyoth Pantheon, Rochlad Pantheon.

Imports:

Exports:

Lord Protector: Lord Gautier d'Marseau.

Chief Adviser: Lord Vaden d'Fournier.

Lord Vice-Protector: Lord Vaden d'Fournier.

Over five hundred years ago, during the height of the Great Empire, the first signs of the corruption that would lead to its downfall reared its ugly head in what is now the nation of Zitheral. During that time, there was an influx of elves onto the mainland, and marriages between elves and humans had become rather common. However, acceptance of the half-elf progeny was slow in coming, and what was once pride in one's children slowly turned to resentment, eventually giving way to hatred. The elves living in Zitheral were disgusted by how short-lived their half-human progeny were, while the humans grew jealous over the innate elven advantages of half-elves. Laws were passed restricting half-elven rights, and more than one town even went so far as to not even acknowledge that half-elves were subjects of the Empire.

Finding themselves no longer welcome in their homeland, a band of half-elves five hundred strong struck out into the wilderness. In the Rochlad plains, where the Varfenel and Narfolia Rivers merge to form the Uribe, they erected a town they called South Ford.

Not long afterwards, a caravan from the northern wildernesses came to a halt outside the town. This caravan was primarily composed of half-orcs who had left the orcish tribes on the northern slopes of Occam's Wall due to similar persecution. Understanding the half-orcs' plight all too well, the half-elves welcomed the half-orcs into their community.

A hundred years after its founding, South Ford had to defend itself against an army sent from Zitheral. The community almost didn't survive, except through the intervention of the Rochlada cavalry and one particularly ornery firedrake who was roused from her slumber by the fighting.

The scars of persecution by their parent races have not healed, even after the intervening centuries. Although claiming to want to practice their ways in peace, the city of South Ford has a distinct anti-human, anti-elf, and anti-orc attitude. While the laws of the city are fair to almost anyone else, they are very restrictive towards the three parent races.

Geography

South Ford sits on the far western edge of the Rochlad Plains, where the Varfenel River and the Narfolia River merge to form the Uribe River, which flows south to the coastline. The area is one of rolling foothills and fertile marshes dotted with forests.

Daily Life

Native Fauna

Military

South Ford's military is divided into two segments: the infantry and the cavalry. Because of their landlocked position, they do not have

a standing navy, although their trade boats have a strong Northern Raider influence, being shallow enough to travel upriver while stable enough to traverse the open seas.

Because of their troubled history, South Ford requires that every able-bodied adult serve for four years in the military. Most choose to serve in the infantry, which relies on a mix of tactics adapted from other nations. South Ford is known to have employed a strong shield wall which has stood up to cavalry charges, with pikemen, archers, and crossbowmen behind the shield wall. Their archers are forced to train two hours a day five days a week.

Those that choose to serve in the cavalry are trained by mercenaries hired from Rochlad. As such, their cavalry tactics mirror those of Rochlad's.

Like many of the other nations, South Ford has a small air cavalry. Despite their size, South Ford's air cavalry is among the most feared in the world for one reason: they have a large number of dragons as mounts.

During the war with Zitheral, a dragon came down from the Wyrmspire Mountains to investigate the war which was disturbing her. Discovering the aggression of the Zitheral army, this dragon pledged her support to South Ford. While the dragon died in battle, her offspring carried that pledge as their own. Dragon and rider see each other as partners, not as owner and mount.

Naming Practices

South Ford's naming practices commonly follow Zitheral's, although several families have started using Rochlad's practices. The leadership has not passed any laws regulating surnames, so each family is left to practice their own customs.

Control Rating

Civil Liberties: CR2; the people enjoy a lot of personal freedoms, except for humans and elves (CR 5; repressive), and, to a lesser extent, orcs (CR 4).

Taxation: CR 3; taxes are moderate.

Weaponry: CR 2; South Ford's history has ensured that weapon control laws are quite permissive.

Magic: CR 2; South Ford's history has ensured that magic control laws are quite permissive. Only Necromancy spells and some summoning rituals are forbidden.

Laws

Arrest: Most arrests are performed by the town watch, or a rural sheriff and/or his deputies. How humanely the accused is treated often depends upon his race, social status, the alleged crime, and whether he was found at the scene. Humans, elves, and, to a lesser extent, orcs are treated much harsher than other races.

Trials: Trials are held in front of a judge, and occasionally a jury of nobles when the accused is of good standing in the community. Trials usually operate on an "innocent until proven guilty" system – unless the accused is a human or elf, in which case they are presumed guilty until proven innocent.

Punishment: Restitution, public humiliation, enforced servitude, and exile are the most common punishments, although the death penalty does exist for the most heinous crimes. When called for, the death penalty usually consists of being tied behind a wild horse and released into the wild.

Technology Level

Transportation: Long-distance coaches, precise navigation; TL 4.

Weapons and Armor: Steel weapons, plate armor; TL 3.

Power: Improved windmills, belt drives, clockwork; TL 4.

Medicine: Optical microscopes; TL 4.

Character Notes

Languages: Rochladisch (Native) [0]. Teyothi is also common at Accented [4] to Native [6] proficiency.

Cultural Familiarities: Teyoth Region [0]; Rochladastacht [1] is also common.

Disadvantages: Many people from South Ford have the -5 point level of Intolerance towards humans, elves, and/or (more rarely) orcs.

Iturnum

Capital: Zaphalon.

Population: 4,861,000.

Racial Demographics: 26% living, 74% mummies, skeletons, or zombies.

Government: Elected Monarchy with a ruling Oligarchy.

Religions: Ancestor worship.

Imports: Corpses.

Exports: Copper, iron, zinc.

Lord Protector: Lord Protector Asta Kask IX.

Chief Adviser: Lord Asta Kask II.

Vice-Lord Protector: Vice-Lord Protector Asta Kask X.

*Give me your skeletons, your zombies,
Your huddled masses who have ceased to breathe,
The wretched refuse of your cemeteries.
Send these, the charnel-born, plague-wracked to me,
I lift mine lamp beside the ebon door!*
— Lord Protector Asta Kask I

Iturnum is an enigma to the other nations of the world, an enigma which bothers them more than they'd like to admit.

Iturnum is one of the most egalitarian nations on Ranoc, a nation where merit, ability, and achievement determines one's social status. There are very few peasants in Iturnum, as most of the jobs performed by the peasantry in other nations – primarily farming, mining, and construction – are performed by the undead, most commonly mummies, zombies, and skeletons. This frees up the majority of the population to pursue other pursuits. Iturnum boasts more scholars and philosophers, natural and social, than any other nation.

Iturnum's great minds are focused primarily on the theoretical aspects of science and magic, rather than the practical. It is not uncommon to find philosophers in the market squares debating the nature of divinity, magic, the world around them, and politics.

Iturnum's casual use of the undead disturbs the other nations. Almost everyone outside Iturnum believes that the creation of the undead – even the simple ones as skeletons, zombies, and mummies – is an evil act, an unholy desecration of a person's body. Iturnum, however, sees the issue as one of pragmatism and economics rather than one of morality. It should be noted that the nation of Iturnum is the only nation which does not engage in slavery, viewing the ownership of another living being as cruel, inhumane, and evil.

Iturnum's views towards the undead must be considered in full view of their history. The area Iturnum sits in was until recently entirely composed of marshy wetlands, making regular funeral practices impractical. Coffins that were buried in the ground often resurfaced as the water table rose and drove the coffins toward the surface. Burial mausoleums were considered by the original settlers, until people realized that stone buildings were unstable in that area. Finally, funeral pyres were considered the right of the royalty of the time; the common people had no claim on the practice.

The final decision to create undead for labor purposes occurred when four fifths of the people in the kingdom were struck down by a debilitating plague. While the elite were safe, due to their practice of

using magic to fight disease, the peasants had no such practices; most of them could not afford the cost of magical healing, and there were too few hedge wizards, herbalists, and spellcasting clerics to handle the populace. Iturnum found itself essentially as a nation with a pile of corpses and no peasants. In order to survive, the court magicians turned most of the recently deceased into zombies and put them to work in the fields and nearby mines.

Since this plague, the nation has been ruled by the same royal family, all of whom have taken on the title of Lord Protector. Officially, the local priesthood elects the ruler, but to date the rulers have all come from the same lineage. The Kask Dynasty is advised by the second of the line, who has undergone a transition into an undead lich. This lich, Lord Asta Kask II, has been the power behind the throne for the last two hundred years.

Geography

Iturnum's territory covers a large expanse of forests and marshy woodlands, many of which have been cleared to create farmland over the years, expanding up into the mountains of the Barrier and Occam's Wall ranges. The marshes are fed by streams that come out of the mountains.

Daily Life

Because of their geographical situation, the most common style of dwelling in Iturnum is that of a wooden house built around the trunk of a tree. Entrance to the house is through a rope ladder dropped through a hole in the floor near the tree, or from the side where a network of wooden and rope bridges connect the houses.

Native Fauna

Military

Iturnum's military is one of the most feared in the world, primarily because of the undead nature of its soldiers. Mindless skeletons, zombies, and mummies make up the bulk of the army; their undead natures ensure that they do not feel pain or fear. In battle, they are nothing more than mindless killing machines. Most are armed with swords, spears, maces, or polearms; armor is almost unknown.

Necromancers make up the bulk of the army's mortal commanders. The current crop of generals are military theorists with little – if any – actual battlefield experience.

Naming Practices

Native Iturnumites have a given name, a family surname, and a larger clan name taken from the clan patriarch's surname. Those who marry into a clan often append the clan's surname to their own.

When naming characters from Iturnum, it should be noted that their names tend to resemble an eclectic combination of Basque, Arabic, and Hindi names.

Control Rating

Civil Liberties: CR 1; very free.

Taxation: CR 3; moderate taxation.

Weaponry: CR 3; moderate controls.

Magic: CR 1; very free, as many spells that would be restricted elsewhere are considered essential for daily operations.

Laws

Arrest: Arrests are performed by the town guard, and are usually humane in their treatment of the accused, unless the accused resists arrest.

Trials: Trials are always formal affairs in front of a jury composed of 50-100 of the town's male citizens, all of whom are selected at random. In most cases, all parties in a trial, civil and criminal, are

represented by an advocate, whose skill in persuading the jury depends as much or more on his Public Speaking skill as it does the evidence or his Law skill.

Punishment: Iturnum is fond of its death penalty, which is applied to any crime beyond that of petty theft. The death sentence is carried out by draining the criminal of all his blood, and then raising the corpse as a zombie to enter the workforce. Petty crimes are generally punished through fines and imprisonment.

Technology Level

Transportation: Long-distance coaches, precise navigation; TL 4.

Weapons and Armor: Steel weapons, plate armor; TL 3.

Power: Improved windmills, belt drives, clockwork; TL 4.

Vast Expanse Region

The Vast Expanse is the name given to the desert which dominates the land east of the Barrier Mountains. It is a dry land, with very little rainfall and only one known river, the Chione. The area is mostly uncharted, with only two towns shown on any map of the region: Freehold and Oasis.

Many millennia ago, the Chione River was the seat of a powerful human and elf civilization, although it is not generally known which race was dominant. When the Barrier Mountains erupted, the climate changed – from plains to desert – and the nation disappeared, leaving behind only granite and sandstone monuments. It is believed the remnants of the Chione civilization live on as the Vast Expanse Nomads, but this cannot be confirmed nor successfully refuted by anyone due to the lack of written records by either peoples.

It is generally unknown how far east the Vast Expanse extends. Some believe the Vast Expanse gives way to steppes before coming to the Gehong region, others say it extends into Gehong. As yet, no definitive report has come to light.

Freehold

Capital: Freehold.

Population: 160,000.

Racial Demographics:

Government: Dictatorship.

Religions: Teyoth Pantheon, Rochlad Pantheon, Shadanian.

Imports:

Exports:

Caliph: Akbar ibn Akkab.

Grand Vizier: Theosonovus the Black.

Heir: None named; the oldest sons of bin Akkab's many concubines are each maneuvering to gain power. The most likely heir is Prince Rashid ibn Akbar, who is well-liked by all but Theosonovus.

It is said that the civilized people of the world avoid mentioning Freehold, considering it a wretched hive of scum and villainy rivaled by none. Their perceptions aren't far from the truth.

Centuries before its founding, the site of Freehold was the site of one of the ancient civilizations. It sits on a fertile river delta subject to periodic flooding. This civilization faded into obscurity when the surrounding area changed from grasslands to desert. The people there turned to a nomadic way of life, becoming the Vast Expanse Nomads (see below).

More recently, a Northern Raider Clan longship, fleeing in defeat from an unsuccessful raid on the Zitheral city of Penticon, settled into the cove of the river delta. The leader of this clan was an orc who had tired of the raiders' way of life. He chose to settle in the river delta, and most of his crew joined him. In time, others joined his small town,

Medicine: Optical microscopes; TL 4.

Character Notes

Languages: Rochladisch (Native) [0].

Cultural Familiarities: Iturnum [0]. Rochladastacht [1] is also common among those who travel abroad.

Advantages: Nearly everyone in Iturnum possesses at least either Magery 0 or Sorcery 0, with a quarter of the population possessing Magery 1, Sorcery 1, or better. Higher levels of Magery are usually, but not always, aspected with One College Only: Necromancy. Because of the high number of undead walking around the nation, most people in Iturnum have developed Resistant to Disease (+3) [3] or (+8) [5] as well as Resistant to Poison (+3) [5].

and Freehold was born.

Like North Cove, the laws in Freehold are very loose, and nearly anything is legal. The clan's leader, now long dead, passed his leadership to his half-orc son, who since passed it onto his human nephew. Taking the title of "caliph", the leader instituted a series of pay-offs, bribes, and kickbacks among the town's merchants and regularly visiting pirates.

The current caliph is a depraved, fat, old man going by the name of Akbar ibn Akkab, who is more interested in gaining more women in his harem than he is with running the city. The day to day work in the city is left to his vizier, an elf wizard named Theosonovus whose heart is as black as darkmetal. In addition, Akbar bin Akkab has fifty wives, and over a hundred sons, at least two from each wife in his harem, and not even a single daughter (rumors abound of a secret daughter or that the caliph killed all of own daughters on the days they were born, but such rumors cannot be proven). These sons are each attempting to outmaneuver the others through a complicated web of political intrigue, although none has yet to commit to assassination of his half-brothers. Theosonovus covets the throne himself, and is attempting to arrange the elimination of those sons who he feels would not be amenable to his manipulations; the elf is willing to wait another human generation to see if any of the caliph's sons produce a daughter he would then marry, to give his own claim to the throne the veneer of legitimacy.

*You will never find a more wretched
hive of scum and villainy. We must be
cautious.*

– Obi-Wan (Ben) Kenobi, Star Wars

Geography

Freehold sits on the Chione River Delta, a fertile land amidst a harsh, arid desert. Farther upriver, the land controlled by Freehold is a mere twenty miles wide on average.

The Chione River is subject to annual flooding, increasing the width of the river by almost a mile for several weeks until it recedes. These floods are considered essential by the farmers living on the river banks, as the waters deposit a layer of fertile black silt which is then plowed and seeded.

Daily Life

Native Fauna

Military

Freehold's military is composed primarily of mercenaries and

pirates. These are people who will fight for money and to keep their favorite place to unload booty free from outside interference; they really don't care who runs the city so long as it doesn't interfere with their own affairs.

Naming Practices

Freehold itself does not follow any set naming practices. Most people have a given name, with surnames and by-names varying wildly depending on where one's family hails from.

The peasantry working the fertile farmland along the Chione river flood basin use only a given name, occasionally followed by "ibn" or "bin" to indicate "son of" or "daughter of" respectively, then the name of one of the parents.

When naming one of the Chione peasants, Egyptian and Arabic names, and names with those flavors, are common.

Control Rating

Civil Liberties: CR 0; Freehold's civil laws are non-existent.

Taxation: CR 1; very light, since most of the revenue comes from bribes and kickbacks rather than taxes.

Weaponry: CR 0; no weapon controls whatsoever.

Magic: CR 0; no magic controls whatsoever.

Laws

Arrest: Unless the crime affects the ruling elite, arrests simply do not happen. This leads to people hiring mercenaries for protection or to exact justice (or revenge).

Trials: As arrests only rarely happen, so do trials. When they do happen, the accused is brought before Theosonovous the Black, who passes judgment, often harshly, in the caliph's name. There is no appeal.

Punishment: Theosonovous is fond of his death penalty, which is executed by chaining the criminal to a rock face along the harbor and letting him expire to exposure and starvation. (Guards are posted to prevent the accused from receiving help in escaping.)

Technology Level

Transportation: Long-distance coaches, precise navigation; TL 4.

Weapons and Armor: Steel weapons, plate armor; TL 3.

Power: Improved windmills, belt drives, clockwork; TL 4.

Medicine: Crude prostheses, anatomical science; TL 3.

Character Notes

Languages: Shadian (Native) [0]. The ruling elite also know Teyothi at Accented [4] proficiency.

Cultural Familiarities: Freehold [0]. Desert Nomad [1] is also a commonly known culture, particularly among the peasantry.

Vast Expanse Nomads

Capital: Oasis (*de facto*).

Population: 45,000 (estimated; could be as many as 10 to 100 times that).

Racial Demographics:

Government: Clan-based.

Religions: Shadianian.

Imports:

Exports:

Ruler: The Shadian (*de facto*).

Chief Adviser: The Sedina.

Heir: The Mauru.

Not a nation *per se*, the desert nomads of the Vast Expanse have developed their own culture. There are 15 to 20 nomadic tribes that

roam the great wastes, more or less depending on who is making the account. Of these tribes, only four are notable: the Shadian, the Mauru, the Hassiem, and the Sadina. The language of the nomads is called Shadian, after the dominant tribe; however, the languages of Teyothi and Rochladisch are taught to the nomads that run the caravans between the cities that line the edge of the great wastes.

All of the desert nomads follow the same laws and traditions, even the tribes that claim independence from the rule of the Shadian.

The nomads pray to their deities at the rising and setting of the sun. Adults always face to the east when praying, and children always face to the west.

The leaders of each tribe are simply referred to as the name of the tribe. The leaders are marked not by crowns or robes of office but by a single braid that falls to the waist. When a leader dies his braid is removed and woven to a handle that is anywhere from 6 inches to two feet in length, then placed in to a very simple chest or box, only referred to as the Keeper of the Ancients.

The Shadian is the undisputed leader of at least ten of the nomadic tribes. The Shadian holds council over the tribes and is both high judge and jury; the executioner is the second from the Hassiem. The Shadian arranges all marriages between the nomads, ensuring political equity between the tribes. Whereas in most tribes the leadership passes from father to son, the Shadian chooses his successor, who could be from any tribe.

The Mauru is the second house of the Shadian; if ever the Shadian were to die without naming a successor the Mauru would become the new Shadian; the Mauru's first son would become the new Mauru. If the Mauru does not have a son who has passed the rites of manhood, then the second brother would become the Mauru in his stead. The Mauru are known as Camel Riders, they are the best at training camels and teaching others to ride them.

The Hassiem are the third house of the Shadian; they are also the executioners and trained assassins of the Shadian. It is widely known that the Hassiem are the sworn enemies to the Mauru. This over an incident that occurred so long ago neither house can remember what it was.

The Sadina is the only tribe in the great wastes that is composed entirely of women; male children are given to the tribes of their fathers at the boy's first summer solstice. The women of the Sadina have chosen mates throughout the other tribes that follow the Shadian. The Sadina is the chosen mate of the Shadian. Her first daughter will be the chosen mate of the Shadian's successor. They are also the only tribe where the leader of the tribe is succeeded without the current leader's death. However if the Sadina were to die before the Shadian, the first daughter becomes the Sadina. The Sadina train girls to become women, which includes not only the more common chores of cooking and cleaning, but also the more intimate aspects. They also teach the Art of the Hidden Blade; women are forbidden by the Shadian to use a blade longer than their forearm, so the Sadina developed a martial art which utilizes knives.

There are only three laws the nomads have that carry the sentence of death, although the Shadian or any leader of a tribe can sentence one to death for lesser offences. The laws are simple: breaking the Oath of Oasis Peace, adultery, and failure of the Trial of the Ancients all automatically call for the death of the accused. Each of these laws has rituals associated with how the individual is to be put to death.

Geography

As noted above, the Vast Expanse is a wide land of sandy, stony, and scrub deserts, littered with the occasional wellspring oasis.

Daily Life

Native Fauna

Military

The Desert Nomads do not have a standing military. However, each able-bodied man is expected to be skilled at arms. Most are armed with scimitars, and wear hardened leather, light scale, or mail underneath their robes when expecting trouble.

Naming Practices

The Desert Nomads have a given name followed by the tribe name. Only rarely is a by-name used, and this is commonly a descriptive one commemorating an achievement. Those who forsake their tribes, either voluntarily or through exile, usually go by only their given name; some exiles take on entirely new names.

Like the peasantry of the Chione river basin, the names of Desert Nomad characters should be based off Arabic and Egyptian names.

Control Rating

Civil Liberties: CR 3; moderate freedom.

Taxation: CR 1; very light.

Weaponry: CR 0; weapons are a necessary part of survival in the desert.

Magic: CR 2; a lot of magic is welcomed, while some spells are discouraged or even banned.

Laws

Arrest: Arrests are always informal, usually in the form of a group

of nomads grabbing the offender(s) and holding him (them) while another person retrieves one of the clergy.

Trials: Trials are generally informal, with the clergyman asking the accuser and the accused several questions and then conferring with the tribe elder and the religious laws on the matter before passing sentence.

Punishment: Theft generally results in maiming, usually the loss of one or both hands. Cowardice in battle is generally handled by branding the coward with a mark on his left cheek and then exiling him to the wastes. As noted above, adultery and fighting or killing within any oasis are automatically given the death penalty.

Technology Level:

Transportation: Stirrups, ocean-going sailing ships; TL 3.

Weapons and Armor: Steel weapons, plate armor; TL 3.

Power: Heavy horses, horse collars, windmills; TL 3.

Medicine: Crude prosthetics, anatomical science; TL 3.

Character Notes

Languages: Shadian (Native) [0].

Cultural Familiarities: Desert Nomad [0].

Skills: Every nomad has a point in Survival (Desert). (Those who would have Incompetence (Survival) would not have survived the coming of age trials.)

UMOJAN JUNGLE REGION

The Umojan Jungle Region consists of the northernmost portion of the southern continent of Umoja. As its name implies, the region is primarily tropical forest, dotted with the occasional clearing or river.

Umoja is known for the reptilian life living there. Scholars have remarked that more reptile species thrive there than exist in the northern Ophari and western Allira'el continents combined. Because of this, scholars and adventurers from across the known world brave the jungles every year in order to catalogue the native life and map out its native river routes.

Deep in the jungle are the ruins of a large city which has never appeared in anyone's histories. Even the local reptilian peoples are unaware of its origins.

New Hope

Capital: New Hope.

Population: 180,400.

Racial Demographics: 52% human, 24% kobold, 20% goblin, 4% other races.

Government: Feudal.

Religions: Teyoth pantheon, Shaktism.

Imports: Weapons, manufactured goods.

Exports: Sugar, cotton, tobacco, cocoa, rubber, spices, native fruits.

Ruler: Count Sebastian Strang.

Chief Adviser: Baron Wilbur Shelton.

Heir: Lord Victor Strang or Lady Victoria Strang.

New Hope was founded as a penal colony on the northern shore of Umoja. As can be imagined, it is not the first penal colony to be founded. However, it is currently the most successful former penal colony.

The success of New Hope comes from the large sugar cane, cotton, and tobacco crops present in the area near the northern coast. Other local crops include coca plants, whose leaves provide a rich, dark powder when dried; when combined with sugar, the cocoa powder is a

delicious edible the locals call chocolate. Rubber trees, whose sap when mixed with animal oils provides an impact-resistant material, are also well cared for; rubber-coated wheels, called tires, have made carts and wagons easier to handle for longer periods of time. Native fruits – such as oranges, limes, lemons, pineapples, bananas, and grapefruit – and spices have become delicacies across the ocean in the southern Teyoth and Rochlad regions.

Because it is descended from a penal colony, New Hope still has a sense of wildness to it. The original settlers were criminals whose crimes did not warrant a death penalty; most of them were thieves, con artists, and political prisoners (murderers, rapists, and other violent criminals are put to death rather than exiled). As such, the laws against thievery, smuggling, and swindling others are very loose. New Hope has become a popular port town for pirates who are looking to get rid of booty or repair their ships.

One other industry that New Hope has become involved in is in the outfitting of adventurers heading out into the jungles, particularly those headed for the ruins deeper in the jungle (see below).

New Hope has maintained friendly-yet-wary relations with the kobold city-states that recently merged into the nation of Shakdran. Their main troubles come from wandering tribes of mohani and herds of the reptilian pack hunters, notably daggerteeth, ripclaws, and saberclaws, that occasionally threaten the town and its surrounding plantations.

Geography

New Hope sits on the mouth of a river which feeds into the ocean, surrounded by a tropical rainforest. Much of the rainforest has been cleared away for about a mile inwards on both sides of the river out to fifty miles inland, transformed into farming plantations.

Daily Life

Native Fauna

Military

Because it is still very new, New Hope does not currently have a standing military. The current leaders have instituted a militia, requiring all able-bodied men of any race to drill and practice every six days. In practice, however, only a third of the able-bodied people, men and women alike, are present to drill on a given week. The drills generally involve spear and archery training from a given formation.

Naming Practices

Because New Hope is a former penal colony with no immigration restrictions, there are no set naming practices. Most of the nations of the Teyoth region are represented in some percentage of the population, and the naming practices often run the gamut, mixing and matching as parents please.

Control Rating

Civil Liberties: CR 1; very free.

Taxation: CR 2; light.

Weaponry: CR 1; very few restrictions.

Magic: CR 2; light restrictions. Only the creation of the undead is strictly forbidden.

Laws

Arrest: While the laws are quite loose, arrests by the town guard do occasionally happen. Often, after the arrest is made, the accused is made to walk through the streets of the town in manacles behind a donkey, during which time s/he is pelted by the townsfolk with rotten eggs and rotting fruit.

Trials: Trials are very informal, sometimes taking on the appearance of mocking the established trials of the Teyoth Region. Most often, the trial operates under the assumption of "guilty unless proven innocent", as it is a widespread belief that "bringing the innocent to trial is unfair."

Punishment: Despite (or perhaps because of) being a relatively lawless place, New Hope's punishments are quite light. Only murder warrants the death penalty (by beheading); almost anything else is subject to either fines, restitution, or, most commonly, public humiliation by spending a few days in the stocks in the town square.

Technology Level

Transportation: Long-distance coaches, precise navigation; TL 4.

Weapons and Armor: TL 3/4. Gunpowder weapons are well-known and fairly common, but must be imported.

Power: Improved windmills, belt drives, clockwork; TL 4.

Medicine: Crude prostheses, anatomical science; TL 3.

Character Notes

Languages: Teyothi (Native) [0]. Many also have Draconic at Broken [2] or Accented [4].

Cultural Familiarities: Teyoth Region [0]. Many also have Umojan [1].

Shakdran

Capital: Kaldhet.

Population: 1,793,800.

Racial Demographics: 87% kobold, 7% mohani, 6% other races.

Government: Elected Monarchy.

Religions: Shaktism.

Imports: Iron.

Exports: Native fruits, dragonsmoke plants, tobacco, rubber, spices, dyes, lumber.

Ruler: Emperor Kaseko Shasa Shakir Haruni Shukuma.

Chief Adviser: Lady Shasa Johari Razi Hada Shukuma.

Heir: Prince Jelani Hasha Kaseko Hada Shukuma.

The Eternal and Undying Empire of Shakdran is the third nation by that name the kobolds of the Umojan Jungles have founded in recorded history. This latest version is only five years old, formed when several towns and villages pledged their allegiance to the current kobold king in their central city of Kaldhet.

In the past, the kobold city-states have had spotty contact with the nations of Ophari, and it was not unknown for the kobold nobility to send their hatchlings across the sea to be educated. During the days of Aethelwulf's Empire, one of these noble hatchlings decided to create an empire of his own. Through a combination of warfare, diplomacy, and magic, this leader, whose name is currently lost to antiquity, formed the first kobold nation, declaring it the Eternal and Undying Empire of Shakdran. This Empire lasted close to a thousand years before political infighting and increased aggression from the mohani tribes of the time destroyed it.

The second kobold nation was formed two hundred years later, as some of the city-states banded together to hold back the mohani tribes. This nation also called itself Shakdran, but was careful to call it neither "eternal" nor "undying". This Empire lasted for some time, however, being a contemporary of the late Great Empire of Man. This version of Shakdran splintered from within just as the Great Empire of Man did, as individual city-states declared their independence from the nation.

Geography

Shakdran sits in the northern jungle region of Umoja, fed by a number of rivers and streams flowing through it. Shakdran is bordered on the eastern end by the Spur Mountains, which run right up to the Zin Ocean. From the peaks of the Spur Mountains, the Barrier Mountains can be seen in the far north.

A large saltwater lake, known as the Sea of Death as not even fish are able to live in it due to its unusual concentrations of salt, sits near the southern-most reaches of the nation. The waters and extracted salt from the Sea of Death have been used as preservatives for millennia.

Daily Life

Native Fauna

Military

Shakdran's military is composed mainly of infantry, who are normally armed with spears and shields. Most wear leather scale, scale, or mail hauberks as armor.

Shakdran has a number of tri-horns and armorbacks they have tamed as mounts.

Naming Practices

People from Shakdran usually have a long name: the given name, followed by the mother's name, the father's name, a topographic name, and then a hereditary surname. These surnames are often occupational or patronymic in origin. Unlike most other surnames, these surnames have been in use for several thousand years, being among the oldest surnames in the known world.

In practice, however, the denizens of Shakdran tend to use just their given name, or if necessary just the given name and surname. This comes from a cultural belief that the full name has power over someone; the people of Shakdran are firm believers in the power of names when used in magic, and hence don't give as much of their name as they could.

When naming people from Shakdran, African and African-flavored names are common.

Control Rating

Civil Liberties: CR 3; moderate personal liberties.

Taxation: CR 3; moderate taxation.

Weaponry: CR 3; moderate weapon controls.

Magic: CR 3; moderate magic controls.

Laws

Arrest: Most arrests are made by the town watch, who try to be humane in their treatments of the accused. Those who resist arrest are killed on the spot, however.

Trials: Magic plays a large part in the trials, as spells, usually in the form of scrolls written in Draconic, from the Communication & Empathy and Mind Control colleges are used by the town judges to exact the truth from the accused's mind.

Punishment: Shakdran is actually fairly lenient in punishments, with restitution, fines, and enforced slavery being the most common punishments. The death penalty is rarely executed, favoring exile to the deepest parts of the jungles.

Technology Level

Transportation: Stirrups, ocean-going sailing ships; TL 3.

Weapons and Armor: Steel weapons, plate armor; TL 3.

Power: Heavy horses, horse collars, windmills; TL 3.

Medicine: Crude prostheses, anatomical science; TL 3.

Character Notes

Languages: Draconic (Native) [0].

Cultural Familiarities: Umojan [0].

Mohani Tribes

Capital: N/A.

Population: Unknown, estimates run from a few thousand to close to a million.

Racial Demographics: 99% mohani, 1% exiled kobolds.

Government: Tribal.

Religions: Animism.

Imports: Metal weapons.

Exports: N/A.

Ruler: N/A.

Chief Adviser: N/A.

Heir: N/A.

The mohani tribes are small tribes of 20 to 100 individuals who live in the Umojan jungles, living a simple hunter-gatherer existence.

Each tribe is led by a tribe chieftain, but the real power in the tribe resides with the tribe's shaman. The shaman fulfills the dual roles of spiritual advisor and healer.

The religion of the mohani tribes revolves around worship of the largest trees in the jungle. Shamans are reportedly able to talk with the trees, whose spirits (see Dryads, p.) have long memories. In this way, the tribe gets a sense of history and community.

Geography

The mohani tribes live deep in the Umojan jungle, almost always on the move. Occasionally, a tribe may settle in a place with natural shelter, but even they end up moving on eventually, following the herds of the large herbivores.

Daily Life

Native Fauna

Military

Every able-bodied person in the tribe, male and female, engages in hunting game. Occasionally, the tribes war on each other, usually when seeking to increase the size of the tribe by capturing females, hatchlings, and eggs.

Most mohani armor is made from hard leather, boiled in natural oils for stiffness. Weapons tend to be spears and knives, often made of stone or bone. Some tribes have traded with Shakdran and New Hope to obtain metal weapons, usually spear heads, knives, and axes.

Naming Practices

Mohani usually have two names: a given name and a secret name known only to the person and the shaman who gave it to them. Should the secret name become known, that person is stripped of his given name and made a slave of the tribe.

Given names can change over time, as a new name may be given to commemorate an achievement.

Most Mohani have names which resemble American Southwest Amerindian names.

Control Rating

Civil Liberties: CR 1; very free, though there are several cultural taboos which if broken can lead to being exiled from the tribe.

Taxation: CR 5; appears repressive, as the food gathered, the only form of "taxes", is communal.

Weaponry: CR 1; very few weapon controls.

Magic: CR 4; strict magic controls. The shaman and his apprentice are meant to wield all the magical power in the tribe.

Laws

Arrest: Very few crimes exist, so the need for lawmen to police them is also fairly low. Only the murder of another tribesmate or breaking a cultural taboo are held as "crimes", and the "arrest" tends to be someone being brought forth by someone else in the tribe before the shaman and/or chieftain.

Trials: Trials tend to be the chieftain and shaman talking with the accused, separately or together, as well as the accuser, before conferring with each other and passing sentence.

Punishment: Exile and death are the two main punishments, both usually following a solid beating of the accused by the rest of the tribe. The death penalty is often conducted as a ritual sacrifice to appease the spirits, and the deceased is then ritually consumed by the tribe. During this consumption of the deceased, the heart is granted to the accuser, while the shaman consumes the brains. Breaking of cultural taboos typically result in exile; murder is the only crime to warrant a death penalty. Even if innocent, an accused murderer will often willingly flee to exile, as the shame of being accused of murdering another tribesmate will linger for some time.

Technology Level

Transportation: TL 0. Tamed animals are used as pack and draft animals, but are not ridden.

Weapons and Armor: TL 0/3. Native materials are stone, particularly flint and obsidian, wood, and leather. Steel weapons may occasionally be found among the tribes, bartered or taken as spoils from New Hope, Shakdran, or explorers headed deeper into the continent.

Power: TL 0. Muscle power, some domesticated animals.

Medicine: TL 0. First aid, herbal remedies, primitive agriculture.

Character Notes

Languages: Draconic (Native) [0].

Cultural Familiarities: Umojan [0].

Skills: Survival (Jungle) is expected to be learned by all.

The Ruins

While not a nation *per se*, the ruins of a city deep in the Umojan jungle of which no record has ever been made is a large piece of the allure of the region. Scholars travel to the ruins on a regular basis, often hiring mercenaries and mages for protection and assistance, as well as local mohani and kobold guides. Many of these scholars never return.

The Umojan ruins cover an area of twenty five square miles; current estimates place the original population of the city at close to a million people, an unprecedented number even by current standards. The city appears to have been laid out according to a strict plan, as the main streets extend outward from the center of the city in the eight standard compass directions, and the streets that intersect them are curved precisely to form perfect circles. One local mohani tribe of less than 100 individuals has settled into the northeast corner of the ruins, using them as shelter but performing almost no maintenance on them.

The original inhabitants are believed to have been humanoid, based on imagery from stone sculptures that have been discovered. The sculptures are crude, however, and do not give any indication as to the actual race of the inhabitants. Speculation by those who have visited the ruins and returned believe the inhabitants to have been the ancestors of the present-day kobolds and/or mohani, either one or both of those two races or a hypothetical "progenitor race" from the Dragon Empire of ancient lore.

Dominating the center of the ruins is a large ziggurat, the top of which peers over the jungle roof. This ziggurat has an altar at the top, with dragon-like imagery carved into the altar. It is this altar's imagery that lends most experts to believe the ruins date back to the mythical Dragon Empire. The mohani that live in the area don't venture near the ziggurat, believing it to be a place of great power and evil.

Whoever the original builders were, they were highly advanced. While no mortar was used in the ziggurat, the granite stones used are all the same size and are fitted so that not even a razor blade can fit between them. A cuneiform style of writing has been discovered, one that has no modern counterpart or linguistic descendants. To date, no one has been able to translate this writing, not even using magic. Scholars who have attempted to translate it using Draconic as a base

have been utterly baffled, ultimately left with nothing but gibberish for their pains.

Geography

The ruins sit in an area of dense jungle, near the foothills of a dormant volcanic range. A natural spring flows out of the mountains towards the city; the city's builders diverted its course to pass through the center of the town, surrounding the ziggurat with a gently-flowing, one-foot deep pool of water.

Beyond the Jungles

On the eastern side of the jungles sits a mountain range, the Spur Mountains. These mountains sit opposite the Barrier Mountains, and were once considered to be part of that range. The Spur Mountains run along the eastern shoreline of the continent until a hundred leagues shy of the Fire Mountains.

The northern edge of the Spur Mountains juts into the ocean. Here, leatherwings compete with shore birds for fish and living space.

Far beyond the deeper jungles, where the sun crosses the northern sky, is a temperate grassy steppe region known as the Flat Plains. No indication of any civilization or even permanent sapient inhabitants of this steppe has ever come to light, but the steppe is still largely unexplored, even by the reptilian natives of the continent. The dominant life here appears to be plains runners and the saberclaws that hunt them, although apparently rabbits and smaller rodents have found their way down from New Hope or the occasional Marach military fort on the coastline from where their caravels have explored or set up colonies.

Farther south sits a mountain range with hundreds of active volcanoes. These Fire Mountains, as they are called, fill the air with hot ash, dust, and smoke, until the very air is a poisonous fume. Nothing save the hardiest of plants and fungi are known to live here.

Little known to exist, save by those explorers who brave the Fire Mountains or follow the coastline further south, sits a region known mainly as the Ash Desert. This is a vast expanse of lava rivers, magma pools, semisolid pumice, and cooled igneous rock formations. Like the Fire Mountains, the air here is filled with thick hot smoke, ash, and poisonous fumes; not even the hardiest of grasses or fungi live here. Unknown to all, this area is expanding both west and east into the ocean at a rate of one foot per year.

GEHONG REGION

Situated far to the east, past the Vast Expanse, lies the Gehong region. Many from the Teyoth and Rochlad regions believe this to be one nation. However, this region is home to a half dozen distinct nations.

Gehong nations trade heavily with the Teyoth nations; this trade is usually conducted via ocean-going ships from both regions as opposed to overland travel. It is not uncommon for Gehong junks – the most common type of ship used in Gehong – to be harbored beside carracks and galleons in either region. Because of the prominence of the nation of Hong, the term "Hong" is often used by westerners to indicate the people of Gehong as a whole.

Players and GMs are encouraged to research Oriental names online, remembering to check the Naming Practices notes for the nation in question in order to get a feel for the names.. Keep in mind that the naming practices in this section are meant to be a guide for how to portray the nation; i.e. Hong is northern China, Tsiu is Korea, Annam is Cambodia, etc.

Hong

Capital: Xiangyun.

Population: 11,623,900.

Racial Demographics:

Government: Hereditary Monarchy.

Religions:

Imports: Grain, metals.

Exports: Silk, spices, ships.

Ruler: Long Fai.

Chief Adviser: Zheng Shen.

Heir: Long Sun.

The Hong kingdom is the one most Westerners think of when they talk of the Gehong region.

Four millennia ago, the famed general Long Xiao first united the area that would become the Hong nation, becoming its first ruler, then went on to engage in a series of military campaigns that united the entire Gehong region into the first full-fledged empire the world has known. Following that conquest, Long Xiao turned to administering the Gehong Empire, giving each region the name by which it is still known as today. During this time, he wrote the first ever treatise on

warfare, which is still studied in military circles to this day. This treatise has also been translated into Rochladisch and Teyothi by those who have traveled between the western lands and Gehong.

After Long Xiao died of old age, at the respectable age of 103 and after naming his grandson Long Jin as his heir (Long Xiao's sons had died during the wars that created the empire), it was discovered that Xiao was, in reality, a woman. As Long Jin attempted to maintain the throne of the Empire, several other claimants to the throne stepped forward, many of whom were descended from the rulers that Long Xiao had defeated.

The Empire disintegrated into full-fledged civil war, with various factions each attempting to either claim the throne or establish breakaway empires of their own. Long Jin, while not the military genius that his grandmother was, managed to maintain the Hong nation under his rule through a combination of military might and political diplomacy.

Today, the Long Dynasty still maintains its rulership of Hong. The current ruler, Long Fai, is getting on in age (he's currently at the venerable age of 109), but has managed to maintain his rule despite the manipulations of his family. Tradition indicates that the throne will move to his son, Long Sun, but Fai has reservations regarding Sun's fitness to rule. He would much rather the throne go to his beautiful, intelligent, and ambitious daughter, Ming-Li, especially as Sun has yet to produce any children of his own. Long Ming-Li's sons have inherited their mother's intelligence, but aren't old enough yet for him to name one of them as an heir, and he is doubtful that Long Sun would name one. He suspects that civil war will break out over ascendancy to the throne once he leaves the mortal coil.

Hong is a major sea power, with merchant ships that traverse the Zin Ocean to the ports of the Teyoth region. The nation is strategically placed to ensure that its coastal cities are major trading hubs between the other coastal Gehong nations and the West.

Geography

Hong dominates the coastline of the Eastern Ocean, with two main rivers and several minor ones flowing through it. These rivers flow through deciduous and evergreen forests. At the northern end, the nation is bordered by the Chengxiantze Mountains.

Daily Life

Native Fauna

Military

The bulk of the Hong military is its Navy. Hong's navy is the strongest in the region, and some believe the equal to that of Marach or Ritaegno in the West.

Each Hong ship, called a "junk", is armed with about three dozen large cannon on the lower decks, and about fifty smaller cannon in the rear superstructure. The cannon in the superstructure are usually fitted with chain shot rather than iron balls in order to attack the rigging of enemy ships, much like the swivel guns on Western ships.

Hong's infantry and cavalry are also among the strongest of the Gehong nations. Hong soldiers commonly wear segmented plate hauberks, and carry polearms – usually pudao, or what are referred to as "horse cutters" – with a scimitar, jian, or dao as a sidearm. The Hong military is also known for using massed bow or crossbow fire from formations.

Naming Practices

When naming characters from Hong, the names will primarily be similar to Chinese names, particularly the Han and Mandarin dialects.

Control Rating

Civil Liberties: CR 3; moderate personal liberties.

Taxation: CR 3; moderate taxes.

Weaponry: CR 3; moderate weapon controls.

Magic: CR 3; moderate magic controls.

Laws

Arrest: Arrests are commonly made by the town guard if the criminal is caught in the act or by a special investigator for a series of unsolved crimes. Depending on one's social status, the arrest is either humane (for those of high status) or brutal and potentially publicly humiliating (for those of lower status).

Trials: Trials in Hong are exceedingly formal, usually in front of a town's government-appointed judge for the region. Trials operate on a "guilty until proven innocent" standing, but the accused is provided access to a legal advocate.

Punishment: Restitution, fines, enforced slavery, and exile are the primary punishments. The death penalty, with the criminal executed by being shot by a volley from a company of archers, is reserved for the charges of murder and treason.

Technology Level

Transportation: Long-distance coaches, three-masted sailing ships, precise navigation; TL 4.

Weapons and Armor: Muskets and pikes, horse-drawn artillery, naval broadsides; TL 4.

Power: Improved windmills, belt drives, clockwork; TL 4.

Medicine: Optical microscopes; TL 4.

Character Notes

Languages: Hong (Native) [0].

Cultural Familiarities: Gehong [0].

Peljing

Capital: Baipu.

Population: 5,520,200.

Racial Demographics:

Government: Hereditary Monarchy.

Religions:

Imports: Grain, metals.

Exports: None.

Ruler: Ching Liang-Do.

Chief Adviser: Zhao Ming.

Heir: None

Peljing is a country ideally situated between the coastal Hong nation and the steppes of Dusei. Geographically, it sits between two branches of the Chengxiantze Mountains; the Xiangtze River flows through a gap in the mountains, heading from the steppes towards the coastline. There is little arable land, and what veins of iron and other metals there were in the mountains are swiftly approaching the last of their accessible ore. This leads the populace to spend most of their time producing only enough to get by, with little excess for trade.

Throughout most of the past three millennia, Peljing's geographic position insured its economic stability due to tolls paid by caravans and river barges passing through it. The problems began two hundred years ago when the mines began to run low, necessitating increased tolls. A political faux-pas by the then-ruler of Hong, Long Fai's grandfather Long Cheng, resulted in the two nations severing ties and a brief but brutal war.

While ambassadors from Dusei have attempted to get Peljing and Hong to attempt a reconciliation (primarily for their own reasons), Peljing's present ruler, Ching Liang-Do, age 78, is stubbornly refusing to do so. Furthermore, Ching Liang-Do has stated that he is perfectly

willing to let his people starve before he sees a single Hong barge on his nation's only remaining asset: the river. There are grumblings amongst the populace of an impending revolt, particularly as Ching Liang-Do has not produced nor named any heirs. Word of this unrest has reached Ching Liang-Do's ears, and he has enacted strict laws which restrict ownership of weapons only to the military and an effective ban on the use of magic by civilians.

Because of these restrictive measures, the xia, warriors who oppose unfair nobility and champion the people, usually of peasant birth themselves, have entered Peljing from all over the region. For a time the xia were supported by the nation's premier monastic temple, until Peljing's military razed it, killing almost everyone there and scattering the survivors.

Survivors of the temple's sacking have begun teaching peasants across the nation in a variety of martial arts, adapting farm tools into weapons.

Geography

As mentioned above, Peljing sits in an area between two branches of the Chengxiantze Mountains, with a single major river, the Xiangtze, flowing through it. Very little rainfall reaches this area; what farmlands exist are irrigated by water drawn from the Xiangtze. This leads the land to resemble a scrub desert, with conifer trees dotting the mountainsides.

Daily Life

Native Fauna

Military

Peljing's military is composed primarily of infantry, armed with polearms, a backup shortsword, and occasionally a crossbow. Scale armor is common, most notably what is called the mountain scale armor, with scales shaped like the Hong word for "mountain". The military also doubles as the police force.

Peljing's military is known for firing exploding black powder rockets at their enemies. These rockets are horribly inaccurate; Peljing's siege engineers tend to use more than five times as many rockets as necessary in order to score a single hit.

At present, only those in the military are permitted to own weapons and armor (knives and staves are considered tools, not weapons). This has led to a thriving underground martial arts culture and an adaptation of various farm tools – such as the sang-jyel-bong, a grain threshing tool – into weapons.

Naming Practices

When naming characters from Peljing, the names will primarily be similar to Chinese names, particularly the Cantonese dialect.

Control Rating

Civil Liberties: CR 5; repressive.

Taxation: CR 5; heavy and unfair taxation.

Weaponry: CR 6; very tightly controlled by the government.

Magic: CR 6; very tightly controlled by the government, and effectively banned.

Laws

Arrest: Arrests are commonly made by the town guard if the criminal is caught in the act or by a special investigator for a series of unsolved crimes. The arrest is usually brutal and potentially publicly humiliating (even for those of higher status).

Trials: Trials in Peljing are exceedingly formal, usually in front of a town's government-appointed judge for the region. Trials operate on a "guilty until proven innocent" standing, and the accused is not

provided access to a legal advocate.

Punishment: Restitution, fines, enforced slavery, and exile are the primary punishments. The death penalty, with the criminal executed by beheading, is reserved for the charges of murder and treason; however, under the restrictive laws recently enacted, owning a weapon is proof of treason.

Technology Level

Transportation: Long-distance coaches, three-masted sailing ships, and precise navigation; TL 4.

Weapons and Armor: Steel weapons, plate armor; TL 3.

Power: Heavy horses, horse collars, windmills; TL 3.

Medicine: Crude prostheses, anatomical science; TL 3.

Character Notes

Languages: Hong (Native) [0].

Cultural Familiarities: Gehong [0].

Tsiu

Capital: Yanmen.

Population: 4,463,400.

Racial Demographics:

Government: Theocracy.

Religions:

Imports: Grain.

Exports: Iron, copper, bronze.

Ruler: Cardinal Song Jin.

Chief Adviser: Archbishop Song Ho.

Heir: None.

Geography

Tsiu sits on a peninsula which juts into the Eastern Ocean. The peninsula has a spine of volcanic mountains which stretch into coastal plains on both sides.

Several rivers and streams flow out of springs in the mountains down to the ocean.

Daily Life

Native Fauna

Military

Naming Practices

When naming characters from Tsiu, the names should be similar to Korean names.

Control Rating

Civil Liberties:

Taxation:

Weaponry:

Magic:

Laws

Arrest: Arrests are commonly made by the town guard if the criminal is caught in the act or by a special investigator for a series of unsolved crimes. Depending on one's social status, the arrest is either humane (for those of high status) or brutal and potentially publicly humiliating (for those of lower status).

Trials: Trials in Tsiu are exceedingly formal, usually in front of a town's government-appointed judge for the region. Trials operate on a "guilty until proven innocent" standing, but the accused is provided

access to a legal advocate.

Punishment: Restitution, fines, enforced slavery, and exile are the primary punishments. The death penalty, with the criminal executed by being shot by a volley from a company of archers, is reserved for the charges of murder and treason.

Technology Level

Transportation: Long-distance coaches, three-masted sailing ships, and precise navigation; TL 4.

Weapons and Armor: Muskets and pikes, horse-drawn artillery, naval broadsides; TL 4.

Power: Improved windmills, belt drives, clockwork; TL 4.

Medicine: Crude prostheses, anatomical science; TL 3.

Character Notes

Languages: Hong (Native) [0].

Cultural Familiarities: Gehong [0].

Aldhoma

Capital: Kenai.

Population: 5,489,400.

Racial Demographics:

Government: Caste.

Religions:

Imports:

Exports: Tin,

Ruler: Vu Tuan.

Chief Adviser: Huang Jun.

Heir: Feng Min-Ng.

The people of Aldhoma live by a strict adherence to logic. Everyone is a member of a caste, and while movement between castes is rare, sometimes logic dictates that the move would be of benefit to society. The needs of society are put over the desires of the individual. If a citizen shows promise as a priest, it is seen as his solemn duty to Aldhoma to accept the royal transfer to the religious caste; any sign of resistance is rebuked as not being logical, and those who continue to not accept their position are exiled, sent ashore to the neighboring nations and never again allowed into Aldhoma.

One might think that this strict adherence to logic would stifle the creativity needed for invention. Aldhoma is perhaps the exception to this thought; the most creative thinkers are moved into the inventor caste, who are not bound as strictly to logic as the other castes. To the inventors, logic is just the beginning, not the end, of wisdom; Aldhoma's inventors are often known for great leaps of insight that seem to defy logic.

Of all the technological advancements made by Aldhoma's inventors, their crowning achievement is the dirigible, which they use for everything from ferrying passengers among the nations of Gehong to the art of war. It is said that bombs dropped from a lone Aldhoma dirigible managed to sink a flotilla of Hong warships that had blockaded Aldhoma's port city of Kenai, without being hit.

Geography

Aldhoma sits on an island several miles off the Gehong coastline near where the Zin Ocean meets the Eastern Ocean. A volcanic island, Aldhoma boasts three active volcanoes and a half dozen dormant ones.

Daily Life

Native Fauna

Military

Aldhoma's military is charged with the protection of the seas around the island. As such, the bulk of Aldhoma's military is its navy. Taking a page from the race-built galleons of the west, Aldhoma's junks are commonly built lower in the water with two decks of heavier cannon, lacking the tall fore and aft towers of their neighbors.

Aldhoma is also unique among the nations of the Gehong region in that they have a standing air force. Unlike the aerial cavalries of the west, Aldhoma uses dirigibles which use a combination of a unique lifting gas (hydrogen), the production of which is a state secret, and steam-powered propellers.

Naming Practices

When naming characters from Aldhoma, the names should be similar to Filipino names.

Control Rating

Civil Liberties:

Taxation:

Weaponry:

Magic:

Laws

Arrest:

Trials:

Punishment:

Technology Level

Transportation: Long-distance coaches, three-masted sailing ships, and precise navigation, airships; TL 4+1.

Weapons and Armor: Muskets and pikes, horse-drawn artillery, naval broadsides; TL 4.

Power: Improved windmills, belt drives, clockwork; TL 4.

Medicine: Optical microscopes; TL 4.

Character Notes

Languages: Hong (Native) [0].

Cultural Familiarities: Gehong [0].

Dusei

Capital: Huaiyang.

Population: 5,493,500.

Racial Demographics:

Government: Military Dictatorship.

Religions:

Imports:

Exports:

Ruler: Gao Temucin.

Chief Adviser: Gao Guan.

Heir: Gao Kublai.

Geography

Dusei is a landlocked nation, located in the steppes between the Chengxiantze Mountains and the farthest reaches of the Vast Expanse. A large inland sea sits on the far western edge of the nation, fed by rivers flowing into it from the Chengxiantze. The Xiangtze River flows out of this sea and into the lands held by Peljing.

Daily Life

Native Fauna

Military

Naming Practices

When naming characters from Dusai, the names should be similar to Mongolian names.

Control Rating

Civil Liberties:
Taxation:
Weaponry:
Magic:

Laws

Arrest: Dusei is perhaps the wildest of the Gehong nations, and this shows in their legal system. Arrests are commonly performed by the town guard, usually when caught in the act. Only rarely do special investigators present cases and arrest others.

Trials: Trials in Dusei are very informal affairs, almost mocking the formality of their neighbors. Trials take place in front of a judge or nobleman, but the trials are swift and often noisy. They operate on a "guilty unless proven innocent" treatment, and the accused is rarely provided access to legal council. Should someone step forward to advocate for the accused during a trial, the advocate risks being handed the same sentence as the accused.

Punishment: Restitution, fines, enforced slavery, and exile are the primary punishments. The death penalty is performed by drawing and quartering; the criminal is tied to four horses, one to each limb, who are then made to run in four different directions. In the more remote areas of the nation, the criminal is simply tied behind a wild horse which is then released into the wilderness.

Technology Level

Transportation: Long-distance coaches, three-masted sailing ships, and precise navigation; TL 4.
Weapons and Armor: Steel weapons, plate armor; TL 3.
Power: Heavy horses, horse collars, windmills; TL 3.
Medicine: Crude prostheses, anatomical science; TL 3.

Character Notes

Languages: Hong (Native) [0].
Cultural Familiarities: Gehong [0].

Annam

Capital: Chen.

Population: 4,496,300.

Racial Demographics:

Government: Theocracy.

Religions:

Imports:

Exports:

Ruler: Sien Nghor.

Chief Adviser: Archbishop Prak Nhean.

Heir: None named.

Geography

Daily Life

Native Fauna

Military

Naming Practices

When naming characters from Annam, the names should be similar to Cambodian names.

Control Rating

Civil Liberties:
Taxation:
Weaponry:
Magic:

Laws

Arrest:
Trials:
Punishment:

Technology Level

Transportation:
Weapons and Armor:
Power:
Medicine:

Character Notes

Languages: Hong (Native) [0].
Cultural Familiarities: Gehong [0].

Celebes

Capital: Xiaman.

Population: 4,850,900.

Racial Demographics:

Government: Theocratically-Elected Monarchy.

Religions:

Imports:

Exports:

Ruler: Nguyen Trihn.

Chief Adviser: Nguyen Nhat.

Heir: None.

Geography

Daily Life

Native Fauna

Military

Naming Practices

When naming characters from Celebes, the names should be quite similar to Vietnamese names.

Control Rating

Civil Liberties:
Taxation:
Weaponry:
Magic:

Laws

Arrest:
Trials:
Punishment:

Technology Level

Transportation:

Weapons and Armor:

Power:

Medicine:

Character Notes

Languages: Hong (Native) [0].

Cultural Familiarities: Gehong [0].

Bautai

Capital:

Population:

Racial Demographics:

Government:

Religions:

Imports:

Exports:

Ruler: Sakda Mongkut.

Chief Adviser: Leekpai Ratana.

Heir:

Geography

Daily Life

Native Fauna

Military

Naming Practices

When naming characters from Bautai, the names should be similar to Thai names.

Control Rating

Civil Liberties:

Taxation:

Weaponry:

Magic:

Laws

Arrest:

Trials:

Punishment:

Technology Level

Transportation:

Weapons and Armor:

Power:

Medicine:

Character Notes

Languages: Hong (Native) [0].

Cultural Familiarities: Gehong [0].

CHAPTER III

CHARACTER INFORMATION

Character Races

Ranoc is home to almost a score of distinct races. Some of them are the standard fantasy races, but some of them are not. Humans are the dominant race at the present time, although others have held this position in the past, and it is likely that other races may achieve dominance later.

Humans

0 points

Average Height: 5' 6".

Average Weight: 125 lbs.

Age of Maturity: 16 years.

Average Lifespan: 80 years.

Humans are not the most numerous race on Ranoc (that distinction goes to the goblins), nor are they the most powerful individually (many more races are physically more powerful). What gives humans their distinctive place as the dominant race of Ranoc are the following factors: Humans are *prolific*, *aggressive*, *organized*, and *adaptable*.

Humans are among the most prolific races in the world; only the goblins and vulptens are known to be more prolific. Their relatively short gestation period and their propensity to occasionally have multiple births for most of their lifespan allow humans to have large families. In addition, some human nations allow for polygamous relationships; humans in those nations occasionally have more than one spouse.

Humans are also among the most aggressive races. They are not as aggressive as the orcs, but more aggressive, on average, than the elves, dwarves, and halflings. Note that "aggressive" does not necessarily mean "nasty", as there are good and evil humans of all sorts. Human aggression is best expressed by desire; humans, both individually and in groups, tend to be the types to go after what they desire when they desire it.

On top of these two factors, humans are organized. Social creatures by nature, humans tend to work well in groups. Ages ago, when humans were still primitive tribals no better than the savage Umojan races, humans discovered that working together for a common goal enabled them to achieve it better than working apart. In addition, humans have a long history of creating organizations that outlived its founding members by several generations.

Perhaps the one thing that goes overlooked as far as humans go is that they are also highly adaptable. This does not mean that they adapt physically – a human tossed overboard at sea will not develop gills to breathe water, nor will he grow webbing between his fingers and toes; a human tossed overboard is likely food for the sharks. Human adaptability is one of mental adaptability. Humans can easily wrap their minds around almost any concept, and interact well with such diverse peoples as Elves, Dwarves, Orcs, Vulptens, and Kobolds. According to the dogma of the priests of Galsus, it is this adaptability that made them his favorite race. The dogma of the Church of the One True God in Redwater claims this – not the other reasons listed above – is why humans will inherit the planet from the other races.



Aeralons

30 points

Average Height: 5' 4".

Average Weight: 115 lbs.

Age of Maturity: 16 years.

Average Lifespan: 80 years.

Attribute Modifiers: DX +1 [20].

Advantages: Acute Vision 2 [4]; Flight (Winged, -25%) [30]; Temperature Tolerance 1 [1].

Disadvantages: Vulnerability to Crushing Damage (Damage Modifier ×2) (Wings Only, -20%) [-24].

Quirks: Proud [-1].

Aeralons are a proud people, winged warrior folk that live in villages high up in mountain ranges across the known world. The own legends of the western Aeralons claim they are descended from tribal, mountain-dwelling humans who, millennia ago, aided Galsus the sky god when he walked the world. In exchange for their aid, he granted the entire tribe the ability to fly via large, feathered wings. In the Gehong region, where they are called "kenar", they are regarded as being descended from the sky spirits or sky dragons. They are known to inhabit the tall hills of Gemenohée.

Lending credence to their origins as a human offshoot is the Aeralon ability to interbreed with humans. The offspring of a human and an Aeralon will always take after their mother; if the mother is an Aeralon, then the offspring will be an Aeralon.

Psychology

Much like the people themselves, western Aeralon society evolved from that of a human one. They maintain many of the customs of the original human tribe they are descended from. They still live primarily in tribes, the number of which has never been calculated due to their remote domiciles.

The tribes live in aeries high up in the mountains, and many of these villages are considered part of a nearby nation; for instance, the tribes that inhabit the northern Wyrmspire Mountains are said to be part of Ered-Dûm, while the tribes that live near the corner of the Occam's Wall and Barrier Mountains are considered part of Iturnum. Among their own kind, they are a matriarchal society, led by the priestesses who select a chieftain every five years from the men of the tribe. While the chieftain is often the best war leader, this is not always the case; during a period of peace and prosperity, the chieftain will be chosen from among the older and wiser elders.

Eastern Aeralons likewise prefer mountainous regions, being especially common in Tsiu and Peljing. While they prefer to keep to their own aerie villages, often carved into mountain sides, they have a closer relation to their human cousins than their western counterparts.

Occasionally, a lone adventurer or family of Aeralons will descend from the mountains to live among their human forebears. Due to their nature, they make excellent scouts and trackers.

Combat

Against ground-based opponents, Aeralons use bows and crossbows while staying out of range of similar ground-based weapons. Many of them also carry javelins and spears. Against aerial opponents, whether other Aeralon tribes or against the aerial cavalries of the human nations, Aeralons tend to employ similar tactics. At present, Aeralons don't use muskets for several reasons. First, most muskets have long barrels, making them unwieldy while carried airborne. Second, the smoke and noise from the powder going off hurt their eyes and ears. Finally, the "kick" of the musket tends to throw them backwards while flying. Despite this, the carbines carried by Marach's aerial cavalry intrigues them. Those Aeralons who acquire firearms generally carry a brace of pistols rather than longarms.

Aeralons tend to wear light armor, if they wear any at all; at most, a metal breastplate and mail or scale coverings on the limbs. Most go unarmored, even when facing large numbers of opponents.



Centaurs

103 points

Average Height: 7', (4' at the horse's shoulder).

Average Length: 7'.

Average Weight: 750 lbs.

Age of Maturity: 16 years.

Average Lifespan: 80 years.

Attribute Modifiers: ST +4 (Size, -10%) [36]; HT +2 [20].

Secondary Characteristic Adjustments: SM +1; Basic Move +2 [10].

Advantages: Claws (Hooves) [3]; Enhanced Move (Ground) 1/2 [10]; Extra Legs (4 Legs) [5]; Extra ST +4 (Lower Body Only, -40%; Size, -10%) [20].

Quirks: Personality Change (Wild Drunk) [-1].

Feature: Arms Sized for SM 0 [0].

Centaurs are considered among the civilized humanoids not because of any real centaur civilization, past or present, but solely because they have been accepted as such for a long time.

Centaurs possess the body of a horse, with a human torso emerging where the horse's neck should be. They possess two hearts and two sets of lungs working in concert; they can survive longer than either horses or humans with damaged organs, though at reduced capability. Centaur armor has to be designed specifically for them, usually wearing armored shirts and barding with greaves on all four legs. The color of their fur often matches the color of the hair on their heads, and runs the gamut of known horse coloration.

The majority of known centaurs live in the plains of the Rochladastacht. The rolling plains of the region are well-suited for the centaur's free spirited nature. They are also found in the forests that border the plains, although they rarely venture over the mountains into the Vast Expanse or the Northeast Frontier. Many are also found in the hills and plains of the southern Teyoth region; quite a few reside in Gor Ansar. There is some expectation of finding centaurs inhabiting the central plains and bordering forests of Gemenohoe, though as yet none have been reported by credible sources.

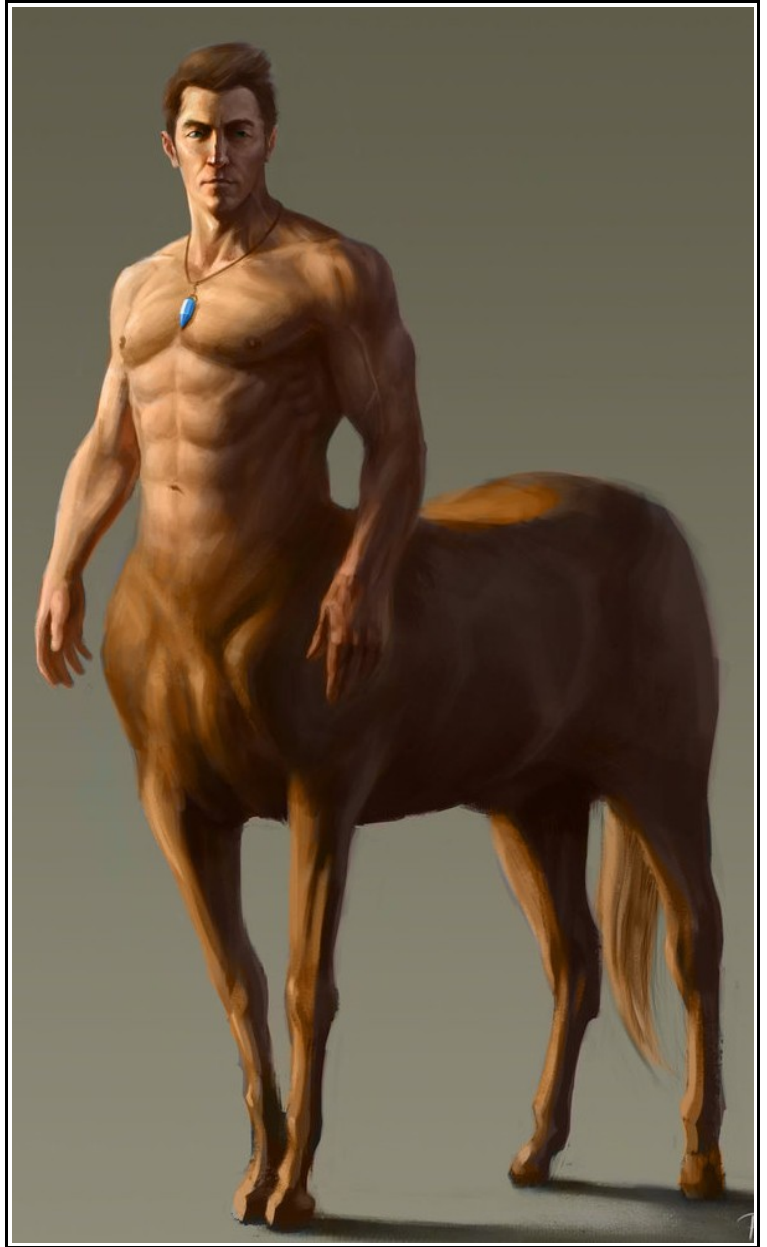
Psychology

Centaurs are quite sociable around their own people. Despite their mass, they are reputed to have a low alcohol tolerance, and are generally more than a little wild when under the influence.

Combat

Centaurs take pride in being archers, preferring to use longbows. Most are also skilled with spears, lances, and broadswords. There are a few centaurs that have learned to use muskets, but they rarely use them due to the loud noise and clouds of thick black smoke created by the guns.

Centaurs rarely provoke fights, although they will finish them. Their normal response to aggression is flight, firing behind them to discourage pursuit, although one who is in a bad mood is just as likely to stand and meet the aggressor head-on or just charge forward with a braced spear. Against creatures powerful enough to threaten their tribe, half of the tribe's warriors circle around to flank the creature from behind.



Dwarves

18 points

Average Height: 4' 6".

Average Weight: 165 lbs.

Age of Maturity: 30 years.

Average Lifespan: 200 years.

Attribute Adjustments: ST +1 [10]; HT +1 [10].

Secondary Characteristic Adjustments: SM -1; Basic Move -1 [-5].

Advantages: Absolute Direction (Accessibility: Underground Only, -30%) [4]; Artificer 1 [5]; Magic Resistance 2 (Improved, +150%) [10]; Night Vision 9 [9]; Resistant to Poisons (+8) [5].

Perks: No Hangover [1].

Disadvantages: Duty (to Clan; 9) [-5]; Honesty (9) [-15]; Increased Consumption -1 [-10].

Quirk: Likes Strong Alcohol [-1].

Dwarves are short, stocky humanoids who possess dense muscles and hearty constitutions. They stand on average around four and a half feet tall, never exceeding five feet, with dark complexions. Their eye and hair colors match human norms. They live around two hundred years on average. They are also naturally resilient to magic. If they have a fault, it is their love of food and beautiful things.

Almost all Dwarves are master craftsmen, whether it be working with ordinary metals, precious metals, stonework, precious and semi-precious stones, or woodwork. Each item made is a work of art, even if that item is just the wooden frame shoring up the mine wall to keep it from collapsing.

All Dwarves take pride in their beards; even the females have been known to grow them. All beards are well-groomed, often braided and/or decorated with beads, gold, silver, gems, or ivory.

While most believe that Dwarves live under the ground, that is not the case. The cities of Ered-Dûm in the Wyrmspire Mountains are built in valleys between the mountains, not under them. Dwarves are comfortable under the ground, however, and never lose their direction when deep in the mines.

Gimli: "It's true you don't see many Dwarf women. In fact, they are so alike in voice and appearance that they're often mistaken for Dwarf men."

Aragorn: "It's the beards."

– *The Two Towers*

Psychology

The first thing Dwarves are taught is their duty to their Clan. In dwarven societies, even those living in non-dwarven nations, the Clan supersedes national interests. To emphasize this, they are taught to obey the law, with emphasis on the Clan's laws. A dwarf is bound to his Clan – to betray the Clan is almost inconceivable. A dwarf is simply 'not a dwarf' if he does not have a Clan, and neither is he the same dwarf if he switches Clans. Dwarves have honor and pride in three things: their Clan, their work, and their beards.

A dwarf's beard is another point of honor: a dwarf would rather lose his hand than his beard, and tugging or pulling on a beard is a deadly insult and often the start of the not uncommon drunken duel. While females tend to be more level-headed, if an insult on one's honor occurs between them it is not unheard of for a female dwarf to maliciously shave another's beard while they sleep.

Dwarves are not, despite some stereotypes, particularly warlike in nature, nor are they overly surly. They are welcoming, if wary, to strangers, but have a law of hospitality that extends to all guests, especially in times of great need. They love a good tale, fellowship, feasts, and ales, and a traveler taking shelter will find himself much more welcome if he can provide a good story on a long night.

They tend to be secretive about their work – whether it is art, armor, or other items. They take enormous pride in their work, and are very shrewd about selling it, knowing very well how prized good dwarf craftsmanship is. They are usually honest, and tend to punish thieves or troublemakers very harshly. A merchant will always be dealt with openly; however, this doesn't mean the prices won't be steep!

Dwarves are not an especially 'conquering' race; they are practical minded, and tend more to be greedy over mining rights than anything else. While Dwarves are content with their caves and their valleys, and have no particular urge to expand, other cultures have, in the past, made the mistake of trying to take their land from them. A dwarf can and will fight ferociously in defense of their homeland, Clan, or other property.



Elves

24 points

Average Height: 5' 9".

Average Weight: 90 lbs.

Age of Maturity: 20 years, but not normally considered an "adult" in Elven societies until 120.

Average Lifespan: 640 years.

Attribute Adjustments: ST -1 [-10]; DX +1 [20].

Secondary Characteristic Adjustments: HP +1 [2].

Advantages: Acute Hearing 3 [6]; Eidetic Memory [5]; Subsonic Hearing [5]; Ultrahearing [5].

Disadvantages: Extra Sleep -2 [-4]; Hidebound [-5].

Elves are humanoids, similar in stature and appearance to humans. They are more slender, however, with large, pointed ears. They are able to hear noises far outside the range of others, well into the subsonic and ultrasonic ranges.

Elves live for an average of six centuries. Legends and myths from long ago indicate they were once immortal, but this may be anything from elvish arrogance to misconceptions by the other pre-historic peoples.

Because of their longer life spans, elves must sleep on average ten hours a day.

Psychology

Most elves find it hard to develop relationships with shorter-lived beings. Occasionally, marriages between humans and elves have occurred, producing half-elves, although these have become rare of late. The most successful inter-racial friendships that elves have established have been with Dwarves, as that race is longer-lived than humans.

Elves are patient, generally thinking long-term. They are also clever, resourceful, and more often than not ruthlessly Machiavellian. Their long lives make them very patient, and they are willing to make almost cold-hearted sacrifices if it will profit in the long run. They are, in fact, more warlike than their reputation suggests, and while most will try to prevent damage to nature, forestland, etc, they will not hesitate to make war on others if deemed necessary.

Many elves have developed a rather dry, cynical personality and occasionally a black sense of humor, due to their being such a long lived race. They are often arrogant when dealing with shorter lived races, like the humans, and have no problem in dealing mercilessly with them. This often extends to their treatment of others who are also long-lived, including the Dwarves and often other elves.

Elves have a love of the arts, in much the same way that Dwarves love their craft. Song, dance, and art are all highly valued, and any bard traveling through elven lands will be treated with the highest respect – provided they can carry a decent tune. Elves love beauty, fine clothes, and fine singing, and will sometimes go out of their way to acquire an exceptional work of art. Because they can hear in ranges outside the human norm, their own music will occasionally venture into these areas; a human listening to an elven musical masterpiece may wonder about lengthy stretches of seeming silence that elves will listen intently to.



Goblins

25 points

Average Height: 3'.

Average Weight: 30 lbs.

Age of Maturity: 8 years.

Average Lifespan: 40 years.

Attribute Adjustments: ST -4 [-40]; DX +2 [40].

Secondary Characteristic Adjustments: SM -2; Basic Move -1 [-5].

Advantages: Acute Hearing 2 [4]; Clinging [20]; Silence 3 [15]; Slippery 3 [6].

Disadvantages: Compulsive Climbing (12) [-5]; Social Stigma (Minority Group) [-10].

Goblins are small, weak humanoids with green skin and large ears. They are expert climbers, with microscopic claws which enable them to stick to most rough surfaces. They are also able to move without making noises, and excrete a clear substance which makes it difficult for others to hold onto them. This substance, known as 'goblin slime' among other races, also lets them move through spaces that would normally be too small for others of the same size, such as kobolds and halflings, to get through. This slime is a valued, albeit very inexpensive, alchemical component for stealth elixirs.

Goblins are naturally arboreal, and even in human cities prefer to build their domiciles in hard to reach places.

Psychology

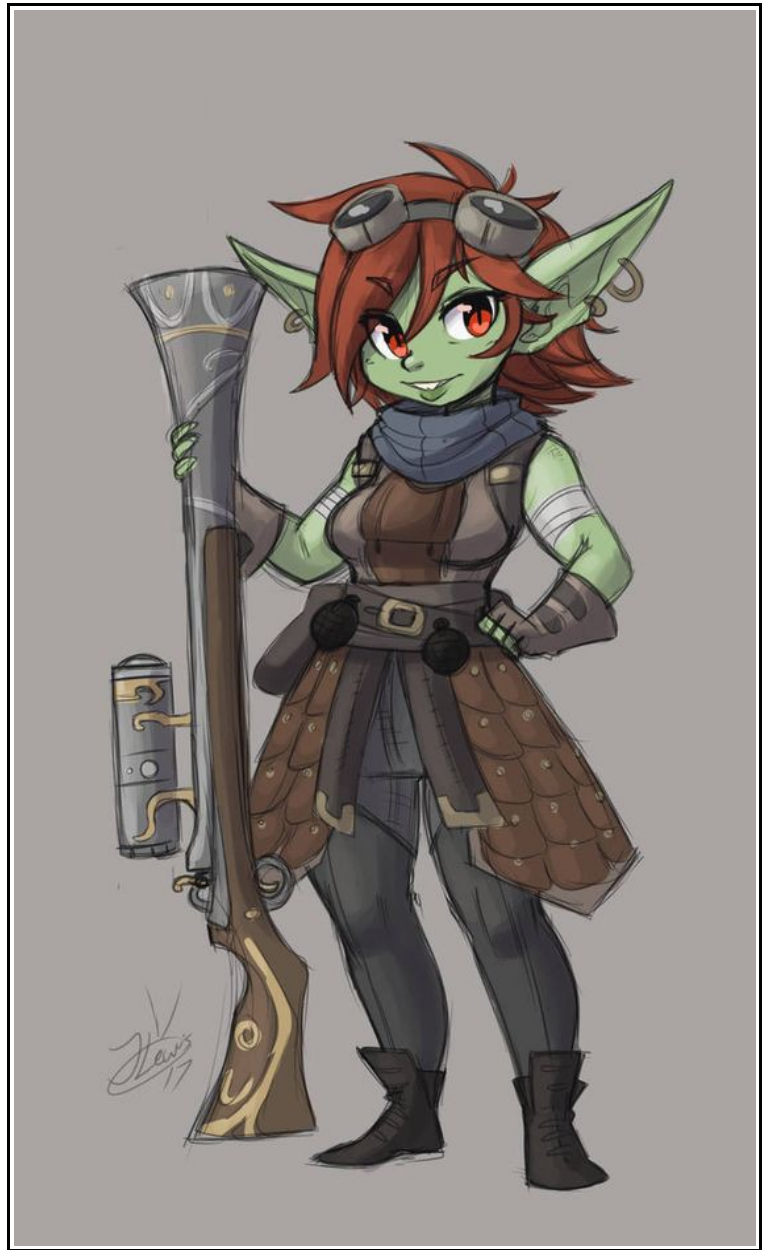
Gone are the days of the goblin tribes. Goblins are the one "monster race" that has seemingly been seamlessly integrated into human society; it's not uncommon nowadays for entire neighborhoods in human cities and towns to be composed solely of goblins.

Seeing that the humans and their allies were gaining dominance in the world, the goblins decided it was better to join the humans rather than fight against them. Still, most goblins tend to live in the slums of human cities; millennia of being considered a "monster" race have left most other people with the idea that goblins are inherently inferior to most others, and the goblins as a race have yet to overcome their feelings of persecution.

Surprisingly, goblins get along well with halflings. This is in part because goblins and halflings can look each other in the eye rather than needing to look up at the other race. Another is a feeling of kinship; both are small people in a world dominated by humans.

Combat

Because goblins tend to be smaller than most others yet nimble and agile, most favor quick hit-and-run tactics. The popular literary image of the hero being swarmed by a horde of goblins working for the enemy has no basis in reality. Goblins tend to work well in groups, often using decoys and flanking tactics on their enemies, as well as sniping from a distance and sneaking around to plant explosives on unsuspecting targets.



Half-Elves

33 points

Average Height: 5' 8".

Average Weight: 125 lbs.

Age of Maturity: 16 years.

Average Lifespan: 110 years.

Attribute Adjustments: DX +1 [20].

Secondary Characteristic Adjustments: Per +1 [5].

Advantages: Acute Hearing 2 [4]; Ultrahearing [5].

Perks: Deep Sleeper [1].

Disadvantages: Extra Sleep -1 [-2].

Originally just the offspring between humans and elves, the half-elves of Ranoc have bred true to almost become a race of their own. Most half-elves alive today are descended from other half-elves. In fact, the nation of South Ford was settled by half-elves escaping the prejudices of their human and elf ancestors.

Half-elves have some of the traits of their elf ancestors. They have pointed ears, although they are not as large as those of the elves. They can hear sounds of a higher pitch than humans, but not the lower-pitched noises the elves can. They age slower than humans, but are not nearly as long-lived as the elves; most half-elves will reach an age of around 150 years before succumbing to old age.

Because of their ancestry, half-elves need to sleep on average nine hours a day, as opposed to the standard eight from humans or the ten of the elves.

Psychology

Half-elves possess many of the same qualities as their human ancestors, being social creatures with intense desires. They have much of the patience of their elf ancestors, but this is tempered with the reality of their shorter lifespan. Hence, most of them are not as ruthless as their elven kin.

Most half-elves are also consciously aware of the fact they generally don't fit into either human or elf societies, although the humans are in general more trusting of them than the elves.



Halflings

23 points

Average Height: 3'.

Average Weight: 30 lbs.

Age of Maturity: 16 years.

Average Lifespan: 100 years.

Attribute Adjustments: ST -4 [-40]; DX +2 [40].

Secondary Characteristic Adjustments: SM -2; HP +4 [8]; Basic Move -1 [-5].

Advantages: Catfall [10]; Flexibility [5]; Perfect Balance [15].

Disadvantages: Chummy [-5]; Workaholic [-5].

Halflings are short, averaging three to three and a half feet tall in height, with human proportions. They are nimble and flexible; many are good with their hands. They have a natural sense of balance, enabling them to always land on their feet from any fall taller than themselves, and giving them the ability to walk across the narrowest beams without losing their footing.

Psychology

Halflings are well aware of their small size when compared to almost everyone else. Many halflings admit to feelings of inferiority when working with the "Big Folk", as they tend to call humans, elves, and others who are generally larger than them (which is nearly everyone except kobolds and goblins). These feelings often drive them to be twice as brave or clever as their larger friends. They are social creatures, preferring to work in groups rather than alone.

Halflings tend to be suspicious of magic, although they don't have any racial taboos against using it. While not naturally magical, many halflings who study magic lean towards spells which can enhance their already nimble natures.

If halflings have a fault, it's that they work themselves into exhaustion. It is not uncommon to find a halfling that fell asleep at his workbench wearing the same clothes he had on two days ago when he started working. As a race, halflings tend to dislike leaving anything unfinished, be it a pasture fence, a piece of clockwork for a pocket watch, or a heroic quest.

Combat

Halfling combat consists of a combination of shooting from concealment and nimble hit-and-run tactics. When prepared for an attack, most halfling defenders can be found firing crossbows or muskets from inside foxholes, behind rocks, or from underneath wagons. If surprised, or without time to prepare a suitable defensive position, halflings stay constantly in motion, often taking Move or Move and Attack maneuvers, interspersed with Defensive Attacks or All-Out-Defense maneuvers, until an opening for a more dedicated attack presents itself. Their small size and natural agility helps, and many use Acrobatic Dodges while in motion, almost teasing their attackers.



Half-Orcs

25 points

Average Height: 5' 4".

Average Weight: 165 lbs.

Age of Maturity: 13 years.

Average Lifespan: 70 years.

Attribute Adjustments: ST +1 [10].

Advantages: Claws (Blunt Claws) [3]; DR 1 (Tough Skin, -40%) [3]; Rapid Healing [5]; Resistant to Disease (+8) [8]; Teeth (Sharp Teeth) [1]; Universal Digestion [5].

Disadvantages: Easy to Read [-10].

Features: Early Maturation 1 [0].

Like half-elves, the half-orcs of Ranoc have also bred true. Half-orcs are a cross-breed between humans and orcs.

Half-orcs generally have the green, gray, and blue skin tones of the orcs, but toned down some to be closer to the pinks, tans, and browns of the humans. They have sharper teeth than humans, but lack the large fangs of the orcs. Like the orcs, they can take a lot of punishment. They heal rapidly, and are highly resistant to disease and rotten food.

Psychology

Half-orcs are quite aware of their situation. They are more intelligent than their orc ancestors, and stronger than most humans. This has led many half-orcs amongst the Northern Raider Clans to rise to positions of leadership. Contrary to popular beliefs, half-orcs are not stupid; most are as intelligent as the average human. Furthermore, their orcish heritage gives them a natural cunning.

Half-orcs who live among the orcs tend to be stronger and fiercer than those who live among their own kind or their human kin.



Hobgoblins

35 points

Average Height: 5' 6".

Average Weight: 125 lbs.

Age of Maturity: 15 years.

Average Lifespan: 70 years.

Attribute Adjustments: DX +1 [20].

Advantages: Chameleon 3 [15]; Silence 3 [15]; Slippery 2 [4].

Disadvantages: Appearance (Unattractive (to other races except goblins)) [-4]; Easy to Read [-10]; No Sense of Smell/Taste [-5].

Hobgoblins are humanoids who are similar to goblins in appearance, but much taller, standing closer to humans in height. They are similar to goblins in that they can move silently and excrete 'goblin slime' (see Goblins, above), although the slime of a hobgoblin is not as potent as that of a goblin. In addition, they have the natural ability to blend into their background.

Psychology

Hobgoblins tend to be insular, living in their own communities rather than joining their smaller cousins in integrating with human society. This tendency towards insulation led the Great Empire of Man to give the hobgoblins their own province when it was decided to try and 'civilize' them.

The hobgoblins' natural abilities let them perform as excellent scouts, although their lack of a sense of smell leads them to misjudge many things that would be obvious to others – for example, a hobgoblin cannot distinguish between a stew over a cooking fire, an herbalist's bubbling concoction, or a washer-woman's laundry without actually observing the contents.



Kobolds

20 points

Average Height: 3'.

Average Weight: 42 lbs.

Age of Maturity: 16 years.

Average Lifespan: 70 years.

Attribute Adjustments: ST -3 [-30].

Secondary Characteristic Adjustments: SM -2; Basic Move -1 [-5].

Advantages: Claws (Talons) [8]; DR 2 [10]; Discriminatory Smell [15]; Double-Jointed [15]; Teeth (Sharp Teeth) [1]; Vibration Sense [10].

Perks: Scales [1].

Disadvantages: Cold Blooded ("freeze up" below 50°) [-5].

Small reptilian creatures that live along the northern shore of the Umojan jungles, kobolds are the one Umojan race that has had the most contact with the more civilized nations of Ophari. They are adapted to their natural habitat, being able to feel the vibrations in the air around them through their skin, as well as having exceptionally sharp noses, large claws, and powerful jaws for their size.

Kobold coloration varies greatly, in multiple shades of red, green, blue, yellow, black, and purple, with patterns that vary greatly. No two kobolds are exactly alike in coloration and markings.

Psychology

Kobolds are fascinated by magic. It is not uncommon for kobold magicians to be found in southern Ophari, where the knowledge is more common. That the majority of kobolds visible to the people of Ophari, particularly the southern Teyoth region, are mages gives the false impression that almost all kobolds wield magic. This perception has been lessened since the founding of New Hope, but hasn't fully disappeared.

Their small size gives kobolds a bit of an inferiority complex when around larger folk. Hence, despite their smaller size, kobolds tend to be more ferocious and tenacious in combat. This also leads them to being overachievers among larger folk.



Minotaurs

98 points

Average Height: 8'.

Average Weight: 1,000 lbs.

Age of Maturity: 9 years.

Average Lifespan: 45 years.

Attribute Adjustments: ST +10 (Size, -10%) [90]; IQ -1 [-20].

Secondary Characteristic Adjustments: SM +1; Basic Move +1 [5].

Advantages: Absolute Direction [5]; Claws (Hooves) [3]; DR 2 (Skull only, -70%) [3]; Discriminatory Hearing [15]; Discriminatory Smell [15]; Hard to Kill 3 [6]; High Pain Threshold [10]; Regeneration (Regular: 1 HP/hr) [25]; Striker (Impaling) (Horns) [8].

Perks: Fur [1].

Disadvantages: Appearance (Ugly) [-8]; Bad Sight (Nearsighted) [-25]; Restricted Diet (Herbivore) [-10]; Semi-Upright [-5]; Social Stigma (Monster) [-15].

Minotaurs are massive creatures resembling a cross between humanoids and bulls. They stand eight feet tall, and have powerful muscles. While they have human-like hands – five fingers including an opposable thumb – their feet end in digitgrade hooves. All bulls and most cows have horns on their heads which point forwards; warriors often sharpen or decorate these horns for effect. The horns also provide some armor to the skull. While they generally have poor eyesight, being naturally nearsighted, their senses of hearing and smell are superhumanly acute.

Psychology

Minotaurs prefer wide open fields; many are found in Rochlad and Gor Ansat, although they are known to range as far north as Evalon. They have a largely undeserved reputation for brutality and savagery. In truth, most minotaurs are the quintessential "gentle giants". That is, until they are provoked to violence, at which point they become fierce warriors.

Many minotaurs are possessed by wanderlust early in their adult lives, and leave home for "greener pastures". During this time period, which can last from four to ten years, minotaurs travel the world, learning all they can. After this time, most minotaurs settle into a town or village, often on the outskirts of a frontier settlement, content to live life as peacefully as possible. Most minotaurs will not take mates until their wanderlust period is over. Some scholars believe that the wanderlust is part of the divine plan for minotaurs, compelling them to travel until they meet desirable mates.

Despite legends to the contrary, minotaurs are decidedly vegetarians.

Combat

A minotaur's first impulse in combat is to charge. To initiate combat, a minotaur drops to all fours and charges at full speed towards his opponent, intending to gouge said opponent with his horns. Following this, should the opponent still be able to fight, the minotaur will draw his weapon.

Minotaurs are fierce opponents. In addition to being able to withstand about twice as much punishment as an average human, they are very difficult to actually kill, and can keep fighting long after others would have fallen from their wounds.



Mohani

48 points

Average Height: 8'.

Average Weight: 420 lbs.

Age of Maturity: 16 years.

Average Lifespan: 70 years.

Attribute Adjustments: ST +5 (Size, -10%) [45]; DX +1 [20]; IQ -1 [-20].

Secondary Characteristic Adjustments: SM +1.

Advantages: Claws (Sharp Claws) [5]; DR 3 [15]; Infravision [10]; Nictitating Membrane 2 [2]; Teeth (Sharp Teeth) [1].

Disadvantages: Cold-Blooded ("freeze up" below 50°) [-5]; Colorblindness [-10]; Stuttering [-10]; Vow (Never Eat Plant Matter Unless Absolutely Necessary) [-5].

Common Traits: (not part of the package) Odious Personal Habit (Eats Sapients) [-15].

Mohani are large, semi-humanoid reptilians who dominate the deep forests of Umoja. They are a powerfully-built race that stands upright, with sharp claws on their hands and feet, sharp teeth, and a short vestigial tail for balance. While unable to see colors, seeing everything in a grayscale, they are able to see into the infrared spectrum, enabling them to hunt by sensing body heat, which they themselves, being reptiles, do not give off. Their skin is protected by large, bony plates, and their eyes possess nictitating membranes enabling them to see clearly underwater.

The "Stuttering" trait isn't true stuttering; instead, it represents the fact that mohani speaking anything other than languages geared towards reptilians, such as Draconic, hiss the 'S' sound, making it seem as if they're adding at least two additional 'S'es to the word.

Psychology

Mohani exist alongside nature, and revere it. They tend to eschew the trappings of civilization, believing that "civilization" is another word for "detached from nature." Instead, the majority of mohani exist in small tribes that wander throughout the Umojan jungles, living as simple hunter-gatherers. Those few mohani who have settled into Shakdran and New Hope are regarded with suspicion by other mohani.

The mohani way of life includes many practices that confuse and often disgust more civilized folk. While naturally omnivorous, the majority practice a strictly carnivorous way of life, down to the idea of never wasting meat. This often includes the practices of cannibalism and devouring of enemies slain in battle.

There is some evidence that mohani practices are innate, rather than societal. Even mohani who were hatched and grew up in civilized society, such as in New Hope and Shakdran, separated from other mohani exhibit a tendency towards hunting and carnivorism.



Ogres

40 points

Average Height: 7' 6".

Average Weight: 500 lbs.

Age of Maturity: 8 years.

Average Lifespan: 35 years.

Attribute Adjustments: ST +5 (Size, -10%) [45]; IQ -3 [-60].

Secondary Characteristic Adjustments: SM +1; Will +3 [15]; Per +3 [15].

Advantages: Acute Taste and Smell 1 [2]; DR 3 (Tough Skin, -40%) [9]; Hard to Kill 3 [6]; High Pain Threshold [10]; Lifting ST +5 (Size, -10%) [14]; Magic Resistance 3 [6]; Night Vision 9 [9]; Regeneration (Regular, 1 HP/hr) [25]; Single-Minded [5]; Super Jump 1 [10].

Disadvantages: Appearance (Monstrous (to other races)) [-20]; Bestial [-10]; Odious Racial Habit (May Eat Sapients) [-15]; Social Stigma (Regarded As An Animal *or* Valuable Property) [-10]; Truthfulness (6) [-10]; Workaholic [-5].

Quirks: Alcohol Intolerance [-1].

Ogres are the largest of the common races. Ogres stand 7 to 8 feet tall and are half a ton or more of pure muscle. They aren't the smartest creatures, either, but are normally able to ascertain whether or not someone trying to cheat them.

Ogres tend to be simple in their desires: enough food to sustain them and a comfortable place to sleep is all they really ask for. Because of this, many ogres find themselves willing slaves, performing grueling menial physical labor in exchange for letting someone else take care of their needs. Many are smart enough to figure out that the shiny pieces of metal the smaller folk use can be used to obtain food and shelter. Some unscrupulous types will often try and use an ogre in criminal dealings by promising bits of shiny metals in return for performing acts of mayhem; this can backfire when the ogre is stopped and asked who paid him, and the ogre names his employer.

Despite their tremendous bulk, ogres cannot hold their liquor. Fortunately, ninety percent of ogres lean towards being sleepy drunks.

Psychology

Ogres are brutally truthful; some are just terrible liars, but most ogres are just not smart enough to know *how* to lie. They are simple, direct, and tell things how they see it. Ogres are often referred to as "talking animals" based on how they react. When hungry, they seek out food; when cold, they seek out warmth; when they see something they want, they generally see nothing wrong with just taking; when confronted with danger, they exhibit the 'fight or flight' trait common to most animals.

"Civilized" ogres have been trained to suppress some of these instincts. While "wild" ogres see nothing wrong with eating another humanoid, ogres who have been brought into civilization are trained to understand that they can't eat anything else that walks on two legs.

Ogres are single-minded and determined; when an ogre puts his mind to something, he won't let anything distract him from what he's doing. Slave owners often like to encourage this; some ogre slaves have been known to work themselves into exhaustion, and are rewarded by a larger meal or an extra blanket.

Combat

When faced with a dangerous situation, the ogre's typical first instinct is to lash out at the danger with his fists, and keep hitting it until it doesn't move. Ogres know they are stronger and can take more punishment than most others, so they tend to be front-line fighters.

When faced with a clearly superior opponent, such as a rampaging giant or dragon, ogres tend to flee rather than fight, fighting only if cornered. A cornered ogre often lashes out in a violent rage that surprises even them, until they get far enough past the creature or creatures that cornered them to flee.



Orcs

30 points

Average Height: 5' 2".

Average Weight: 215 lbs.

Age of Maturity: 9 years.

Average Lifespan: 45 years.

Attribute Adjustments: ST +2 [20]; IQ -1 [-20].

Secondary Characteristic Adjustments: Will +1 [5]; Per +1 [5]; FP -1 [-3].

Advantages: Claws (Blunt Claws) [3]; DR 1 (Tough Skin, -40%) [3]; Fit [5]; Hard to Kill 3 [6]; Less Sleep 2 [4]; Rapid Healing [5]; Resistant to Disease (+8) [5]; Teeth (Fangs) [2]; Universal Digestion [5].

Disadvantages: Easy to Read [-10]; Hidebound [-5].

Orcs are massive humanoids closely related to both humans and elves. They stand an average of five and a half feet tall, weighing over two hundred pounds on average. This weight is primarily muscle, although orcs also possess a proportionately larger bone mass than their human cousins. They possess green, gray, and blue skin tones, sharp teeth with large fangs, powerful, clawed hands, and thick, leathery skin. They are difficult to kill, healing rapidly from injuries, are highly resistant to disease, and are able to subsist on foods that would make the average human sick.

Orcs are shorter-lived than humans. While a human will reach physical maturity around 15 years of age, orcs reach that maturity at age nine. In addition, they reach old age around 45 years of age. This accelerated lifespan enables them to require less sleep than the average human, sleeping six hours a night instead of the usual eight. Although quite physically fit, they cannot exert themselves for as long their human cousins can when engaging in long activities; they are built for short bursts of strength, not endurance.

Psychology

Orcs tend to be brutal, in and out of combat. Most have a "live fast, fight hard, play hard" mentality. In the past, they have subscribed to a "might makes right" mentality, and most still live in societies that revere strength.

Orcs, like their human cousins, are aggressive and prolific. In many ways, they are even more aggressive and prolific than humans. They are not, however, inclined towards organization, often relying on others to provide it.

Orcs generally stick to tried and true ways of doing things. Most have the attitude that if something has worked for them in the past, why mess with what works?

Combat

Orcs are prized as shock troops by nearly all the nations of the Ophari continent; Redwater being the obvious exception. They favor weapons that cause as much damage as possible in one hit. Most prize melee weapons over ranged ones. Companies of orcs in most nations are often led by a half-orc, as most orcs are better able to relate to half-orcs than they are humans.



Orfs

38 points

Average Height: 5' 6".

Average Weight: 165 lbs.

Age of Maturity: 9 years.

Average Lifespan: 105 years.

Attribute Adjustments: ST +1 [10]; DX +1 [20]; IQ -1 [-20].

Secondary Characteristic Adjustments: Will +1 [5], Per +2 [10].

Advantages: DR 1 (Tough Skin, -40%) [3]; Rapid Healing [5]; Teeth (Sharp Teeth) [1]; Ultrahearing [5].

Quirks: Bloody Mess [-1].

Orfs are a rarity on Ranoc, a half-breed race that has one elf parent and one orc parent, although they are known to occasionally result from a pairing of a half-elf and a half-orc. It is unknown whether orfs will breed true like the half-elves and half-orcs have. (The interbreeding of a half-elf and a half-orc has an equal one in four chances of producing either a half-elf, a half-orc, a human, or an orf. This has resulted in a higher concentration of orfs in South Ford than anywhere else.)

Orfs have many of the traits of their elven and orcish parents. They are slender, like elves, but strong and wiry, with thick, leathery skin. They have sharp teeth, although they lack the fangs of their orc parents. Their pointed ears enable them to hear sounds in frequencies above those of most other races. They heal rapidly from wounds, and are longer-lived than their orc parents, although nowhere near as long-lived as the elves. They reach maturity at 9 years of age, like their orc parents, and while they reach old age at around 45 like their orc parents, their elven blood prevents them from succumbing to old age as quickly; some orfs have been known to reach the age of 90, nearly as old as their human cousins.

Psychology

If there was one word that accurately describes an orf, it would be "outcast". Orfs are painfully aware that they don't really fit in anywhere, so many leave their homeland to try to find a home of their own. Most have grown up painfully aware that they don't fit into their parents' worlds; those raised by elves are seen as being exceptionally hasty, lacking the elves' trademark patience, while those raised by orcs are seen as being "weak", and have to be twice as ferocious just to be accepted.

Because of their unique hybrid nature, orfs seem to be the epitome of graceful brutality. Their elven nature gives them a natural grace, while their orcish nature gives them a brutality and aggression that seems unrivaled. Most known orfs have channeled their aggression into the combative arts; watching an orf in combat has been likened to orchestrated mayhem.



Vulptens

45 points

Average Height: 5' 4".

Average Weight: 120 lbs.

Age of Maturity: 16 years.

Average Lifespan: 70 years.

Attribute Adjustments: DX +1 [20]; HT +1 [10].

Advantages: Acute Hearing 3 [6]; Night Vision 7 [7]; Teeth (Sharp Teeth) [1].

Perks: Fur [1].

Features: Born Biter 1 [0]; Digitigrade [0]; Vestigial Tail [0].

Vulptens are humanoids of canine stock, physically resembling foxes who stand on their hind legs, although with a more humanoid stance and proportions. Their faces have the snouts and ears of their canine heritage, and their fur comes in shades of white, brown, black, red, gray, and tan. Most sport fur-covered tails.

Multiple births are the rule rather than the exception for vulptens. The usual mix of males to females is three to two; vulpten women have been known to give birth to as many as ten cubs at once.

Psychology



Occupational Templates

Basic Warrior Template (B.W.T.)

100 points

The Basic Warrior Template (B.W.T.) is based off the Basic Action Template (B.A.T.) from GURPS Action! 4: Specialists, and follows many of the same rules. In short, you start with the B.W.T., add skill packages and power-ups, and use a 10-point "slush fund" to even things out to reach the power level set by the GM.

Attributes: ST 12 [20]; DX 12 [40]; IQ 10 [0]; HT 12 [20].

Secondary Characteristics: Damage 1d-1/1d+2; BL 29 lbs.; HP 12 [0]; Will 10 [0]; Per 10 [0]; FP 12 [0]; Basic Speed 6.00 [0]; Basic Move 6 [0].

Advantages: Luck [15]. Another 40 points from either a racial package or from the following list:

- +1 to +4 to ST or HT [10/level]
- +1 to +2 to DX or IQ [20/level]
- +1 to +5 to HP [2/level]
- +1 to +8 to Will or Per [5/level]
- +1 to +3 to FP [3/level]
- +0.25 to to +2.00 to Basic Speed [5/+0.25]
- +1 to +3 to Basic Move [5/level]

Ambidexterity [5]

Combat Reflexes [15]

Enhanced Block 1 to 3 [5/level]

Enhanced Dodge 1 to 2 [15/level]

Enhanced Parry (All) 1 to 3 [10/level]

Enhanced Parry (One Weapon or Unarmed) 1 to 3 [5/level]

Gizmos 1-3 [5/level]

Gunslinger [25]

Hard to Kill 1 to 3 [2/level]

Hard to Subdue 1 to 3 [2/level]

Heroic Archer [20]

Heroic Throw [20]

High Pain Threshold [10]

Weapon Master [20 to 40 points]

or replace Luck [15] with Extraordinary Luck [30].

Disadvantages: -55 points that suit the character concept and background, including -5 from Quirks.

Skills: Current Events (Local) (E) IQ+0 [1] – 10; Knife (E) DX+0 [1] – 12; and Stealth (A) DX+0 [2] – 12. One of Riding (Equines) or Running, both (A) DX+0 [2] – 12, or Teamster (Equines or Oxen) (A) IQ+0 [2] – 10. One of Brawling (E) DX+1 [2] – 13 or Boxing (A) DX+0 [2] – 12 or Karate (H) DX-1 [2] – 11. One of Judo (H) DX-1 [2] – 11 or one of Sumo Wrestling or Wrestling, both (A) DX+0 [2] – 12.

Slush Fund: 10 points to be spent anywhere.

Basic Magic Template (B.M.T.)

100 points

Like the Basic Warrior Template above, the Basic Magic Template (B.M.T.) is based off the Basic Action Template from Specialists, only with a focus on magic – either innate or learned – rather than the martial arts.

Attributes: ST 10 [0]; DX 10 [0]; IQ 13 [60]; HT 12 [20].

Secondary Characteristics: Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 13 [0]; Per 13 [0]; FP 12 [0]; Basic Speed 5.50 [0]; Basic Move 5 [0].

Advantages: Luck [15]. Another 40 points from either a racial package or from the following list:

- +1 to +4 to ST or HT [10/level]
- +1 to +2 to DX or IQ [20/level]
- +1 to +5 to HP [2/level]
- +1 to +8 to Will or Per [5/level]
- +1 to +3 to FP [3/level]
- +0.25 to to +2.00 to Basic Speed [5/+0.25]
- +1 to +3 to Basic Move [5/level]

Combat Reflexes [15]

Energy Reserve (Magic) [3/level]

Gadgeteer [25]

Magery 0 [5]

Magery 1 to 3 [10 points per level; requires Magery 0]

Sorcery 0 [5]

Sorcery 1 to 3 [10 points per level; requires Sorcery 0]

Wild Empowerment 1 to 3 [20 points for level 1; +10/level for each additional level]

Disadvantages: -55 points that suit the character concept and background, including -5 from Quirks.

Skills: Brawling (E) DX+1 [2] – 11; Current Events (Local) (E) IQ+0 [1] – 13; Knife (E) DX+0 [1] – 10; and Stealth (A) DX+0 [2] – 10. One of Riding (Equines) or Running, both (A) DX+0 [2] – 12, or Teamster (Equines or Oxen) (A) IQ+0 [2] – 10. One of Judo (H) DX-1 [2] – 11 or Wrestling (A) DX+0 [2] – 12.

Slush Fund: 10 points to be spent anywhere.

Skill Packages

Alchemist

25 points

Skills: Alchemy (IQ/H) [12]; Hazardous Materials (Magical) (IQ/A) [4]

Techniques: 9 points in alchemical elixirs.

Note: When doubling up, only put 8 points in Alchemy and put the other 4 in elixir Techniques.

Social Background Traits

Languages

Ranoc is home to a number of languages. Most of the common languages are broken down by region; only three are considered to be "racial" languages, and even then these three languages are primarily spoken in various regions. For instance, while used mainly by the dwarves, Dwarven is considered the regional language of the Wyrmspire Mountain range; even those that are not dwarves speak it

in that region, and dwarves born and raised outside that region do not necessarily speak the language.

A number of ancient languages are known to exist, but are no longer spoken except by very select few scholars; these dead languages still have written forms that may be learned.

List of Languages

Common:

Draconic, spoken by dragons and the reptilian races of Umoja.

Dwarven, spoken primarily by denizens of the Wyrmspire Mountains and Occam's Wall ranges.

Elven, spoken primarily by denizens of Allira'el.

Gemenohee Sign Language, a "spoken"-only trade language used by nearly all the native cultures of Gemenohee, "spoken" through use of gestures.

Hong, spoken by those in the Gehong region.

Northern, used by the Northern Raider Clans.

Rochladisch, spoken by those in the Rochladastacht region.

Saniri, derived from the ancient goblin language. This language is making a resurgence in the nation of Gor Ansat, but differs significantly from its ancient variation (see below).

Shadian, spoken by the desert nomads.

Teyothi, spoken by those in the Teyoth region.

Extinct:

Ancient Saniri, the language of the ancient goblins; some Teyothi and Northern words have Saniri roots.

Chionese, the ancient language of the Chione River Valley; modern form has evolved into Shadian.

Corcoranese, the ancient language of the Corcoran Empire; modern form has evolved into Teyothi.

Kalwanese, the ancient language of the civilization of Kalwa; some Teyothi words have Kalwan roots.

Phaonese, the ancient language of the Phaon Empire in what has become the Rochladastacht; no linguistic descendants.

Extraplanar:

Celestial, spoken by angels of all kinds.

Infernal, spoken by demons of all kinds.

Linguistic Relatives:

Those literate in Teyothi are able to read Corcoranese at Broken proficiency.

Those who speak and read Saniri are able to understand and read Ancient Saniri at Accented proficiency.

Those who speak and read Shadian are able to understand and read Chionese at Broken proficiency.

Those who speak Teyothi and those who speak Northern are able to understand each other at Broken proficiency.

Those who speak Rochladisch and those who speak Hong are able to understand each other at Broken proficiency, lending credence to the theory that the Rochlada originally hailed from the western borders of the Gehong region.

Cultural Familiarities

Several cultures exist on Ranoc. Unlike other fantasy worlds, these cultures are not divided along racial lines, but by region.

List of Cultures

Allira'el – the culture of the denizens of the continent of the same name.

Desert Nomad – the culture of the nomads of the Vast Expanse; greatly resembles the medieval Arabic nomad caravans.

Freehold – The culture of the Chione River Delta, resembles a cross between ancient ancient Egyptian and medieval Arab cultures.

Gehong – the culture of the Far East; patterned off medieval Chinese culture.

Great Mound River People – the culture of the largest group of Gemenohee natives living along the largest rivers of the northern half of the new continent. 2 points.

Iturnum – the culture of the nation of the same name, with its laissez-faire treatment of undead.

Northern Raider – the culture of the sea-faring raider clans of the far north; greatly resembles Viking culture.

North Woodland Longhouse Builders – the culture of the northernmost known peoples of Gemenohee, greatly resembles pre-Columbian Iroquois culture. 2 points.

Plains Nomads – the culture of the nomads in the north central grasslands of Gemenohee, greatly resembles the nomadic Great Plains tribes of North America. 2 points.

Rochlad – the culture shared by Rochlad and its neighbors; a strict, militant culture with an emphasis on the strict breeding of horses.

Southern Jungle People – the culture of the southernmost tropical rain forests of Gemenohee, highly resembles several of the Amazon River basin cultures of Brazil. 2 points.

South Mountain People – the culture of the people who reside high up in the mountains of southern Gemenohee, greatly resembles pre-Columbian Incan culture. 2 points.

Sun People – the culture of the people of Gemenohee's central rain forests and deserts, greatly resembles pre-Columbian Aztec/Mayan culture. 2 points.

Teyoth – the culture shared by the people of Redwater, Marach, Ritaegno, Gor Ansat, Zitheral, Evalon, and Rinkasae; resembles early Renaissance Europe.

Umojan – the culture of the nomadic reptilian natives of the Umojan jungles; 2 points.

Wyrmspire – the culture of those who live in and under the mountain ranges; a clan-based culture, almost a caste system.

Advantages

Allies (p. B36)

A few common forms of allies are generally available:

Familiar: Spellcasters commonly have an animal through which they can cast spells and which grant them energy to use when casting. These animals commonly have low point costs (rarely exceeding 50 points, and commonly with negative point costs). Those wishing more information should consult *Dungeon Fantasy 5: Allies* for stats for possible familiars.

Rochladabred Warhorse: The horses of the Rochladastacht are among the best in the world. Characters from Rochlad should buy their highly intelligent (for animals) mounts as Allies. See the entry for the Rochladabred Cavalry Horse in Chapter 4.

Undead Minion: Common with necromancers, undead minions are normally those built on the Mummy, Skeleton, or Zombie templates (see Chapter 4). These templates have negative costs, and minions built with them will probably not have a cost exceeding 0 points. The Ally trait should be modified with the Minion enhancement.

Gadgeteer (p. B56)

Alchemy, herbalism, and enchanting take a long time. Characters that specialize in these and wish to be of use in an adventuring party that doesn't get months of downtime may wish to invest in the Gadgeteer advantage to reduce the time spent. A good rule of thumb for Alchemy and Herb Lore is that where an elixir's description says

"weeks", the 25 point version of Gadgeteer reduces the time to "days" and the 50 point version reduces it to "hours".

For enchanting, the advantage is only valid if the head of the enchanting circle possesses it; if an assistant possesses Gadgeteer, but the master does not, there is no benefit. The 25 point version reduces the time required for Slow and Sure Enchanting by increasing the energy spent by each mage involved by a factor of 5 (instead of spending 1 energy every man-day, the mage spends 5), while the 50 point version lets every mage involved spend as much of his energy as he wishes per day of enchanting. Gadgeteering has no effect on Quick-and-Dirty Enchanting (which is already putting all available energy into an item per hour).

GMs may require (or at least encourage) alchemists, herbalists, and enchanters to take their Gadgeteer advantage with a "One Skill Only" Accessibility limitation, worth -50%; the skill in question being Alchemy, Herb Lore, or Enchant, respectively.

Gunslinger (p. B58)

Due to the nature of their use, which closely resembles those of many Guns skills, those with Gunslinger may at the GM's option extend it to the Crossbow skill as well.

Heroic Archer (p. MA45)

This is the low-tech version of the Gunslinger advantage, detailed in *Martial Arts*. To summarize, when attacking with a weapon that uses the Bow skill, you may add the Acc of the bow even without taking an Aim maneuver first; taking time to Aim adds additional bonuses as per the standard Aim maneuver description. When using the Move and Attack maneuver, you don't add the Acc bonus, but may ignore the weapon's Bulk rating penalty. You also ignore the Bulk in close combat with a bow.

Magery (p. B66)

Two flavors of Magery exist in Ranoc, prior to any aspecting individual mages may have.

The first is the standard Magery described in the Basic Set: Characters and expanded in Magic. The majority of mages only have one level of Magery, while the most notable may have as many as four. Magery 0 is an innate gift, normally only available at character creation; higher levels of Magery may, at the GM's discretion, be learned advantages. Magery should not exceed four to five levels. Many characters have Limited-College Magery on their higher levels of Magery.

The other flavor is called **Sorcery**, which is simply Magery (Path/Book), as described in Thaumatology, renamed for the Ranoc setting. This flavor of Magery, even Sorcery 0, is a learnable advantage on Ranoc. As with standard Magery, Sorcery should not exceed four to five levels, with two levels being the most common plateau for the average sorcerer.

Patrons (p. B72)

Many so-called adventurers have Patrons. Those who receive patronage from a nobleman, merchant, or guild master in the form of weapons, transportation, or the occasional magic item to use have the Patron advantage, often with a Duty attached to it. Indeed, it is rare for "professional adventurers" to appear without a patron in order to fund their activities without being independently wealthy themselves. If their duties take them away from their patron's regular sphere of influence on a regular basis – such as when traveling to Gemenohoe – then that Patron should be bought with the Minimal Intervention, -50%, limitation, and/or a low frequency of appearance.

Perks (p. B100)

Partial Sorcery: This Perk can be taken up to four times, and lets a sorcerer slowly "buy off" the -5 penalty for using sorcery without Sorcery 0. Each level of the Perk reduces the penalty by 1; e.g. Partial Sorcery 1 reduces the penalty from -5 to -4, while Partial Sorcery 4 reduces it to -1. Once the sorcerer is eligible (as determined by the GM) for a fifth level of the Perk, replace this perk's levels with Sorcery 0.

Power Investiture (p. B77)

Deities are not the only beings who may grant Power Investiture. Demons, particularly demon lords, and various spirits are also able to grant various spells and abilities through Investiture. While the maximum level of Investiture possible by a deity is set in that deity's description in Chapter 7, the level set by spirits should depend on both the type of spirit offering the power and the spells being offered. In all cases where this trait is offered by a spirit, it should not exceed Power Investiture 3, and should be a very narrow selection of spells – at most, a single spell college which reflects the spirit's nature.

Rank (p. B29)

The most common forms of Rank in Ranoc are:

Merchant Rank: Those who operate in a Merchants Guild – but not a Thieves or Assassins Guild – have this Rank. Merchant Rank normally coexists alongside Status. Rank 0 is an apprentice, Rank 1 is a journeyman, Rank 2 is an experienced journeyman, Rank 3 is a Shop Master, Rank 4 is a City Master, and Rank 5 is a National Master. Merchant Rank 6 is reserved for International Grand Masters of the Guilds. *5 points per level.*

Merchant Marine Rank: This corresponds to *Navy Rank* (see page 35), with the exception that the ranks are civilian rather than military. Ranks above Captain (Rank 5) normally do not exist, as the ship's captain will normally also have Merchant Rank 3 in a Merchants Guild. *5 points per level.*

Military Rank: This takes the form of either *Army Rank* or *Navy Rank* (see page 35), and operates much the same as its counterpart on page B30. Those who have previously served in a military – either as a mercenary or for their home nation – and gained Rank 2 or higher may still claim a Courtesy Rank (see page B29). In Gor Ansat, this replaces Status completely (*10 points per level*); everywhere else, it coexists alongside Status (*5 points per level*).

Organizational Rank: Several organizations, such as the Eliminati and Syndicate (see Chapter 2), have their own internal hierarchies, complete with authority over those of lower ranking in the organization. This always coexists with Status, regardless of locale. *3 points per level.*

Religious Rank: This always coexists alongside Status; details are given in Chapter 7, but always requires Clerical Investment as a prerequisite. *5 points per level.*

Watch Rank: The city watch, town guards, and sheriffs commonly possess Watch Rank instead of Military Rank. Most guardsmen have Police Rank 0, while in the cities the Captain of the Watch has Watch Rank 5. *5 points per level.*

Sorcerous Adept

10 points/level

You can ignore or reduce the need for some of the elements of the ritual used in sorcery. Each level of this advantage, maximum three, lets you omit one of the three elements: time, ritual space, and material and/or symbolic components. You must choose which of these three elements you're eliminating when you purchase each level.

This is exactly the same as the **Path/Book Adept** advantage as described on page 123 of *Thaumatology*, simply renamed.

Talents (p. B89)

In addition to the new Talents listed below, most of the Talents from the *Basic Set*, *Fantasy*, or *Power-Ups 3: Talents* are common. If in doubt, ask your GM.

Artificer: Armoury, Carpentry, Engineer, Machinist, Masonry, Mechanic, and Smith. Reaction Bonus: Anyone for whom you do work. *10 points per level*. **Note**: This differs from the standard Artificer talent in the *Basic Set* and *Power-Ups 3: Talents* by removing Electrician and Electronics Repair, two TL-based skills that are uncommon or even unheard of prior to TL 6.

Natural Flyer: Aerobatics, Dropping, Flight. Reaction Bonus: Aeralons, dragons, other flying creatures. *5 points per level*.

Natural Swordsman: Broadsword, Forced Entry, Force Sword, Knife, Main-Gauche, Rapier, Saber, Shortsword, Smallsword, Two-Handed Sword. Reaction Bonus: Swordsmen, swashbucklers, swashbuckler wannabes, spectators. *10 points per level*.

Perfect Throw: Bolas, Sling, Throwing, Throwing Art, Thrown Weapon. Reaction Bonus: Skilled throwers, athletes, athletic connoisseurs. *5 points per level*. At the GM's discretion, may add to Throwing Sport and Thrown Weapon Sport, as well as any Sports skills that use throwing.

Disadvantages

Addiction (p. B122)

A number of addictive drugs are available:

Alchemical Elixirs: Many alchemical substances can be addictive, especially those that induce feelings of euphoria or fearlessness. In most cases, the substances are expensive but usually legal, and sometimes incapacitating (especially the euphoria elixirs); in all cases, the addiction is psychological. *Base cost*: -5 for the legal but not incapacitating elixirs, -10 for the illegal but not incapacitating elixirs, -15 for legal incapacitating elixirs, -20 for the occasional illegal and incapacitating elixirs.

Dragonsmoke: A cheap stimulant derived from leaves of a Umojan plant, imported to Ophari by way of New Hope. The usual method is inhalation of the smoke from burning dried leaves in a pipe or in rolled paper. It is currently legal everywhere except Gehong, where it is considered to be "polluting the soul." The addiction in game effects is considered a psychological one. *Base cost*: -5 points. (*Author's Note*: this is simply marijuana with a different name.)

Opium: Opium is an expensive, highly addictive hallucinogen made from poppy seeds imported from Gehong. The usual method of use is inhalation of a powder, which is commonly white. It is illegal in the Teyoth region due to its hallucinogenic effects, but legal in Gehong, where it is commonly used for medicinal and religious reasons. The addiction in game effects is considered a physiological one. *Base cost*: -25 points.

Unicorn Blood: Unicorn blood is a silvery substance, often mistaken at first glance for quicksilver. The properties of this blood make it highly prized as a component in healing potions . . . and, secretly, a component in the potion to become a lich. Ingestion of pure unicorn blood can keep someone alive even if they are at -5×HP. The cost, though, is a physiological addiction to the blood; the blood is totally addictive and very expensive. This makes pure unicorn blood highly illegal throughout the world. *Base cost*: -30 points. Note that the withdrawal symptoms from unicorn blood can be as fatal as what led the addict to ingest the blood in the first place!

Bad Sight (p. B123)

Thanks to the invention of spectacles in the Teyoth Region, any of the humanoid races can take this trait with the -60% Mitigator limitation, reducing Bad Sight to -10 points. Minotaurs, vulptens, and the reptilian races in Umoja have different facial structures which prevent them from wearing spectacles.

Codes of Honor (p. B127)

The five codes of honor listed in the Basic Set are all appropriate for Ranoc. In addition, the following are available:

Code of Honor (Northern Raider): Be honest with your fellows, never break your sworn word, be hospitable to guests, do not tax another's hospitality, and show ingenuity in combat. -5 points.

Code of Honor (Eliminati): Maintain an aura of respectability; be skilled at arms; always challenge targets to a duel; always duel in front of witnesses; all duels are to the death; never accept a contract on someone who has survived a prior Eliminati duel. -10 points.

Lunacy (p. B143)

Ranoc has three moons! A character with Lunacy should determine which moon governs his Lunacy, adjusting the price accordingly:

Weekly Moon: You swing very rapidly between manic and lazy phases. ×2. (This is essentially the same as the Manic-Depressive trait with a set passage of time rather than leaving it to chance.)

Monthly Moon: The standard passage as written in the Basic Set on page B143. ×1.

Polar Moon: You swing very slowly through the phases, with each phase lasting for roughly two to three months. (Remember that on Ranoc there are thirteen months in the year.) ×1/2.

Quirks (p. B162)

Bloody Mess: When you kill something, you don't just kill it; you obliterate it! Blood and viscera fly everywhere! Anything you kill, especially those that reach -5×HP, dies in the most gruesome way possible. This gives a -1 Reaction penalty to anyone who witnesses such an act for the first time, although it might give a +1 Reaction bonus to those with tastes for such things. Note that this is distinct from the Rest In Pieces Perk (pp. PU2:19-20) in that the deceased may still be magically revived, but does not forbid that Perk's purchase as well.

Stays Bought: Notable among mercenaries. You are inclined to stay with a paying client who has treated you fairly, even when presented with a better offer from the client's enemies. Occasionally may give a +1 Reaction bonus if the quirk is known, similar to a Reputation, and can give a bonus to the Control Rating of the Greed disadvantage when a client's enemy attempts to bribe you (GM's discretion). This is considered a Quirk because it limits your actions, despite its positive effects.

Skills

Artist (IQ/A)

Two new specializations are listed below:

Engraving: You can engrave aesthetically pleasing wood, metal, or

stone originals that may be reproduced independently or used as illustrations for books. Use the Professional Skill (Printer) skill (see below) to set the plates with the type sorts.

Typography: You can design typefaces and apply type in a clear and visually pleasing fashion. At TL 4, a lot of typefaces will closely resemble hand-written text, so a background in calligraphy will be common for successful typographers. Defaults to Artist (Calligraphy) at -4.

Astronomy (IQ/H)

Current astronomical thought regarding the nature of the cosmos – the sun, the three moons, and the five wandering stars (called "planets") whose paths across the sky have been known for millennia – is divided into two ideas. The older idea is that of a Ranoc-centric universe, with Ranoc being the center of the universe and the sun, moons, and planets revolving around it. A newer idea which is gaining ground due to the application of advanced mathematics is a heliocentric universe, with Ranoc and the planets (but not the moons) revolving around the sun. Anyone who takes the Astronomy skill will know of both theories, and probably have an opinion one way or another.

Expert Skill (IQ/H)

Of the specialties listed in the Basic Set, Military Science, Natural Philosophy, Political Science, Thanatology, and Xenology are appropriate for Ranoc.

The Natural Philosophy specialty can be used to answer theoretical questions concerning Alchemy, Astronomy, Biology, Chemistry, Meteorology, Physiology, Physics, and Thaumatology, but does not convey any practical knowledge in these subjects. Some of these theories will be quite nonsensical to modern-day (TL 8) science, but impossible to prove or disprove except through applied logic – and even a completely logical argument can be wrong due to incorrect assumptions. An especially knowledgeable natural philosopher will also know Mathematics (Pure) separate from this skill.

Force Sword (DX/A)

While usually reserved for campaigns with superscience technology, this skill is occasionally learned by mages on Ranoc who wish to duel *mano-a-mano* using spells that create a handheld "blade," such as Flame Jet.

Games (IQ/E)

A number of games are common on Ranoc.

Boxing: The full-contact sport of boxing has been a common past time in the Teyoth region for as long as recorded history. Bare-knuckle boxing is currently in fashion, where opponents don't use any padding to protect themselves, although loaded fist boxing, using cestuses and brass knuckles, has been making a comeback in popularity among the rougher parts of the cities. The boxing contests should be handled as a combat, with each opponent using unarmed combat skills; the Games (Boxing) skill enables one to judge such an event or predict who will defeat who in a match.

Chess: The classic game of strategy and tactics. The aristocracy prides itself on their knowledge of the game. In Gehong, a variant exists which elevates the board into four different levels; this variant should be learned as a separate specialty.

Craps: The premier dice game played in the gambling dens across the world. Rules are identical to the modern-day game: players roll two dice to try and get a seven, with rolls of a two (commonly called "snake-eyes") or twelve ending a turn as a definite loss.

Jousting: The noble knightly past time of attempting to unhorse your opponent with a blunted lance at a full gallop. While the act of jousting is often played as a combat using the Lance and Riding skills, as well as a Shield Block, the Games (Jousting) skill enables one to judge such an event.

Rotah: A card game which uses a 72-card deck similar to a Tarot deck. It has four suits of 14 cards, numbered 1 through 10 with four noble cards (Princess, Prince, Queen, and King), and a fifth suit of 24 'trump' cards numbered 0 through 23. The rules are similar to rummy, with cards numbered 1 through 9 worth 5 points each, the 10 and noble cards worth 10 points each, and the trumps worth 15 points each. The exception is the trump card marked 0, which is worth 0 points if played in a run of trump cards but 20 points if it is in a player's hand and not played when the hand ends. In addition, there are a number of rules concerning the placement of trump 0 in the deck, which vary by locale – or possibly even the day of the week. The origins of the Rotah deck are unknown, although many believe they were originally created by the Vast Expanse Nomads. Some fortune-tellers and diviners use the cards as part of their trade.

Wrestling: Like boxing, wrestling has been a popular past time for much of recorded history. Presently, matches are not timed, with the match ending with a pin or a submission. Like boxing and jousting above, the Games skill allows one to judge a match, knowing what moves and holds are legal and which are forbidden; use unarmed grappling (and occasionally striking) skills to resolve the match itself.

Mathematics (IQ/H)

The Applied and Pure specialties in Ranoc (and for much of TL 4 in general) cover knowledge of Geometry, Algebra, Trigonometry, and Probability.

Mechanic (IQ/A)

Notable specialties include:

Machine Type: Printing Press, Millwork.

Motive Systems: Wheeled, Sail, Rowed.

Power Plant: Clockwork, Hydraulics, Water Wheel.

Vehicle Type: Sailing Ships, Wagons.

Musical Instrument (IQ/H)

A musician can make a good living playing in the symphony orchestras and smaller ensembles in the cities of Ranoc. Nearly every instrument in ***Low-Tech Companion 1: Philosophers and Kings*** is acceptable; the only change is that panpipes are called faunpipes.

Professional Skill

A few of the notable Professional Skills in Ranoc are listed below:

Bookbinder (IQ/A)

You are able to produce bindings to turn pages of paper, parchment, or vellum into books. This skill covers the use of various glues, threads, and fabrics used to bind the books together. With the advent of the printing press producing more pages of printed material, your business is booming.

Lens Grinder (IQ/A)

You are skilled at producing lenses for such things as spectacles and telescopes, including both astronomical telescopes and naval spyglasses. This skill also permits the creation of mirrors. A lens grinder does not necessarily understand why a properly ground lens has the effects it does; to understand the science involved, put points in Physics (Optics).

Miner (IQ/A)

You are able to work as a mine foreman, with knowledge of how to brace the walls of the mines to prevent cave-ins and how to look for signs that the air in the mine is not safe for your miners. Although this is an IQ-based skill, ST is just as important when working in the mines. It defaults to Engineer (Mining) at -3; the reverse is also true.

Printer (IQ/A)

You are skilled at working the printing press in order to produce books, royal bulletins, and newspapers. This skill covers arranging the movable type and engravings, applying the inks, and setting the paper

properly on the press; in certain circumstances set by the GM, an ST-based skill check to use the press itself may be warranted.

Note that a printer need not be *literate* in order to perform these applications; however, most successful printers are.

Martial Arts Styles

Listed below are a number of martial arts styles that are common in Ranoc. In each case, the style costs include the Style Familiarity Perk for that particular style.

In some cases, the style was copied from *Martial Arts* and its name changed to better reflect the world. In this manner, for example, "Italian-Style Fencing" is now "Zitheral School Fencing". I have also altered many of the other styles to better fit the world setting. In addition, I have tried to indicate in the flavor text whether the styles are taught openly or in secret, which region sees the style as common, and whether the style is considered a "civilian" or "military" style.

The following styles from *Martial Arts* are also common in the western regions of the setting: Bare-Knuckle Boxing (p. MA153), Dagger Fighting (p. MA155), Late Medieval Knightly Mounted Combat (p. MA177), Longsword Fighting (p. MA180), Foot Archery (p. MA181), Chinese Horse-Cutter Fighting (p. MA187, known as Halberd Fighting in the West), Glaive Fighting (p. MA187), Pollaxe Fighting (p. MA191), Quarterstaff (p. MA192), Shortsword Fighting (p. MA195), Viking Spear Fighting (p. MA197, common amongst the Northern Raider Clans, where it is known as Northern Raider Spear Fighting), Sword-and-Buckler Play (p. MA199), Sword-and-Shield Fighting (p. MA199), and Smasha (p. MA210).

Over in Gehong, a number of styles from *Martial Arts* may be viable; these include: Chin Na (p. MA154), Escrima (p. MA155), Hsing I Chuan (p. MA162), Hung Gar Kung Fu (p. MA163), Hwa Rang Do (p. MA163), Kuntao (p. MA178), Muay Thai (p. MA185), Pa Kua Chuan (p. MA187), Chinese Horse-Cutter Fighting (p. MA187), Pak Hok (p. MA188), Pentjak Silat (p. MA189), Praying Mantis Kung Fu (p. MA191), Shaolin Kung Fu (p. MA194), Chinese Spear Fighting (p. MA196), Tae Kwon Do (p. MA200), T'ai Chi Chuan (p. MA200), Wing Chun (p. MA203), and Dragon-Man Kung Fu (p. MA208). (Naturally, several of the names should be changed to reflect the setting better; replace "Chinese" with "Gehong" or "Hong", and "Shaolin" with \$insert_dorky_name_here.)

Not to be outdone, the following styles from *Martial Arts* are known among those native to Umoja: Bando (primarily Kachin Bando, p. MA152), Ancient Greek Boxing (p. MA153, known simply as Boxing), African Stickfighting (p. MA157), Kalaripayit (p. MA168), Banshay (p. MA176), Krabi Krabong (p. MA176), Lethwei (p. MA186), Pankration (p. MA188), Heroic Spear Fighting (p. MA196), and Indian Wrestling (p. MA205).

Combat Wrestling (p. MA204) seems to be universal.

Some people in the Teyoth region, where guns are most common, have independently developed a few of the styles from *Gun Fu*, most notable the Double Trouble (p. GF31) and Sniper (p. GF33) styles. A style resembling Way of the West is occasionally seen as well.

Art of the Hidden Blade

5 points

The Art of the Hidden Blade is a martial art taught by the Vast Expanse Nomads to their women. Cultural taboos and unwritten laws prevent Desert Nomad women from wielding any weapon longer than their forearm. In most cases, this limits them to knives, but occasionally a shortsword may be used. These same taboos prevent their men from learning this art.

As the name implies, the art focuses on hiding the weapons in

addition to wielding them in combat. This makes the martial artists who master this art very effective as assassins.

The typical practitioner will appear unarmed at the start of the fight, but quickly draw a knife from its hidden sheath as soon as is practical. Most start with Evaluate or Wait, then wait for an opening, often counterattacking with a thrust into either the neck, vitals, or a weak spot in armor.

Skills: Fast-Draw (Knife); Holdout; Knife; Judo or Wrestling.

Techniques: Armed Grapple (Knife); Counterattack; Targeted Attack (Knife Thrust/Chinks in Armor); Targeted Attack (Knife Thrust/Neck); Targeted Attack (Knife Thrust/Vitals).

Cinematic Skills: Pressure Points.

Cinematic Techniques: Dual Weapon Attack (Knife); Dual Weapon Defense; Pressure Point Strike.

Perks: Off-Hand Weapon Training (Knife).

Optional Traits

Advantages: Ambidexterity.

Skills: Acrobatics; Main-Gauche; Shortsword; Thrown Weapon (Knife).

Perks: Technique Adaptation (Knife techniques default to Shortsword).

Bayonet Training

3 points

This training is taught by the militaries of Marach, Ritaegno, and Rinkasae to supplement the musket training provided by these nations.

The bayonet issued to the infantry in these nations is a plug bayonet, which is designed to be fitted into the barrel of a musket. Some regiments drill in the rapid drawing and mounting of the bayonet onto the musket. Some are also known for their loud war cries, which when delivered en masse can sometimes send enemy units into a panic.

Skills: Guns (Musket); Spear.

Techniques: Feint (Spear); Retain Weapon (Musket); Targeted Attack (Spear Thrust/Face); Targeted Attack (Spear Thrust/Neck); Targeted Attack (Spear Thrust/Vitals).

Cinematic Skills: Kiai.

Optional Traits

Advantages: Combat Reflexes.

Skills: Fast-Draw (Knife); Knife.

Marach Weapons Master Training

12 points

The Marach Weapons Masters are civilians who are trained in the combat arts, both armed and unarmed. Most come from a humble peasant background, and travel the land performing and teaching others. Occasionally, a Weapons Master is hired as a professional duelist for a noble. Many are eager to pit their combat skills against the fencing instructors of the Southern Teyoth region and their rivals in Redwater.

Skills: Brawling; Broadsword; Knife; Polearm; Shield; Shield (Buckler); Shortsword; Spear; Staff; Two-Handed Sword; Wrestling.

Techniques: Arm Lock; Armed Grapple (Polearm, Spear, Staff, or Two-Handed Sword); Disarming (Any skill in style); Feint (Any weapon skill in style); Hook (Polearm); Sweep (Polearm, Spear, Staff, or Two-Handed Sword).

Cinematic Skills: Kiai; Power Blow.

Cinematic Techniques: Dual-Weapon Attack (Shortsword); Grand Disarm (Staff or Two-Handed Sword); Whirlwind Attack (Staff or Two-Handed Sword).

Perks: Form Mastery (Spear); Grip Mastery (Two-Handed Sword); Off-Hand Weapon Training (Shortsword).

Optional Traits

Advantages: Ambidexterity; Combat Reflexes; Fearlessness; Weapon Master.

Disadvantages: Low Status; Missing Digit; One Eye.

Skills: Judo; Rapier; any other weapon skill not listed.

Perks: Style Familiarity (any Fencing style)

Redwater School Fencing

4 points

Redwater school fencing is a highly mobile art. Eschewing a defensive weapon in the off hand, a Redwater duelist relies solely on his rapier and his agility for his defense.

A Redwater fencer is always on the move. He'll circle his opponent, using Evaluate, occasionally interspersed with Defensive Attacks, before making either an Attack or Move and Attack for the finishing thrust. Some overconfident fencers use Committed Attack or All-Out Attack (Determined), sacrificing their defense for a better chance of hitting their opponent.

Like all fencing school, this style is taught primarily to civilians as opposed to soldiers.

Skills: Games (Sport Rapier); Rapier; Rapier Art.

Techniques: Bind Weapon (Rapier); Close Combat (Rapier); Counterattack (Rapier); Disarming (Rapier); Feint (Rapier); Retain Weapon (Rapier).

Cinematic Skills: Flying Leap.

Cinematic Techniques: Flying Lunge (Rapier); Initial Carving (Rapier).

Optional Traits

Secondary Characteristics: Improved Basic Speed.

Advantages: Enhanced Parry (Rapier); Perfect Balance; Status; Wealth.

Disadvantages: Code of Honor (Gentleman's); Delusion ("My style is inherently superior to all others"); Overconfidence.

Skills: Acrobatics; Broadsword; Jumping; Main-Gauche; Savoir-Faire; Shield Art (Buckler); Two-Handed Sword Art.

Ritaegno School Fencing

4 points

Ritaegno school fencing is a highly scientific form of combat based on mathematical principles. To the Ritaegno fencing masters, the world is described in mathematical terms, particularly geography. By studying these principles and utilizing them in combat, one can make precise strikes. Some masters can even fight blindfolded without losing their effectiveness.

Like all fencing styles, this one is commonly taught to civilians.

Skills: Expert Skill (Natural Philosophy); Mathematics/TL4 (Pure); Rapier.

Techniques: Bind Weapon (Rapier); Counterattack (Rapier); Disarming (Rapier); Feint (Rapier); Retain Weapon (Rapier); Targeted Attack (Rapier Thrust/Face); Targeted Attack (Rapier Thrust/Neck); Targeted Attack (Rapier Thrust/Vitals).

Cinematic Skills: Blind Fighting; Light Walk; Mental Strength; Precognitive Parry.

Cinematic Techniques: Dual-Weapon Attack (Rapier); Dual-Weapon Defense (Rapier); Initial Carving (Rapier).

Perks: Chi Resistance (Kiai); Off-Hand Weapon Training (Rapier); Sure-Footed (Uneven).

Optional Traits

Advantages: Combat Reflexes; Danger Sense; Enhanced Parry (Rapier); Unfazeable; Weapon Master (Rapier).

Disadvantages: Code of Honor (Gentleman's); Overconfidence.

Skills: Body Language; Cloak; Main-Gauche; Philosophy; Rapier Art or Sport; Savoir-Faire.

Perks: Weapon Bond.

Rochlad Cavalry Training

6 points

The riders of Rochlad are world-renowned for their expertise at fighting from horseback. The basics of this martial art is taught to nearly everyone in Rochlad's military; those who excel at it are truly formidable mounted opponents.

This style has been copied by many of the Teyoth region nations, and several have adapted it for their aerial cavalries.

Skills: Bow; Broadsword; Riding (Equines); Shield; Spear.

Techniques: Cavalry Training (Broadsword or Spear); Combat Riding; Hands-Free Riding; Horse Archery; Quick Mount.

Cinematic Skills: Zen Archery.

Perks: Strongbow; Sure-Footed (Water).

Optional Traits

Advantages: Animal Empathy; Combat Reflexes; Gunslinger; Heroic Archer.

Disadvantages: Duty; Overconfidence; Stubbornness.

Skills: Axe/Mace; Brawling; Fast-Draw (Ammo); Fast-Draw (Arrow); Guns (Musket); Knife; Riding (any aerial mount); Swimming; Wrestling.

Techniques: Mounted Shooting (Guns (Musket)/Horse; Bow/any aerial mount; or Guns (Musket)/any aerial mount).

Zitheral School Fencing

5 points

Zitheral style fencing is based on the use of the rapier with a secondary weapon in the off hand, usually a knife, buckler, or cloak, but occasionally a smallsword or another rapier. The Zitheral school emphasizes counterattacks in "one time", meaning a combination defense/riposte instead of a parry-and-counterattack rhythm. This strategy sacrifices some defensive surety for a chance to strike back quicker.

Grappling is very much a part of the style. Some schools even teach throws in addition to grapples and locks.

The flashiest fencers frequently augment this style with Acrobatics and Jumping to gain additional mobility.

As noted, this is primarily a "civilian" style, generally taught to the elite nobility for self-defense.

Skills: Main-Gauche; Rapier; Shield (Buckler); Wrestling.
Techniques: Bind Weapon (Main-Gauche or Rapier); Counterattack (Rapier); Disarming (Main-Gauche or Rapier); Targeted Attack (Main-Gauche Thrust/Vitals); Targeted Attack (Rapier Thrust/Face); Targeted Attack (Rapier Thrust/Neck); Targeted Attack (Rapier Thrust/Vitals).

Cinematic Skills: Flying Leap.

Cinematic Techniques: Dual-Weapon Attack (Main-Gauche or Rapier); Dual-Weapon Defense (Main-Gauche or Rapier); Flying Lunge (Rapier); Grand Disarm (Rapier); Hand Catch; Initial Carving

(Rapier).

Perks: Off-Hand Weapon Training (Rapier); Technique Adaptation (Counterattack).

Optional Traits

Advantages: Ambidexterity; Combat Reflexes; Enhanced Dodge.

Disadvantages: Overconfidence.

Skills: Acrobatics; Broadsword; Cloak; Judo; Jumping; Rapier Art; Savoir-Faire; Two-Handed Sword.

Magical Styles

The Golden Feather

Style Prerequisites:

The wizards of the Golden Feather, also known as the green mages, are wizards who look to capture the power of nature.

Required Skills:

Required Spells:

Perks:

Optional Traits

Advantages:

Perks:

Disadvantages:

Skills:

Spell List:

First Circle:

Second Circle:

Third Circle:

Fourth Circle:

Fifth Circle:

Sixth Circle:

Secret Spells:

The Oaken Staff

11 points

Style Prerequisites: Magery (not with One-College Only).

The wizards of the Oaken Staff, also known as the white mages,

are among the most notable and respected of wizards in the known world. The Oaken Staff is an international organization of mages who seek to alleviate suffering among the people. As can be indicated by both of their names, Oaken Staff wizards are known to walk around in white robes with a quarterstaff or short staff made of oak wood.

Those seeking entry to the Oaken Staff must show compassion for others regardless of race, nationality, or religion. He is then accepted as an initiate for training to learn the basic spells. The initiate is also taught to perform the basics of the non-magical healing arts as well as the art of brewing basic healing elixirs from everyday herbs.

The second circle of the Oaken Staff are known as Sojourners.

Required Skills: First Aid; Herb Lore; Hiking; Staff; Survival (any one).

Required Spells:

Perks: Named Possession;

Optional Traits

Advantages: Empathy;

Perks:

Disadvantages: Charitable;

Skills: Surgery;

Spell List:

First Circle (Initiate): Light; Final Rest; Sense Life; Lend Energy; Stop Bleeding;

Second Circle (Sojourner):

Third Circle:

Fourth Circle:

Fifth Circle:

Sixth Circle:

Secret Spells:

CHAPTER IV

BESTIARY

Animals

What qualifies a creature as an "animal" as opposed to a "monster"?

First, an animal is not truly intelligent; almost all have a racial IQ of 5 or less.

Second, animals do not possess any ability that could be considered magical, despite the possibility of magic in their origins. Some animals, such as the giant eagle and the roc, are simply much larger versions of normal-sized animals. Some animals are able to inject poisons with a bite. Either way, however, animals lack such obviously supernatural abilities as the catoblepas's dehydrating stare or the cockatrice's petrifying bite.

When determining placement of the animals in this section, remember that the southern continent of Umoja is dominated by the reptiles, while the northern continent of Ophari is dominated by the mammals. Any animal described as a "dinosaur" may be possible on Umoja; small versions of either family may be encountered anywhere. Birds can appear on either continent, although most of them prefer Ophari due to not having to compete with their southern pterosaur counterparts.

There are ten classifications of animal in Ranoc: Sponge, Slug, Insect, Squid, Fish, Reptile, Dinosaur, Bird, Mammal, and Hybrid.

Acid Lizard

Acid lizards are commonly found in the Umojan jungles; the average acid lizard is about 18 to 24 inches long and weighs 2 to 3 pounds. They are covered with fine green scales with red spots along the head. While carnivorous, feeding on insects, amphibians, and rodents, they are not aggressive and will try to flee from predators. They will, however, fiercely defend their nests and attack if cornered or threatened. Their bite does very little damage in and of itself, but the lizard's fangs drip a poison which can seem like acid when injected into the wound! This trait endears them to successful merchants, who will often acquire one as a pet and guard animal for safes and security boxes.

Acid Lizard familiar: Ally (Acid Lizard; Constantly Available) [1]; Energy Reserve 6 (Drains Familiar, -50%) [9]; Special Rapport (Familiar) [5]; Teeth (Sharp Teeth) (GBF, -40%) [1]; Toxic Attack (Poison) 1d-1 tox (Cyclic: 1 minute interval, 3 cycles, +80%; Follow-Up: Bite, +0%; GBF, -40%) [5]; Vibration Sense (GBF, -40%) [6]. 27 points.

ST: 3 **HP:** 3 **Speed:** 6.00
DX: 12 **Will:** 6 **Move:** 3
IQ: 2 **Per:** 10
HT: 12 **FP:** 12 **SM:** -3

Dodge: 10 **Parry:** n/a **DR:** 2*

Bite (12): 1d-6 imp, follow-up 1d-1 tox.

Claw (12): 1d-6 cut.

Kick (10): 1d-6 cut.

Advantages: Acute Taste and Smell 3; Claws (Sharp Claws); Clinging; Damage Resistance 2 (Flexible); Enhanced Dodge 1; Enhanced Tracking 1; Flexibility; Peripheral Vision; Regrowth;

Subsonic Hearing; Super Climbing 1; Teeth (Fangs); Toxic Attack (Poison) 1d-1 tox (Cyclic: 1 minute interval, 3 cycles; Follow-Up: Bite); Vibration Sense.

Perks: Scales.

Disadvantages: Bad Sight (Nearsighted); Cold-Blooded (Stiffen Up below 50°); Fearfulness -1; Quadruped; Short Lifespan -3; Sleepy (1/2 the time); Social Stigma (Valuable Property or Wild Animal); Wild Animal.

Skills: Climbing (A) DX+3 – 15†; Survival (Jungle, Swampland, or Woodlands) Per+2 – 12.

Features: Tail.

Class: Reptile.

Armorback

The armorback is known as Ankylosaurus to real-life paleontologists.

The armorback is a quadruped dinosaur, standing about 4 feet tall at the hips, and reaching an average of 30 feet long, with a small head, a bony backside, and a knobbed tail that it can use as a club when threatened. They average around three and a half tons (7,000 lbs). A number of them have sharp bony spines around the edge of their back plating. Their underside is their most vulnerable area; anyone or anything managing to flip an armorback on its back is almost guaranteed to kill it, but this is often easier said than done as the armorback's physiology makes it difficult to turn over.

Poached armorback eggs are considered a delicacy in Shakdran and New Hope. Unlike other reptiles, armorbacks mate for life, and at least one of the pair guards the nest at all times. A single egg is capable of filling the stomach of a grown man, and has a unique taste that sets them apart from other animals' eggs.

ST: 38 **HP:** 38 **Speed:** 5.25
DX: 10 **Will:** 8 **Move:** 5
IQ: 2 **Per:** 10
HT: 11 **FP:** 11 **SM:** +4

Dodge: 9 **Parry:** n/a **DR:** 9/3

Bite (12): 4d-5 cr.

Claw (12): 4d+3 cr.

Kick (10): 4d cr.

Tail (12): 4d+8 cr.

Advantages: Combat Reflexes; Damage Resistance 3 (Flexible); Damage Resistance 6 (Directional: Top Only); Peripheral Vision; Striker (Crushing; Tail) (Cannot Parry; Limited Arc: Rear; Long (Only At Full Reach): +1).

Perks: Scales.

Disadvantages: Cold-Blooded ("Stiffen Up" Below 50°); Colorblindness; Restricted Diet (Herbivore; Very Common); Quadruped; Social Stigma (Wild Animal); Weak Bite; Wild Animal.

Skills: Brawling (E) DX+2 – 12.

Class: Dinosaur.

Bear, Cave

This bear is the largest bear known to exist, albeit only slightly larger than the more common brown bear, with males averaging 1,100 pounds, and females slightly less than that at 990 lbs. The cave bear lives in the Northern Mountain, Wyrmspire, and Occam's Wall mountain ranges, and occasionally even venturing into other areas of the Northern Frontier, northern Teyoth region, and the northern Rochladastacht. Reports indicate they may exist in the northwestern mountains of Gemenohée, but this is unconfirmed.

Like their brown bear cousins, cave bears are omnivorous, subsisting on a diet of meat and fruits. Like most bears, their meat comes mainly from fish, although cave bears also hunt deer and other large animals. Some have even become man-eaters, developing a taste for men, elves, dwarves, vulptens, and others. Like the smaller brown bears, cave bears occasionally venture into civilized areas to scavenge from the trash.

ST: 23 **HP:** 23 **Speed:** 6.00
DX: 11 **Will:** 11 **Move:** 7
IQ: 4 **Per:** 10
HT: 10 **FP:** 13 **SM:** +1

Dodge: 9 **Parry:** 10 **DR:** 2*

Bite (13): 2d+2 cut.

Claw (13): 2d+4 cr.

Kick (11): 2d+5 cr.

Advantages: Claws (Blunt Claws); Damage Resistance 2 (Tough Skin); Fearlessness 5; Teeth (Sharp Teeth); Temperature Tolerance 4; Ultrahearing; Universal Digestion.

Perks: Fur.

Disadvantages: Bad Temper (9); No Fine Manipulators; Semi-Upright; Short Lifespan 2; Social Stigma (Wild Animal); Wild Animal.

Skills: Brawling (E) DX+2 – 13; Survival (Mountains or Woodlands) Per+1 – 11.

Features: Tail [0].

Class: Mammal.

Cerastes

A cerastes is a large horned serpent and master ambusher that is believed to be a cousin of the even more deadly basilisk. It averages around ten feet long and three feet in diameter, weighing around 600 pounds. It has four horns, two of which resemble edible morsels to small and medium animals, including guard dogs. It also possesses a venomous bite, and like all serpents is able to wrap itself around its prey. So far, it has only been confirmed to exist in the Vast Expanse desert, but rumors of cerasti migrating into the coastal Rochladastacht are growing.

A cerastes's primary method of ambush is to burrow into loose sand or dirt and protrude its bait-like horns. It then attacks any animal or person that approaches (although a person would have to be extremely hungry to be attracted by the bait).

ST: 17 **HP:** 17 **Speed:** 6.50
DX: 14 **Will:** 10 **Move:** 6
IQ: 4 **Per:** 12
HT: 12 **FP:** 12 **SM:** +1

Dodge: 9 **Parry:** n/a **DR:** 2*

Animal Classifications

There are ten classifications of animals in Ranoc. For the most part, these classifications follow the Aristotlean approach, using his eight classifications as a base. This varies from the Linnean and modern taxonomy systems taught in modern classrooms in that it was based primarily on Aristotle's own observations and dissections, following the physiology rather than any genetic information and life cycles. Unlike Linneaus's taxonomy, Artstotle didn't include plants or fungi. The ten classifications and the details are listed below:

Sponges – Soft invertebrates, usually sessile (though jellyfish are a major exception to this) with only rudimentary metabolisms, and which generally reproduce using spores. Includes sponges, anemones, sea cucumbers, and jellyfish.

Slugs – Soft mobile but legless invertebrates with more developed metabolisms. Includes slugs, snails, earthworms, flatworms, and most molluscs.

Squids – Soft mobile legged invertebrates, often with highly advanced eyes. Includes squids, octopuses, and cuttlefish.

Insects – Legged invertebrates with a hard exoskeleton. Includes centipedes, millipedes, beetles, ants, butterflies, house flies, spiders, scorpions, crabs, lobsters, and crawfish.

Fish – Legless vertebrates that live in and breathe water. Includes sharks.

Reptiles – Exothermic/cold-blooded vertebrates covered with skin or scales that lay eggs; includes snakes, lizards, frogs, toads, newts, and crocodiles.

Dinosaurs – Endothermic/warm-blooded vertebrates covered with skin or scales that lay eggs. Includes 'classic' versions of what modern science calls dinosaurs, including some that are not considered 'proper' dinosaurs like pterosaurs; Ranoc dinosaurs do not have feathers. (Ranoc natural philosophers would consider feathered dinosaurs "birds"; see below.)

Birds – Endothermic/warm-blooded vertebrates with feathers and that lay eggs. Includes all extant birds as well as the ancient *Archeopteryx*. (Would include feathered versions of dinosaurs if those existed in the setting.)

Mammals – Endothermic/warm-blooded vertebrates with skin, hair, or fur that breathe air and give birth to live young; includes cetaceans such as whales and dolphins.

Hybrids – Any creature which does not nicely fit into any of the above categories, usually by displaying features of two or more categories; includes gryphons, hippogriffs, and pegasi.

Bite (14): 1d+1 imp, follow-up 2d tox.

Horns (14): 1d+3 cr.

Advantages: Constriction Attack; Damage Resistance 2 (Tough Skin); Striker (Horns) (Cannot Parry); Teeth (Fangs); Toxic Attack 2d (Follow-Up: Bite; Symptom: Nauseated (Damage Threshold: 1/3 HP)).

Perks: Burrower; Limited Camouflage (Desert or Grasslands); Scales.

Disadvantages: Social Stigma (Monster); Vermiform; Wild Animal.

Skills: Stealth (A) DX+0 – 14; Survival (Desert or Plains) (A) Per+0 – 12; Wrestling (A) DX+0 – 14.

Class: Reptile.

Daggertooth

The daggertooth is known as *Allosaurus* to real-life paleontologists.

This monstrous dinosaur thrives in the forests and plains farther into Umoja. Occasionally, a small pack of no more than 6 members will be found in the northern Umojan jungles, but this is rare. Farther south, where their preferred food is more common, packs may be encountered triple that size. Daggerteeth stand around 15 feet tall as adults, reach lengths of 30 to 40 feet long, and weigh in around 3,300 pounds. Their heads alone are three feet long, with serrated teeth 3 inches long. Their forearms are relatively small when compared to their mass; however, their hands end in ten-inch long claws.

Daggerteeth prefer to hunt larger game, primarily hunting thunderers, spiketails, and tri-horns. They are not picky, however, as they will feed off any carrion they come across. They show no fear of any other creatures, with the possible exception of dragons.

ST: 30 **HP:** 30 **Speed:** 5.50
DX: 11 **Will:** 10 **Move:** 6/12
IQ: 2 **Per:** 10
HT: 11 **FP:** 11 **SM:** +4

Dodge: 8 **Parry:** 9 **DR:** 4*

Bite (13): 3d+2 imp.

Claw (13): 1d+1 cut/imp.

Kick (11): 3d+3 cut/imp.

Tail (13): 3d+3 cr.

Advantages: Claws (Talons); Damage Resistance 4 (Flexible, -20%) [16]; Enhanced Move (Ground) 1 (Ground Speed 12/24 mph); Peripheral Vision; Striker (Crushing; Tail) (Cannot Parry; Limited Arc: Rear Hexes Only; Long, SM +1; Weak); Teeth (Fangs); Unfazeable.

Perks: Scales.

Disadvantages: Bad Grip 1; Colorblindness; Restricted Diet (Carnivore); Short Arms (2 Arms); Social Stigma (Monster); Weak Arms (2 Arms) (1/2 ST); Wild Animal.

Skills: Brawling (E) DX+3 – 13; Running (A) HT+2 – 13; Tracking (A) Per+3 – 13.

Features: Tail.

Class: Dinosaur.

Eagle, Giant

Giant eagles are similar to their smaller kin, the golden eagles, in almost all ways; they are just larger than normal. A giant eagle is more than capable of carrying a humanoid on its back comfortably, or in its talons. They typically grow to be ten feet tall with wingspans over twenty-five feet wide. They generally grow to weigh around 700 pounds, and live an average of fifteen to twenty years, with the adults reaching sexual maturity in their fifth year.

Most giant eagles are encountered in the Wyrmspire, Occam's Wall, and Barrier Mountain ranges, though a few have been reported in the Sput Mountains of Umoja. A few unconfirmed reports also place them in the Northern Frontier and the Chengxiantze mountains of Gehong.

Some of these great birds have been captured and trained to serve as mounts in some nations' aerial cavalries. The nation of Gor Ansat has taken to raising these great birds in captivity; they now possess the largest number of domesticated giant eagles in the Teyoth region. In addition, the heretical knightly order known as the Order of the Golden Wings uses giant eagles exclusively as mounts.

ST: 18 **HP:** 18 **Speed:** 6.00
DX: 12 **Will:** 11 **Move (Ground):** 3
IQ: 3 **Per:** 11 **Move (Air):** 12/24
HT: 12 **FP:** 12 **SM:** +2

Dodge: 9 **Parry:** n/a **DR:** 0

Bite (14): 1d+1 pi+.

Talons (14): 1d+2 cut/imp.

Wing (14): 1d+4 cr.

Advantages: Acute Vision 2; Appearance (Beautiful) (Impressive); Claws (Talons); Enhanced Move (Air) 1 (Air Move 24/48 mph); Flight (Winged); Lifting ST +4; Nictitating Membrane 1; Night Vision 4; Perfect Balance; Resistant to Environmental Syndromes (+8); Striker (Crushing; Wings) (Cannot Parry); Teeth (Sharp Beak); Telescopic Vision 3; Temperature Tolerance 3; Ultrahearing.

Perks: Eye For Distance; Feathers; Pressure Tolerant Lungs (Thin).

Disadvantages: Foot Manipulators (2 Arms); Ham-Fisted 2; No Sense of Smell/Taste; Semi-Upright; Social Stigma (Wild Animal); Wild Animal.

Skills: Aerobatics (H) DX+1 – 13; Brawling (E) DX+2 – 14; Flight (A) HT+0 – 12; Tracking (A) Per+2 – 13.

Features: Tail [0].

Class: Bird.

Lens:

Domesticated: Replace Social Stigma (Wild Animal) and Wild Animal with Domestic Animal, and add Mount (A) DX+1 – 13.

Evalon Elk

The Evalon elk (known on Earth as the extinct Irish elk) is not a true elk, but the largest deer in existence. It has been encountered ranging throughout the Ophari continent, from the Northern Frontier and northern Teyoth Region into Gehong. It is eight feet long, stands six foot high at the shoulders, has an antler spread of about twelve feet (its antlers have been known to reach 100 pounds in and of themselves), and weighs between 700 and 1,000 pounds.

ST: 19 **HP:** 19 **Speed:** 5.50
DX: 10 **Will:** 10 **Move:** 5/10
IQ: 4 **Per:** 12
HT: 12 **FP:** 12 **SM:** +1

Dodge: 9 **Parry:** 9 **DR:** 1*

Bite (10): 2d-6 cr.

Fore Hoof (10): 2d-2 cr.

Kick (8): 2d-1 cr.

Antlers (10): 2d+1 imp

Advantages: Claws (Hooves); Combat Reflexes; Damage Resistance 1 (Tough Skin); Enhanced Move (Ground) 1; Striker (Impaling; Antlers) (Limited Arc: Front; Long +1).

Perks: Fur.

Disadvantages: Restricted Diet (Herbivore); Quadruped; Social Stigma (Wild Animal); Weak Bite; Wild Animal.

Features: Tail.

Skills: Survival (Plains or Swamps) (A) Per+0 – 12.

Class: Mammal.

Frost Worm

The most feared of the arctic creatures of the far north, frost worms are 30 foot long, 9 foot diameter worms with a large mouth which enables it to swallow polar bears whole. They are most notable for the 9 foot diameter tunnels they leave behind in the tundra and rock, and can subsist on the tundra they burrow through.

ST: 50 **HP:** 50 **Speed:** 5.00
DX: 10 **Will:** 6 **Move (Ground):** 8
IQ: 1 **Per:** 6 **Move (Tunneling):** 8
HT: 10 **FP:** 10 **SM:** +4

Dodge: 8 **Parry:** n/a **DR:** 0

Bite (10): 5d+1 cut

Advantages: Constriction Attack; Regeneration (Slow: 5 HP/12 hrs.); Teeth (Sharp Teeth); Tunneling (Move 8); Universal Digestion (Matter-Eater); Vibration Sense (Ground Only).

Disadvantages: Blindness; Horizontal; Invertebrate; No Sense of Smell/Taste; Social Stigma (Monster); Vermiform; Wild Animal.

Skills: Brawling (E) DX+2 – 12; Wrestling (A) DX+2 – 12.

Features: Cold-Adapted (Comfort Zone: -25°F to 30°F); Hermaphrodite.

Class: Slug.

Gryphlet

The size of a house cat, gryphlets are smaller gryphons with the body and hind legs of a house cat and the head, wings, and fore legs of an owl (typically a barn owl).

Gryphlets are commonly seen in farmlands, where they feed on mice, rats, squirrels, and other rodents that get into stored grain. This endears them to farmers, who often raise flocks of them as pets. Many rural spellcasters take them as familiars. They are also fairly common in cities.

Gryphlet familiar: Ally (Gryphlet; Constantly Available) [1]; Energy Reserve 6 (Drains Familiar, -50%) [9]; Flight (Controlled Gliding, -45%; GBF, -40%) [8]; Night Vision 4 (GBF, -40%) [3]; Special Rapport (Familiar) [5]; Telescopic Vision 1 (GBF, -40%) [3]. 29 points.

ST: 5 **HP:** 5 **Speed:** 6.50
DX: 12 **Will:** 11 **Move (Ground):** 30
IQ: 5 **Per:** 12 **Move (Air):** 13/19
HT: 12 **FP:** 12 **SM:** -3

Dodge: 10 **Parry:** n/a **DR:** 0

Bite (14): 1d-4 pi

Claw (14): 1d-4 cut/imp

Advantages: Acute Vision 3; Catfall; Claws (Talons); Enhanced Move (Air) 0.5 (Air Move 19/38 mph); Flight (Winged); Nictitating Membrane 1; Night Vision 4; Resistant to Environmental Syndromes (+8); Silence 3; Striker (Crushing; Wings) (Cannot Parry); Teeth (Sharp Beak); Telescopic Vision 3; Temperature Tolerance 3; Ultrahearing.

Perks: Fur and Feathers.

Disadvantages: Quadruped; Restricted Diet (Carnivore); Sleepy (1/2 the time); Social Stigma (Wild Animal); Wild Animal.

Skills: Aerobatics (H) DX+0 – 12; Brawling (E) DX+2 – 14; Flight

(A) HT+1 – 13; Tracking (A) Per+0 – 12.

Features: Tail [0].

Class: Hybrid.

Lens:

Domesticated: Replace Social Stigma (Wild Animal) and Wild Animal with Domestic Animal.

Gryphon

Gryphons are hybrid creatures with the head, chest, wings, and talons of an eagle, and the hindquarters of a lion. They typically grow to eight feet long, with a wingspan of around 30 feet, and can weigh as much as 700 pounds. They make their homes in tall mountains, but when hunting have been known to range hundreds of miles from their eyries. Gryphons are carnivores, often hunting live prey but settling for carrion when hungry.

For reasons unknown to animal handlers, gryphons are instinctively hostile towards horses, and have been known to attack them on sight unless reined in. This has led to them being hunted to near extinction in the Rochladastacht, but they thrive elsewhere across Ophari.

Gryphons are prized among the nations of Marach and Ritaegno as mounts for light scouts in their aerial cavalries. Gryphons are intelligent enough to be trained to accept a rider, although this training must be done while the gryphon is still young. For this reason, gryphon eggs are prized by trainers in both Marach and Ritaegno, and most trainers will pay handsomely for a single egg brought in from the wild.

ST: 18 **HP:** 18 **Speed:** 6.50
DX: 14 **Will:** 10 **Move (Ground):** 6
IQ: 4 **Per:** 12 **Move (Air):** 15/30
HT: 12 **FP:** 12 **SM:** +1

Dodge: 9 **Parry:** n/a **DR:** 1*

Bite (16): 1d+2 pi+.

Talons (16): 1d+2 cut/imp.

Wing (16): 1d+4 cr.

Advantages: Acute Vision 3; Catfall; Claws (Talons); Damage Resistance 1 (Tough Skin); Enhanced Move (Air) 1 (Air Move 30/60 mph); Flight (Winged); Lifting ST +5; Nictitating Membrane 1; Night Vision 4; Resistant to Environmental Syndromes (+8); Silence 3; Striker (Crushing; Wings) (Cannot Parry); Teeth (Sharp Beak); Telescopic Vision 3; Temperature Tolerance 3; Ultrahearing.

Perks: Eye For Distance; Fur and Feathers.

Disadvantages: Chummy; Intolerance (Horses); No Sense of Smell/Taste; Quadruped; Restricted Diet (Carnivore); Sleepy (1/2 the time); Social Stigma (Wild Animal); Wild Animal.

Skills: Aerobatics (H) DX+0 – 14; Brawling (E) DX+2 – 16; Flight (A) HT+1 – 13; Tracking (A) Per+0 – 13.

Features: Tail.

Class: Hybrid.

Lens:

Domesticated: Replace Social Stigma (Wild Animal) and Wild Animal with Domestic Animal, and add Mount (A) DX+1 – 13.

Hippocampus

The hippocampus is an oceanic creature with the head and forelegs of a horse and the rear body of a fish or shark. They are most commonly encountered in the Western Ocean, but have been seen in the Zin Ocean off the coast of the Rochladastacht and the Vast Expanse.

Hippocampi are roughly the size of a normal riding horse, and are often domesticated by those along the shores for use as sea-going mounts. This has led several nations to have naval cavalry forces, though these forces are now normally used to prepare for boarding at sea than engaging in battle.

ST: 21 **HP:** 21 **Speed:** 5.00
DX: 9 **Will:** 10 **Ground Move:** 1
IQ: 3 **Per:** 12 **Water Move:** 5/10
HT: 11 **FP:** 11 **SM:** +1

Dodge: 8 **Parry:** 7 **DR:** 0

Bite (9): 2d-5 cr

Fore Leg (9): 2d-1 cr

Tail Slap (9): 2d+2 cr

Advantages: Claws (Hooves); Doesn't Breathe (Gills); Enhanced Move (Water) 1 (Move 10); Peripheral Vision; Striker (Crushing; Tail) (Cannot Parry).

Perks: Fur and Scales.

Disadvantages: Horizontal; No Fine Manipulators; No Legs (Semi-Aquatic); Social Stigma (Wild Animal); Weak Bite; Wild Animal.

Skills: Survival (Open Ocean) (A) Per-1 – 11; Swimming (E) HT+0 – 11.

Features: Tail.

Class: Hybrid.

Lens:

Domesticated: Replace Wild Animal and Social Stigma (Wild Animal) with Domesticated Animal. Add Mount (A) DX+1 – 10.

Hippogriff

Similar to gryphons, hippogriffs are hybrid creatures with the head, wings, and talons of an eagle, and the hindquarters of a horse. They are proud, majestic creatures, omnivorous in diet, and territorial in the wild. They prefer hilly terrains, and can often be seen skimming over inland lakes or treetops.

Hippogriffs grow to around 9 feet long, with 30 foot wingspans. They average 1,000 lbs. Coloration varies, but most tend towards brown, black, and tan fur, with feathers similar to a golden eagle, commonly brown and orange. Their semi-equine nature enables them to be more easily trained to accept a rider than their gryphon cousins. This makes them a common sight among the various aerial cavalries of the world.

ST: 20 **HP:** 20 **Speed:** 6.50
DX: 14 **Will:** 10 **Move (Ground):** 6
IQ: 4 **Per:** 12 **Move (Air):** 15/30
HT: 12 **FP:** 12 **SM:** +1

Dodge: 9 **Parry:** n/a **DR:** 1*

Bite (14): 2d pi+.

Talons (14): 2d cut/imp.

Hooves (12): 2d+1 cr.

Wing Strike (14): 2d+3 cr.

Advantages: Appearance (Attractive) (Impressive); Claws (Hooves); Claws (Talons); Damage Resistance 1 (Tough Skin); Enhanced Move (Air) 1 (Air Move 30/60 mph); Fit; Flight (Winged); Nictitating Membrane 1; Striker (Crushing; Wings) (Cannot Parry); Teeth (Sharp Beak); Telescopic Vision 3; Temperature Tolerance 3; Ultrahearing.

Perks: Fur and Feathers.

Disadvantages: No Sense of Smell/Taste; Quadruped; Social Stigma (Wild Animal); Wild Animal.

Quirks: Proud.

Skills: Aerobatics (H) DX+0 – 14; Brawling (E) DX+2 – 16; Flight (A) HT+1 – 13.

Features: Tail.

Class: Hybrid.

Lens:

Domesticated: Replace Social Stigma (Wild Animal) and Wild Animal with Domestic Animal, and add Mount (A) DX+1 – 15.

Horse, Rochladabred Cavalry

Rochladabred cavalry horses are the best horses in the world, bred and trained to highly exacting standards not matched anywhere else.

ST: 23 **HP:** 23 **Speed:** 5.00
DX: 9 **Will:** 12 **Move:** 8/16
IQ: 4 **Per:** 13
HT: 11 **FP:** 11 **SM:** +1

Dodge: 9 **Parry:** n/a **DR:** 0

Bite (10): 2d-4 cr.

Foreleg Kick (10): 2d cr.

Rear Kick (8): 2d+3 cr.

Advantages: Claws (Hooves); Combat Reflexes; Enhanced Move (Ground) 1 (Move 16/32 mph); Fit; Parabolic Hearing 1; Peripheral Vision.

Perks: Fur.

Disadvantages: Domestic Animal; Quadruped; Restricted Diet (Herbivore); Weak Bite.

Skills: Brawling (E) DX+1 – 10; Mount (A) DX+3 – 12.

Features: Tail.

Class: Mammal.

Island Turtle

The island turtle is a gigantic sea turtle the size of a small island or atoll, and is often mistaken for such by sailors. The back is hard and grows many types of seaweed, and even small trees! A small island turtle is around 100 feet long and weighs about 70 tons; island turtles reaching a mile long have been reported by sailors, but dismissed as fanciful tales.

Sailors often land on it and walk around, not realizing that they are on a beast. This doesn't normally bother the island turtle, but it objects when they light a fire. At that point, the beast dives into the sea.

The island turtle is not inherently malicious, and feeds primarily on fish (including sharks); usually it just has to open its mouth while swimming through a school of fish.

It is said that in the days of the Hong Emperor Long Xiao, his military sorcerers were able to use magic to use a flotilla of island turtles to blockade the island of Aldhoma prior to its conquest.

ST: 104 **HP:** 104 **Speed:** 5.00
DX: 8 **Will:** 10 **Move:** 5
IQ: 4 **Per:** 8
HT: 12 **FP:** 12 **SM:** +8

Dodge: 8 **Parry:** n/a **DR:** 30/10

Bite (8): 11d-1 cr
Fin Slap (8): 11d-1 cr
Kick (6): 11d-11 cr

Advantages: Breath-Holding 10; Damage Resistance 10 (Tough Skin); Damage Resistance 20 (Directional: Top Only).

Perks: Scales.

Disadvantages: Cold-Blooded (Stiffen Up Under 50°); Quadruped; Social Stigma (Wild Animal); Wild Animal.

Quirks: Dislikes Fire [-1].

Skills: Swimming (E) HT+0 – 12.

Features: Tail.

Class: Reptile.

Kraken

The kraken is a giant squid of incredible size, larger than even the giant squids fed upon by sperm whales. Krakens are known to attack ships at sea, although most scholars believe that there is no malice intended; the krakens simply mistake ships for prey. They never venture near shores, preferring the deep oceans. Their usual prey are whales and large sharks. They continue to grow throughout their lives, from a mere 35 feet to over 100 yards long. The stats below represent a small kraken of 50 feet and weighing five tons.

Two of a kraken's ten tentacles reaches from 10 to 70 yards long, depending on the size of the kraken, with the other eight being much shorter. In diameter, the tentacles run from one and a half feet in diameter for a small specimen to a full six feet wide for the largest krakens on record. The two largest tentacles are able to extend up to twice their normal length.

Like all octopi and squids, kraken will over time regrow any body part that gets cut off.

ST: 44 **HP:** 44 **Speed:** 5.75
DX: 13 **Will:** 8 **Move:** 5
IQ: 3 **Per:** 12
HT: 10 **FP:** 10 **SM:** +5

Dodge: 8 **Parry:** 9 **DR:** 0

Bite (13): 5d-11 pi+
Main Tentacle Hit (13): 5d+5 cr
Lesser Tentacle Hit (13): 2d+2 cr

Advantages: Ambidexterity; Constriction Attack; Doesn't Breathe (Gills Only); Extra Arms 8 (Extra-Flexible; Long +1; Weak (1/2 ST)); Extra-Flexible Arms (2 Arms); Long Arms (2 Arms); Nictitating Membrane 1; Regrowth; Striker (Crushing (Cannot Parry; Long +5); Teeth (Sharp Beak).

Disadvantages: Invertebrate; No Legs (Aquatic); Social Stigma (Monster); Weak Bite; Wild Animal.

Skills: Survival (Open Ocean) (A) Per-1 – 11; Swimming (E) HT+0 – 10; Wrestling (A) DX-1 – 12.

Class: Squid.

Leatherwing

The leatherwings are better known as *Pteranodons* to real-life paleontologists and dinosaur enthusiasts.

Leatherwings are flying dinosaurs common to the Umojan coastlines that possess bat-like wings with wingspans stretching up to 20 feet, long toothed beaks, and a bony skull that stretches to the rear of the head to act as a sort of "rudder" while in flight. They are incapable of standing upright, and should one land on the ground it will try and climb to the tallest possible height before launching itself into the air.

Leatherwings tend to travel in flocks of up to ten members. The males of the flock are easily distinguished from the females by their brightly-colored scales; the females are more subdued in color. They subsist primarily on fish grabbed from the ocean and lakes while in flight.

ST: 6 **HP:** 6 **Speed:** 6.25
DX: 14 **Will:** 11 **Ground Move:** 1
IQ: 2 **Per:** 11 **Air Move:** 12
HT: 11 **FP:** 11 **SM:** +3

Dodge: 9 **Parry:** n/a **DR:** 0

Bite (14): 1d-5 cut.
Wing Claw (14): 1d-5 cut.
Foot Claw (12): 1d-4 cut.

Advantages: Acute Vision 2; Claws (Sharp Claws); Clinging; Flight (Winged); Teeth (Sharp Teeth).

Perks: Scales.

Disadvantages: Horizontal; No Fine Manipulators; Social Stigma (Wild Animal); Wild Animal.

Skills: Survival (Seaside Cliffs) (A) Per-1 – 10.

Features: Tail [0].

Class: Dinosaur.

Lightning Lizard

The lightning lizard is another common pet and guard animal from the Umojan jungles. Roughly the same size (3 feet long, not including the tail which extends another three feet, and 10 to 12 pounds) and temperament as an iguana, the lightning lizard is remarkable for its ability to surround itself with a sheath of crackling lightning without harming itself. This lightning field has been known to occasionally set fires, but is primarily defensive in nature, being akin to the ability of an electric eel.

Lightning Lizard familiar: Ally (Acid Lizard; Constantly Available) [1]; Energy Reserve 5 (Drains Familiar, -50%) [8]; Lightning Aura (Burning Attack) 1d-2 (Aura, +80%; Damage Modifier: Surge, +20%; GBF, -40%; Melee Attack: Reach C, -30%) [3]; Special Rapport (Familiar) [5]. 17 points.

ST: 4 **HP:** 4 **Speed:** 5.50
DX: 11 **Will:** 6 **Move:** 3
IQ: 2 **Per:** 10
HT: 11 **FP:** 11 **SM:** -2

Dodge: 9 **Parry:** n/a **DR:** 2

Bite (11): 1d-6 imp.
Foreleg Claw (11): 1d-6 cut.
Kick (9): 1d-6 cut.

Lightning Aura: 1d-2 burn sur.

Advantages: Acute Taste and Smell 3; Catfall; Claws (Sharp Claws); Clinging; Damage Resistance 2 (Flexible); Enhanced Dodge 1; Enhanced Tracking 1; Flexibility; Lightning Aura (Burning Attack) 1d-2 (Aura; Damage Modifier: Surge; Melee Attack: Reach C); Peripheral Vision; Regrowth; Subsonic Hearing; Super Climbing 1; Teeth (Fangs); Vibration Sense.

Perks: Scales.

Disadvantages: Cold-Blooded (Stiffen Up below 50°); Fearfulness -1; Quadruped; Sleepy (1/2 the time); Social Stigma (Valuable Property *or* Wild Animal); Wild Animal.

Skills: Climbing (A) DX+3 – 15; Survival (Jungle) Per+2 – 12.

Features: Tail.

Class: Reptile.

Lion, Cave

The cave lion on Ranoc in the Ophari continent is around 25% larger than other lions; in all other respects, they are identical. In Ophari, they range throughout the Teyoth and Rochladastacht regions, and are occasionally spotted in the Wyrmspire and Barrier Mountain ranges, the northern Vast Expanse, and western Gehong. There are even reports of lions being spotted in Gemenohoe, although this has not yet been confirmed.

ST: 18 **HP:** 18 **Speed:** 6.00

DX: 13 **Will:** 11 **Move:** 5/10

IQ: 4 **Per:** 12

HT: 11 **FP:** 11 **SM:** +1

Dodge: 9 **Parry:** n/a **DR:** 1

Bite (15): 1d+2 cut.

Foreleg Claw (15): 1d+2 cut.

Rear Kick (13): 1d+3 cut.

Advantages: Claws (Sharp Claws); Damage Resistance 1 (Tough Skin); Enhanced Move (Ground) 1 (Move 12/24 mph); Night Vision 5; Teeth (Sharp Teeth); Temperature Tolerance 1.

Perks: Fur [1].

Disadvantages: Laziness; Quadruped; Restricted Diet (Carnivore); Social Stigma (Wild Animal); Wild Animal.

Skills: Brawling (E) DX+2 – 15; Running (A) HT+2 – 13; Survival (Mountains *or* Plains) (A) Per+0 – 12.

Features: Tail [0].

Class: Mammal.

Lizard, Giant Frilled

A giant lizard found in Allira'el and Umoja, the giant frilled lizard sports a pair of frills which normally lay against its neck. They stand 2 feet at the shoulder, are six feet long from nose to tail, and weigh roughly 150 pounds (rivaling the famed komodo in size). Like most other reptiles, they are carnivores, commonly feeding on anything it can catch; they have been known to occasionally attack kobolds, halflings, goblins, and sometimes humans, elves, and mohani. Like their smaller counterparts, giant frilled lizards are arboreal, favoring ambush tactics when hungry.

When the lizard is startled, it gapes its mouth, spreads out its frill, raises its body, and sometimes holds its tail above its body. This reaction is used for territorial displays, to discourage predators (including mohani and adventurers), and during courtship.

ST: 13 **HP:** 12 **Speed:** 5.50

DX: 11 **Will:** 10 **Move:** 6

IQ: 2 **Per:** 12

HT: 11 **FP:** 11 **SM:** 0

Dodge: 8 **Parry:** n/a **DR:** 2

Bite (12): 1d cut

Fore Claw (12): 1d cut

Kick (10): 1d+1 cut

Tail (12): 1d+2 cr

Advantages: Claws (Sharp Claws) [5]; Damage Resistance 4 (Tough Skin, -40%) [12]; Flexibility [5]; Nictitating Membrane 1 [1]; Peripheral Vision [15]; Regrowth [40]; Striking (Crushing; Tail) (Cannot Parry, -40%) [3]; Teeth (Sharp Teeth) [1]; Ultrahearing [5]; Vibration Sense [10].

Perks: Limited Camouflage (Jungles) [1]; Scales [1].

Disadvantages: Cold-Blooded ("Stiffen Up" Under 50°) [-5]; Loner (12) [-5]; Quadruped [-35]; Restricted Diet (Carnivore) [-10]; Short Lifespan -2 [-20]; Social Stigma (Wild Animal) [-10]; Wealth (Dead Broke) [-25]; Wild Animal [-30].

Skills: Brawling (E) DX+2 [4] – 13; Climbing (A) DX+2 [1] – 13; Survival (Jungle) (A) Per+0 [2] – 12.

Features: Born Biter 1 [0]; Tail [0].

Class: Reptile.

Mammoth

The animal known as the mammoth to the people of Ophari is a smaller version of the animal of the same name that appeared during Earth's age of megafauna, being closer to the *Mastodon* in size and appearance.

Mammoths are large, elephantine creatures, with thick woolen fur, long curved tusks, and a prehensile trunk for grabbing food to eat. They inhabit colder regions, preferring to stick to the woods surrounding the Occam's Wall range. Several attempts at domesticating them have been attempted, with varying levels of success.

ST: 40 **HP:** 40 **Speed:** 4.25

DX: 8 **Will:** 11 **Move:** 4/8

IQ: 4 **Per:** 12

HT: 9 **FP:** 9 **SM:** +4

Dodge: 7 **Parry:** n/a **DR:** 4

Bite (8): 4d-8 cr.

Horn Strike (8): 4d+5 cr.

Kick (6): 4d+1 cr.

Stomp (8): 4d cr.

Advantages: DR 4 (Tough Skin); Enhanced Move (Ground) 1 (Move 8/16 mph); Extra Legs (4 Legs); Extra-Flexible (1 Arm); Long Arms (1 Arm) 1; Striker (Tusks; Crushing).

Perks: Fur [1].

Disadvantages: Increased Consumption 1; No Fine Manipulators; One Arm; Restricted Diet (Herbivore); Social Stigma (Wild Animal); Weak Arms (1 Arm; 1/4 ST); Weak Bite; Wild Animal.

Features: Tail [0].

Class: Mammal.

Lens:

Domesticated: Replace Social Stigma (Wild Animal) and Wild

Animal with Domestic Animal, and add Mount (A) DX+1 – 9.

Octopus, Giant

Much larger than the common octopus, this giant predator lurks in the shallow tropical seas of the world. Their natural camouflage ability, common to all octopi, hides them from sight. They weigh close to two tons (each arm weighs about 300 pounds) and reach almost 30 feet long, with half that length being in its eight tentacles.

Some folks who have strongholds on warmer islands and on the northern Umojan shore use these octopi as guard animals.

Like all octopi and squids, giant octopi can regrow any body part that gets cut off.

ST: 32 **HP:** 32 **Speed:** 6.50
DX: 14 **Will:** 10 **Move:** 6
IQ: 4 **Per:** 10
HT: 12 **FP:** 12 **SM:** +4

Dodge: 9 **Parry:** 10 **DR:** 0

Bite (14): 3d-6 cr.

Tentacle Slap (14): 1d cr

Advantages: Ambidexterity; Chameleon 5; Constriction Attack; Doesn't Breathe (Gills Only); Extra Arms 6 (Extra-Flexible; Weak, 1/2 ST); Extra Attack 3; Extra-Flexible Arms (2 Arms); Nictitating Membrane 1; Obscure (Ink Spray) 5 (Area Effect, 8 yards); Regrowth.

Disadvantages: Cold-Blooded (Stiffen Up Under 50°); Invertebrate; No Legs (Aquatic); Social Stigma (Monster); Weak Arms (2 Arms; 1/2 ST); Weak Bite; Wild Animal.

Skills: Stealth (A) DX+0 – 14; Survival (Salt-Water Sea) (A) Per+0 – 10; Swimming (E) HT+0 – 12; Wrestling (A) DX+0 – 14.

Class: Squid.

Pegadactyl

This majestic horse-like creature appears to be related to the pegasus (below), but with several features that separate it from its cousin. Pegadactyls have large, leathery wings, sharp incisors, and claws on their feet instead of hooves.

Pegadactyls stand six feet at the shoulder, are seven feet long, and have wingspans around 30 feet. They weigh around a thousand pounds.

Most pegadactyls are encountered in mountainous areas, far removed from civilization. There are unsubstantiated rumors that the Ered-Dûm military has managed to domesticate a number of them for its own version of an aerial cavalry.

ST: 22 **HP:** 22 **Speed:** 5.00
DX: 9 **Will:** 11 **Ground Move:** 5/10
IQ: 4 **Per:** 12 **Air Move:** 10/20
HT: 11 **FP:** 11 **SM:** +1

Dodge: 9 **Parry:** n/a **DR:** 0

Bite (9): 2d-5 cut

Foreleg Kick (9): 2d-1 cut

Rear Kick (7): 2d cut

Wing Strike (9): 2d+2 cr

Advantages: 3D Spatial Sense; Appearance (Beautiful; Impressive);

Claws (Sharp Claws); Combat Reflexes; Enhanced Move (Air) 1 (Air Move 20/40 mph); Enhanced Move (Ground) 1 (Ground Move 10/20 mph); Fit; Flight (Winged); Parabolic Hearing 1; Peripheral Vision; Striker (Crushing; Wings); Teeth (Sharp Teeth).

Perks: Fur.

Disadvantages: Quadruped; Restricted Diet (Herbivore); Social Stigma (Wild Animal); Weak Bite; Wild Animal.

Skills: Flight (A) HT – 12; Survival (Mountains) (A) Per – 12.

Features: Tail [0].

Class: Hybrid.

Pegasus

Pegasi are majestic horses with large feathered wings which enable the creature to fly through the air. Pegasi are the most common mounts used by the various aerial cavalries of the world.

Pegasi stand six feet at the shoulder, are seven feet long, and have wingspans around 30 feet. The color of their wings matches that of their fur; most are various shades of brown, but shades of white, black, and chestnut are common. They weigh around a thousand pounds.

ST: 22 **HP:** 22 **Speed:** 5.00
DX: 9 **Will:** 11 **Ground Move:** 5/10
IQ: 4 **Per:** 12 **Air Move:** 10/20
HT: 11 **FP:** 11 **SM:** +1

Dodge: 9 **Parry:** n/a **DR:** 0

Bite (9): 2d-5 cr.

Foreleg Kick (9): 2d-1 cr.

Rear Kick (7): 2d+2 cr.

Wing Strike (9): 2d+2 cr.

Advantages: 3D Spatial Sense; Appearance (Beautiful; Impressive); Claws (Hooves); Combat Reflexes; Enhanced Move (Air) 1 (Air Move 20/40 mph); Enhanced Move (Ground) 1 (Ground Move 10/20 mph); Fit; Flight (Winged); Parabolic Hearing 1; Peripheral Vision; Striker (Crushing; Wings).

Perks: Fur.

Disadvantages: Quadruped; Restricted Diet (Herbivore); Social Stigma (Wild Animal); Weak Bite; Wild Animal.

Skills: Flight (A) HT – 12; Survival (Plains) (A) Per – 12.

Features: Tail.

Class: Hybrid.

Lens:

Domesticated: Replace Social Stigma (Wild Animal) and Wild Animal with Domestic Animal, and add Mount (A) DX+1 – 10.

Plains Runner

The plains runners are hadrosaurs, bipedal herbivorous dinosaurs that can reach speeds rivaling those of the antelope and gazelle of the Rochlad plains. Despite being bipedal, most prefer to walk on all four legs, keeping the bipedal locomotion for fleeing from predators, notable ripclaws and saberclaws.

Plains runners typically live in a region south of the Umojan deep jungles, in a temperate region called the Flat Plains. They are occasionally hunted by mohani and adventurers from New Hope, and have been known to tentatively enter the Deep Jungles.

ST: 30 [40*†] **HP:** 30 [0] **Speed:** 6.50 [0]
DX: 14 [48†] **Will:** 9 [40] **Move:** 6 [0]
IQ: 1 [-180] **Per:** 11 [50]

HT: 12 [20] **FP:** 12 [0] **SM:** +4

Dodge: 10 **Parry:** n/a **DR:** 3

Bite (14): 3d-7 cr.

Kick (14): 3d cr.

Punch (12): 3d-1 cr.

Tail Swipe (14): 3d+3 cr.

Advantages: Acute Taste and Smell 4 [8]; Combat Reflexes [15]; Damage Resistance 3 (Cannot Wear Armor, -40%; Flexible, -20%) [6]; Peripheral Vision [15]; Striker (Tail, Crushing; Cannot Parry, -40%; Limited Arc, Rear, -40%; Long +1, +100%) [6].

Perks: Limited Camouflage (Plains) [1]; Scales [1].

Disadvantages: No Fine Manipulators [-30]; Restricted Diet (Herbivore; Very Common) [-10]; Short Lifespan -2 [-20]; Weak Arms (2 Arms) (1/2 ST) [-5]; Weak Bite [-2]; Wealth (Dead Broke) [-25]; Wild Animal [-30].

Skills: Running (A) HT+0 [2] – 12.

Features: Tail [0].

Class: Dinosaur.

Ripclaw

This smaller version of the daggertooth is more commonly known as *Utahraptor* among real-life paleontologists.

These large monsters stand 8 feet tall, are 20 feet long from snout to tail-tip, and weigh 800 pounds on average. Its most notable features are its 15-inch long toe-claws, which it keeps up off the ground while running. In all other respects, treat them like the saberclaw, below.

ST: 20 [70*] **HP:** 20 [0] **Speed:** 7.00 [5]

DX: 15 [100] **Will:** 10 [30] **Move:** 7/21 [0]

IQ: 4 [-120] **Per:** 12 [40]

HT: 12 [20] **FP:** 12 [0] **SM:** +3

Dodge: 10 **Parry:** n/a **DR:** 2

Bite (17): 2d cut

Claw (17): 2d+2 cut/imp

Kick (17): 2d+3 cut/imp

Jump Kick (17): 2d+5 cut/imp

Advantages: Claws (Long Talons) [11]; DR 2 (Cannot Wear Armor, -40%; Flexible, -20%) [4]; Enhanced Move (Ground) 1.5 (Ground Move 21/42 mph) [20]; Fearlessness 4 [8]; Teeth (Sharp Teeth) [1].

Perks: Scales [1]; Technique Adaptation (Jump Kick Defaults to Brawling) [1].

Disadvantages: Chummy [-5]; Restricted Diet (Carnivore) [-10]; Short Lifespan -2 [-20]; Wealth (Dead Broke) [-25]; Wild Animal [-30].

Skills: Brawling (E) DX+2 [4] – 17; Jumping (E) DX+0 [1] – 15; Running (A) HT+0 [2] – 12; Tracking (A) Per+0 [2] – 12.

Techniques: Jump Kick (Brawling) (H) def+4 [5] – 17; Kicking (Brawling) (H) def+2 [3] – 17.

Features: Tail [0].

Class: Dinosaur.

Roc

Almost too large to be believed, rocs are giant birds able to carry away elephants in their talons. Each talon of its five-clawed feet is

larger than a man, and its beak is the size of an ox. They are thirty feet long from beak to tail, with wingspans stretching over 100 feet wide, and commonly weigh around eight tons. They are very territorial; only during mating season will any two rocs ever be seen together, and fortunately that season only occurs once every twelve years.

Amazingly, one roc has been captured and trained to act as a mount, an act previously believed to be impossible. Sir Kenric, the Captain of the Marach Royal Air Cavalry, rides a roc in battle; some have claimed he uses magic to control the beast, but he otherwise has not shown any magical aptitudes.

Roc falls. Everyone dies.

ST: 50 [80*+]

HP: 50 [0]

Speed: 6.00 [0]

DX: 12 [24+]

Will: 10 [35]

Ground Move: 6 [0]

IQ: 3 [-140]

Per: 11 [40]

Air Move: 10/40 [-4]

HT: 12 [20]

FP: 12 [0]

SM: +7

Dodge: 9

Parry: n/a

DR: 4

Bite (12): 5d+1 pi+.

Claw (12): 5d+7 cut/imp.

Wing Strike (12): 5d+7 cr.

Advantages: 3D Spatial Sense [10]; Appearance (Very Beautiful; Impressive) [16]; Claws (Long Talons) [11]; Damage Resistance 4 (Tough Skin, -40%) [12]; Enhanced Move (Air) 2 (Air Move 40/80 mph) [40]; Flight (Winged, -25%) [30]; Hard to Kill 3 [6]; Hard to Subdue 3 [6]; High Pain Threshold [10]; Lifting ST +50 (Size, -70%) [45]; Nictitating Membrane 4 [4]; Social Regard (Feared) 3 [15]; Striker (Crushing; Wings) [5]; Teeth (Sharp Beak) [1]; Telescopic Vision 3 [15]; Temperature Tolerance 4 [4]; Very Fit [15].

Perks: Eye For Distance [1]; Feathers [1]; Pressure Tolerant Lungs (Thin) [1].

Disadvantages: Foot Manipulators (2 Arms) [-6]; No Fine Manipulators [-30]; Restricted Diet (Carnivore) [-10]; Restricted Vision (No Peripheral Vision) [-15]; Semi-Upright [-5]; Short Lifespan -1 [-10]; Social Stigma (Wild Animal) [-10]; Wealth (Dead Broke) [-25]; Wild Animal [-30].

Skills: Flight (A) HT+1 [4] – 13; Survival (Mountain) Per+1 [4] – 12.

Features: Tail [0].

Class: Bird.

Saberclaw

The saberclaw is the dinosaur known as *Deinonychus* to real-life paleontologists.

The smaller cousins of the daggerteeth and ripclaws listed above, saberclaws are fearless, cunning predators who will kill and eat any other creature that is not of their pack they come across. They stand three and a half feet tall and are eight to ten feet in length from snout to the tip of the tail. Their hands and feet possess sharp talons, and their teeth are capable of ripping the flesh off an ogre while the ogre is still alive.

Saberclaws get their name from their sharp talons on their fore claws. Being bipedal, these dinosaurs are built for running. They don't fear most other creatures, and utilize flanking and subterfuge to bring down their prey. They have a fondness for tri-horn meat; when hunting a tri-horn – or most other creatures, for that matter – one pack member will challenge the tri-horn from the front, drawing its attention, while the rest of the pack closes in from the lesser-protected sides and rear.

ST: 15 [50] **HP:** 15 [0] **Speed:** 7.00 [0]
DX: 15 [100] **Will:** 11 [25] **Move:** 9/18 [10]
IQ: 6 [-80] **Per:** 14 [40]
HT: 13 [30] **FP:** 13 [0] **SM:** 0

Dodge: 10 **Parry:** 11 **DR:** 1

Bite (17): 1d+1 cut.
Foreclaw (17): 1d+1 imp/cut.
Rear Claw (15): 1d+2 imp/cut.
Tail Strike (17): 1d+2 cr.

Advantages: Claws (Talons) [8]; DR 1 (Flexible, -20%) [4]; Enhanced Move (Ground) 1 (Ground Move 18/36 mph) [20]; Fearlessness 4 [8]; Striker (Crushing; Tail; Cannot Parry, -40%; Limited Arc: Rear Hexes Only, -40%; Long, SM +1, +100%; Weak, -50%) [4]; Teeth (Sharp Teeth) [1].

Perks: Scales [1].

Disadvantages: Restricted Diet (Carnivore) [-10]; Short Lifespan -2 [-20]; Wealth (Dead Broke) [-25]; Wild Animal [-30].

Skills: Brawling (E) DX+2 [4] – 17; Jumping (E) DX [1] – 15; Running (A) HT+2 [8] – 15; Tracking (A) Per+1 [4] – 15.

Features: Tail [0].

Class: Dinosaur.

Sabertooth

Sabertooth cats are relatives of the lions that live in the Rochlad plains, living in much the same manner with a single dominant male and a number of females in the pack. Unlike lions, male sabertooth cats don't possess manes.

All sabertooth cats have extremely long fangs, intended for biting into the necks of their prey as they take it down. Some sabertooths have been known to become man-eaters, but those are few and very far between.

ST: 17 [35*†] **HP:** 17 [0] **Speed:** 6.50 [0]
DX: 12 [24†] **Will:** 10 [35] **Move:** 8 [10]
IQ: 3 [-140] **Per:** 11 [40]
HT: 14 [40] **FP:** 14 [0] **SM:** +1

Dodge: 9 **Parry:** n/a **DR:** 0

Bite (14): 2d imp.
Foreclaw (14): 2d cut.
Rear Claw (12): 2d-1 cut.

Advantages: Claws (Sharp Claws) [5]; Striking ST 2 (Size, -10%) [9]; Teeth (Fangs) [2]; Temperature Tolerance 2 [2].

Perks: Fur [1].

Disadvantages: Night Blindness [-10]; Restricted Diet (Carnivore) [-10]; Quadruped [-35]; Short Lifespan -2 [-20]; Wealth (Dead Broke) [-25]; Wild Animal [-30].

Skills: Brawling (E) DX+2 [4] – 14; Survival (Plains) (A) Per+2 [8] – 13.

Features: Tail [0].

Class: Mammal.

Scode

This giant crustacean lives in shallow riverbeds and swamps, burrowing into the sediment while awaiting any prey that wanders nearby. It greatly resembles the smaller freshwater crayfish, but is

larger than most people. The average scode is eight feet long, including the length of its tail (which is about half the scode's overall length), and weighs about 200 pounds. Like its smaller cousins, it has eight walking legs and two oversize pincer claws. Because of its size, scode attacks on humanoids occur on a fairly regular basis. A single attack from a scode's claws is reportedly able to cripple the limbs of a minotaur or ogre.

Fortunately for most people, scodes are not overly aggressive, being primarily scavengers and carrion feeders. However, they have been known to attack people that get too close, as they see anything smaller than them as food.

A scode's boiled tail is considered a delicacy among the elite, as are their boiled claws. Ironically, these are likewise considered everyday fare among the rural peasantry during the summer months when plentiful in the rivers near their homes.

ST: 14 [20*†] **HP:** 14 [0] **Speed:** 4.00 [0]
DX: 8 [-40] **Will:** 6 [25] **Move:** 6 [10]
IQ: 1 [-180] **Per:** 8 [35]
HT: 8 [-20] **FP:** 8 [0] **SM:** +1

Dodge: 7 **Parry:** 7 **DR:** 5

Bite (8): 2d pi+
Claw (8): 2d cut

Advantages: Amphibious [5]; Claws (Sharp Claws) [5]; Damage Resistance 5 [25]; Extra Legs (8 Legs) (Cannot Kick, -50%) [8]; Good Grip 1 [5]; Regrowth [40]; Striking ST +10 [50]; Teeth (Sharp Beak) [1].

Disadvantages: Cold-Blooded (Stiffen Up Below 50°) [-5]; Ham-Fisted 2 [-10]; Horizontal [-10]; No Fine Manipulators [-30]; Short Lifespan -4 [-40]; Wealth (Dead Broke) [-25]; Wild Animal [-30].

Skills: Survival (River/Stream or Swampland) (A) Per+2 [8] – 10.

Features: Tail [0].

Class: Insect.

Scorpion, Giant

Relatives of the emperor scorpions found in the desert, giant scorpions are commonly found in wooded and desert areas. They are solitary creatures, usually active at night. Most scorpions "hunt" by waiting for something to blunder near them, at which point they grab their prey with their pincers and stab them with their tails. The poison in the tail has been known to debilitate many an unsuspecting man.

Giant scorpions tend to be about eight feet long, with a tail equal in length to its body, and weigh close to 200 pounds (at least half the weight is in the tail). Some tribes of desert nomads find grilled or roasted giant scorpion tails to be a delicacy.

ST: 14 [20*†] **HP:** 14 [0] **Speed:** 5.50 [0]
DX: 12 [24†] **Will:** 8 [35] **Move:** 8 [15]
IQ: 1 [-180] **Per:** 8 [35]
HT: 10 [0] **FP:** 10 [0] **SM:** +1

Dodge: 9 **Parry:** n/a **DR:** 4

Bite (14): 1d cut
Claw (14): 1d cut
Kick (12): 1d+1 cut
Tail Strike (14): 1d+2 imp, follow-up 2d+2 tox (3 cycles, daily)

Advantages: Claws (Sharp Claws) [5]; Damage Resistance 4 (Can't

Wear Armor, -40%) [12]; Extra Legs (8 Legs) [15]; Infravision (Unswitchable) [0]; Striker (Tail; Impaling) (Limited Arc: Forward, -40%; Long (+1): Maximum Reach Only, +75%) [11]; Teeth (Sharp Teeth) [1]; Toxic Attack 2d+2 (Cyclic: 3 Cycles, 1 Day Interval, +20%; Follow-Up (Striker), +0%; Resistable: HT-5, -5%) [13].

Perks: Clinch (Brawling) [1].

Disadvantages: Cold-Blooded (Stiffen Up Below 50°) [-5]; Horizontal [-10]; No Fine Manipulators [-30]; Short Lifespan -3 [-30]; Wealth (Dead Broke) [-25]; Wild Animal [-30].

Skills: Brawling (E) DX+2 [4] – 14.

Class: Insect.

Seahorse, Giant

Much larger than the typical seahorse, these fish are large enough to ride and smart enough to train to accept a rider. They are generally 8 to 9 feet tall and weigh close to 500 pounds. As fish, they are unable to survive outside water, though they can be trained to raise their heads above water for short periods of time without suffocating.

Many coastal nations that have developed naval cavalry forces use these giant seahorses as mounts.

ST: 16 [30*†] **HP:** 16 [0] **Speed:** 5.00 [0]
DX: 10 [0] **Will:** 10 [30] **Move:** 5/10 [0]
IQ: 4 [-120] **Per:** 10 [30]
HT: 10 [0] **FP:** 10 [0] **SM:** +1

Dodge: 8 **Parry:** n/a **DR:** 0

Bite (10): 1d-1 cr

Advantages: Doesn't Breathe (Gills, x0) [0]; Peripheral Vision [15]; Pressure Support 1 [5]; Temperature Tolerance 1 [1].

Perks: Scales [1];

Disadvantages: No Fine Manipulators [-30]; No Legs (Aquatic) [0]; One Arm [-20]; Short Lifespan 3 [-30]; Weak Bite [-2]; Wealth (Dead Broke) [-25]; Wild Animal [-30].

Skills: Stealth (A) DX+0 [2] – 10; Survival (Bank, Open Ocean, or Reef) (A) Per+0 [2] – 10.

Features: Born Biter 1 [0]; Tail [0].

Class: Fish.

Lens:

Domesticated (+14): Replace Social Stigma (Wild Animal) [-10] and Wild Animal [-30] with Domestic Animal [-30], and add Mount (A) DX+0 [2] – 10.

Sewer Slug

In every town and city, trash and sewage builds up. Most of the raw sewage is flushed by rainfall down into the cities' sewer systems, where it begins to fester. The stench from this sewage would normally make it impossible for people to actually live there for long.

Fortunately for city dwellers, the sewer systems of most cities and the larger towns are inhabited by giant slugs which feed on raw sewage. The origin of these creatures is lost to antiquity, but most scholars agree that magic is responsible for their existence.

Sewer slugs appear to be giant snails which have lost their shells. They have no internal skeleton, a pair of eyes on stalks, and slide along on their stomachs. They are normally harmless, feeding on the raw sewage every city generates. However, they are unable to tell the difference between the dead and the sleeping; many an adventurer who has fallen asleep exploring a city's sewer system has woken up to find

an arm or leg missing... or not woken up at all.

Sewer slugs are almost mindless, and are impossible to train without the aid of magic (specifically, the *Control Slugs* and *Repel Slugs* spells).

ST: 8 [-20] **HP:** 8 [0] **Speed:** 4 [0]
DX: 6 [-80] **Will:** 6 [25] **Move:** 4 [0]
IQ: 1 [-180] **Per:** 6 [25]
HT: 10 [0] **FP:** 10 [0] **SM:** -1

Dodge: 7 **Parry:** n/a **DR:** 0

Acid (6): 1d (10) cor.

Bite (6): 1d-4 cr.

Spines: 1d imp.

Advantages: Clinging [20]; Corrosion Attack 1d (Armor Divisor (10), +200%; Melee Attack: Cannot Parry, -5%; Melee Attack: Reach C, -30%) [27]; Injury Tolerance (No Head; No Neck) [12]; Long Spines [3]; Slippery 5 [10]; Vibration Sense [10].

Disadvantages: Appearance (Unattractive) [-4]; Deafness [-20]; Invertebrate [-20]; No Legs (Slithers) [0]; No Manipulators [-50]; No Sense of Smell/Taste [-5]; Social Stigma (Vermin) [-15]; Wealth (Dead Broke) [-25]; Wild Animal [-30].

Class: Slug.

Shark, Tyrant

Tyrant sharks are known as *Megalodon* by real-life paleontologists and cryptozoologists.

Larger than even the feared great white sharks, these fearless and ravenous hunters grow up to 50 feet long and weigh up to 25 tons. They have been known to attack ships and larger whales. Like all sharks, they can smell blood in the water up to 1,000 feet away, which will send them into a feeding frenzy (in game terms, blood triggers their Berserk trait).

ST: 74 [128*†] **HP:** 74 [0] **Speed:** 5.75 [0]
DX: 11 [12†] **Will:** 2 [0] **Move:** 5/20 [0]
IQ: 2 [-160] **Per:** 9 [35]
HT: 12 [20] **FP:** 12 [0] **SM:** +5

Dodge: 8 **Parry:** n/a **DR:** 2

Bite (11): 8d+1 cut

Advantages: Acute Taste and Smell 4 [8]; Damage Resistance 2 (Tough Skin, -40%) [6]; Discrimintory Taste [10]; Enhanced Move (Water) 1 [20]; Teeth (Sharp Teeth) [1].

Disadvantages: Berserk (6) [-20]; Ichthyoid [-50]; Social Stigma (Monster) [-15]; Wild Animal [-30]; Wealth (Dead Broke) [-25].

Quirks: Dislikes the Taste of Humanoids [-1].

Skills: Survival (Open Ocean) (A) Per+1 [4] – 10.

Features: Born Biter 3 [0]; Tail [0].

Class: Fish.

Skunk, Battle

ST: **HP:** **Speed:**
DX: **Will:** **Move:**
IQ: **Per:**
HT: **FP:** **SM:**

Dodge: **Parry:** **DR:**

Bite (0):
Foreleg Claw (0):
Kick (0):

Advantages:

Perks:

Disadvantages:

Quirks:

Skills:

Features:

Class: Mammal.

Spider, Giant

These large, 500 pound spiders stand about eight feet tall and have wide bodies with eight eyes on their heads, giving them superior depth perception.

These spiders are usually found hidden in the deepest forests of the world. They are usually encountered in the Umoja and Allira'el jungles, but can be found in the forests lining the slopes of the Wyrmspire, Occam's Wall, Barrier, and Chengxiantze mountain ranges.

Like all spiders, these giants can weave webs.

ST: 17 [28*†] **HP:** 17 [0] **Speed:** 6.50 [0]
DX: 13 [36†] **Will:** 8 [30] **Move:** 6 [0]
IQ: 2 [-160] **Per:** 12 [50]
HT: 13 [30] **FP:** 13 [0] **SM:** +2

Dodge: 9 **Parry:** n/a **DR:** 3

Bite (13): 1d+1 imp, follow-up 2d tox (3 cycles, hourly)

Claw (13): 1d+1 cut/imp

Kick (11): 1d+2 cut/imp

Stinger (11): 1d+3 imp, follow-up HT-6 aff (unconsciousness)

Advantages: Acute Vision 3 [6]; Affliction 7 (HT-6; Follow-up: Stinger, +0%; Incapacitation: Unconsciousness, +200%) [210]; Claws (Talons) [8]; Damage Resistance 3 [15]; Extra Legs (8 Legs) [15]; Striker (Impaling; Stinger) (Clumsy -2, -40%) [5]; Teeth (Fangs) [2]; Toxic Attack 2d (Cyclic: 1 hour interval, 3 cycles, +40%; Follow-Up: Bite, +0%) [12]; Vibration Sense [10].

Perks: Climbing Line [1].

Disadvantages: Horizontal [-10]; No Fine Manipulators [-30]; Short Lifespan -4 [-40]; Social Stigma (Monster) [-15]; Wealth (Dead Broke) [-25]; Wild Animal [-30].

Skills: Stealth (A) DX-1 [1] – 12; Survival (Jungle, Swampland, or Woodlands) Per-1 [1] – 11.

Class: Insect.

Spiketail

The spiketail is known as *Stegosaurus* to real-life paleontologists.

Spiketails are large, ornery creatures with two rows of bony plates on its back for protection and four very large spikes on the tail (sometimes called a "thagomizer"). They are not noted for their intelligence, being in fact extremely stupid creatures even by reptile standards, unable to be trained except through the use of magic. They inhabit the Umojan jungles and forests, living off the leaves of deciduous trees, and are a favorite prey of both the mohani tribes and daggerteeth.

ST: 38 [84*†] **HP:** 38 [0] **Speed:** 5.25 [0]
DX: 10 [0] **Will:** 10 [40] **Move:** 4 [-5]
IQ: 2 [-160] **Per:** 10 [40]
HT: 11 [10] **FP:** 11 [0] **SM:** +3

Dodge: 8 **Parry:** n/a **DR:** 4

Bite (10): 4d-9 cr.

Foreleg (10): 4d-4 cr.

Rear Kick (8): 4d-4 cr.

Tail Spikes (10): 4d+4 imp.

Advantages: Damage Resistance 4 (Flexible, -20%) [16]; Striker (Impaling, Tail; Cannot Parry, -40%; Limited Arc, Rear, -40%; Long, +1 to SM, Maximum Reach Only, +75%) [8].

Perks: Scales [1].

Disadvantages: Bad Temper (6) [-20]; Quadruped [-35]; Restricted Diet (Herbivore; Very Common) [-10]; Short Lifespan -2 [-20]; Weak Bite [-2]; Wealth (Dead Broke) [-25]; Wild Animal [-30].

Skills: Running (A) HT-1 [1] – 10.

Class: Dinosaur.

Squirrel, Attack

Larger than the typical red or gray squirrels found in the rest of the world, attack squirrels are red and black furred rodents roughly the size of the common house cat, domesticated as guard and attack animals by the natives of Gemenohoe. Attack squirrels average one and a half to two feet long, with equally long tails, and weigh between 1.75 and 2.6 pounds. They have long, sharp claws enabling them to climb and descend trees, thin branches, and even houses.

Related to the attack squirrel is the flying attack squirrel, a domesticated flying squirrel.

Attack squirrel familiar: Energy Reserve 6 (Drains Familiar, -50%),

ST: 4 [-60] **HP:** 4 [0] **Speed:** 6.50 [0]
DX: 14 [48*] **Will:** 10 [35] **Move:** 4 [-10]
IQ: 3 [-160] **Per:** 12 [45]
HT: 12 [20] **FP:** 12 [0] **SM:** -3

Dodge: 10 **Parry:** n/a **DR:** 0

Bite (16): 1d-4 cut.

Claw (16): 1d-4 cut.

Advantages: Catfall [10]; Claws (Sharp Claws) [5]; Clinging [20]; Combat Reflexes [15]; Discriminatory Smell [15]; Parabolic Hearing 2 [8]; Perfect Balance [15]; Super Climbing 1 [3]; Super Jump 1 [10]; Teeth (Sharp Teeth) [1].

Perks: Fur [1].

Disadvantages: Curious (9) [-7]; Domestic Animal [-30]; Quadruped [-35]; Short Lifespan -3 [-30]; Wealth (Dead Broke) [-25].

Skills: Brawling (E) DX+2 [4] – 16; Climbing (A) DX+1 [4] – 15; Survival (Woodlands) (A) Per+1 [4] – 13.

Features: Early Maturation [0].

Class: Mammal.

Lens:

Flying Attack Squirrel (+20): Add Flight (Gliding, -50%) [20].

Strix

The strix is a small bird-like predator that feeds off the blood of others, much like a mosquito does. While feared for this vampiric ability – a lone strix can kill an unarmored man in under a minute, if left to gorge itself – stirges are also known to be a carrier of diseases, primarily rabies. They are distinguished from normal birds by their long, needle-like beak, which is shaped much like a woodpecker's or hummingbird's, their lack of feathers, and their leathery bat-like wings.

As if this wasn't enough, these bloodsuckers invariably travel in swarms of at least 20 members. Fortunately, as far as magic is concerned stirges are treated exactly as if they were birds. Also fortunately for most people, they are only active at night, sleeping during the day in forest or jungle trees unless otherwise disturbed.

Some more macabre spellcasters have been known to keep stirges as pets or familiars.

Strix familiar: Energy Reserve 6 (Drains Familiar, -50%)

ST: 5 [-50] **HP:** 5 [0] **Speed:** 7.25 [0]
DX: 17 [84+] **Will:** 10 [35] **Ground Move:** 1 [-30]
IQ: 3 [-140] **Per:** 10 [35] **Air Move:** 14 [0]
HT: 12 [20] **FP:** 12 [0] **SM:** -5

Dodge: 10 **Parry:** n/a **DR:** 0

Bite (17): 1d-5 pi+, follow-up Leech 1 HP/sec.

Claws (17): 1d-4 cut/imp.

Wing (17): 1d-5 cr.

Advantages: Claws (Talons) [8]; Flight (Cannot Hover, -15%; Winged, -25%) [24]; Leech (1 HP/sec) (Blood Agent, -40%) [15]; Night Vision 6 [6]; Perfect Balance [15]; Teeth (Sharp Beak) [1]; Telescopic Vision 2 [10]; Ultrahearing [5].

Perks: Carrier (Rabies) [1]; Feathers [1].

Disadvantages: Foot Manipulators (2 Arms) [-6]; Gregarious [-10]; No Fine Manipulators [-30]; Restricted Diet (Fresh Blood) [-10]; Short Lifespan -4 [-40]; Sleepy (Asleep 1/2 the time) [-8]; Social Stigma (Monster) [-15]; Wealth (Dead Broke) [-25]; Wild Animal [-30].

Quirks: Dislikes Goblin/Hobgoblin/Orc Blood [-1]; Dislikes the Smell of Garlic [-1]; Nocturnal [-1].

Skills: Aerobatics (H) DX-1 [1] – 16*; Brawling (E) DX+0 [1] – 17; Survival (Jungle, Swamplands, or Woodlands) (A) Per+1 [4] – 11.

Class: Bird.

Tazelwurm

The tazelwurm is a small winged lizard, about a foot long and half a pound in weight, found in deserts and volcanic mountains all over the world. Its wings spread from its body with the forelegs, allowing it to glide from tree to tree and cliff to cliff with ease; it can only gain altitude by catching a thermal, which is why it likes volcanic vents.

The tazelwurm has a poisonous bite which has been known to cause unconsciousness. Some spellcasters are known to use them as familiars.

Tazelwurms are carnivorous, feeding on small game such as rodents and small birds. They see and track by heat signatures and vibration rather than smell or visual cues.

Tazelwurm familiar: Energy Reserve 5 (Drains Familiar, -50%)

ST: 2 [-80] **HP:** 2 [0] **Speed:** 5.50 [0]
DX: 12 [24] **Will:** 10 [40] **Ground Move:** 4 [-5]
IQ: 2 [-160] **Per:** 10 [40] **Air Move:** 4/16 [0]
HT: 10 [0] **FP:** 10 [0] **SM:** -4

Dodge: 9 **Parry:** n/a **DR:** 0

Bite (12): 1d-3 cut, followup 2d fatigue

Claw (12): 1d-7 cut

Kick (10): 1d-7 cut

Advantages: Clinging [20]; Fatigue Attack 2d (Follow-Up: Bite, +0%) [20]; Flight (Controlled Gliding, -45%; Small Wings, -10%) [18]; Regrowth [40]; Striking ST 7 (Bite Only, -60%) [14]; Teeth (Sharp Teeth) [1]; Vibration Sense [10].

Perks: Scales [1].

Disadvantages: Cold-Blooded ("Stiffen Up" Below 65°F) [-10]; Quadruped [-35]; Restricted Diet (Carnivore) [-10]; Short Lifespan -4 [-40]; Social Stigma (Valuable Property or Wild Animal) [-10]; Wealth (Dead Broke) [-25]; Wild Animal [-30].

Skills: Survival (Desert or Mountain) (A) Per+0 [2] – 10.

Features: Born Biter 3 [0]; Infravision (IR Only) [0].

Class: Reptile.

Thunderer

The thunderer is known as *Apatosaurus* to real-life paleontologists, and better known as the *Brontosaurus* to the public.

The thunderer is the largest land animal known to exist, weighing in at an average of 30 tons and reaching more than 70 feet long from snout to the tip of the tail. Their legs are thicker than an elephant's, being compared in fiction to ancient tree trunks; their necks and tails both resemble extremely long snakes, although the necks are much more flexible than the tails.

Thunderers are often domesticated as cattle in Umojan nations; a single thunderer can provide an entire village with enough meat to last a large town or small city an entire month, provided the meat is preserved properly.

ST: 72 [124*+] **HP:** 72 [0] **Speed:** 5.00 [0]
DX: 9 [-20] **Will:** 9 [35] **Move:** 5 [0]
IQ: 2 [-160] **Per:** 11 [10]
HT: 11 [10] **FP:** 11 [0] **SM:** +7

Dodge: 8 **Parry:** n/a **DR:** 4

Bite (9): 8d-15 cr.

Rear Kick (7): 8d-6 cr.

Stomp (9): 8d+1 cr.

Tail Strike (9): 8d+2 cr.

Advantages: Damage Resistance 4 (Tough Skin, -40%) [12]; Striker (Crushing, Tail; Weak) [3].

Disadvantages: Quadruped [-35]; Restricted Diet (Herbivore; Very Common) [-10]; Social Stigma (Wild Animal) [-10]; Weak Bite [-2]; Wealth (Dead Broke) [-25]; Wild Animal [-30].

Skills: Running (A) HT-1 [1] – 10.

Class: Dinosaur.

Tri-Horn

The tri-horn is known as *Triceratops* to real-life paleontologists and dinosaur enthusiasts.

Herds of these ornery creatures roam the coastal plains and jungles of Umoja, and the kobolds of Shakdran have managed to domesticate them as mounts, draft animals, and cattle despite their inherent stubbornness.

Tri-horns are the one megafauna animal in Umoja that are closest to being mammals. While they still lay eggs, they nurse their young as part of the herd.

ST: 47 [74*†] **HP:** 47 [0] **Speed:** 5.75 [0]
DX: 12 [24†] **Will:** 10 [30] **Move:** 5/10 [0]
IQ: 4 [-120] **Per:** 9 [25]
HT: 11 [10] **FP:** 11 [0] **SM:** +4

Dodge: 8 **Parry:** n/a **DR:** 6/4

Bite (12): 5d+1 pi+.

Horns (12): 5d+7 imp.

Rear Kick (10): 5d-3 cr.

Stomp (12): 5d+1 cr.

Advantages: Damage Resistance 2 (Head and Neck Only, -20%) [8]; Damage Resistance 4 (Tough Skin, -40%) [12]; Enhanced Move (Ground) 1 (Ground Move 10) [20]; Striker (Impaling, Horns; Cannot Parry, -40%; Limited Arc: Straight Ahead, -40%) [2]; Teeth (Sharp Beak) [1].

Disadvantages: Bad Temper (9) [-15]; Chummy [-5]; Quadruped [-35]; Restricted Diet (Herbivore; Very Common) [-10]; Short Lifespan -2 [-20]; Social Stigma (Wild Animal) [-10]; Stubbornness [-5]; Wealth (Dead Broke) [-25]; Wild Animal [-30].

Skills: Running (A) HT-1 [1] – 10.

Class: Dinosaur.

Unicorn

Unicorns are beautiful white horses with a single bone horn growing from its forehead. This horn is magical in nature, and is sought after as a magical component for both the whitest healing magic and the darkest necromantic magic. Unicorns can use the horn to heal anyone's injuries at will.

Furthermore, unicorns have silvery blood. Drinking a unicorn's blood can keep a person alive even if he is an inch from death, but this comes at a terrible price: the person becomes addicted to the blood, and suffers horribly if he misses a dose.

ST: 17 [35*†] **HP:** 17 [0] **Speed:** 5.00 [0]
DX: 9 [-20†] **Will:** 11 [35] **Move:** 8/16 [15]
IQ: 4 [-80] **Per:** 12 [40]
HT: 11 [10] **FP:** 11 [0] **SM:** +1

Dodge: 8 **Parry:** n/a **DR:** 0

Bite (12): 1d cr.

Foreleg Kick (12): 1d+2 cr.

Horn (12): 1d+4 imp.

Rear Kick (10): 1d+3 cr.

Advantages: Appearance (Beautiful; Impressive) [12]; Claws (Hooves) [3]; Enhanced Move (Ground) 1 (Ground Move 16/32 mph) [20]; Healing (Injuries Only, -20%; Xenohealing: All Ranoc-Native Life, +40%) [34]; Peripheral Vision [15]; Striker (Impaling,

Horn; Cannot Parry, -40%; Limited Arc: Straight Ahead, -40%) [2].

Perks: Fur [1].

Disadvantages: Quadruped [-35]; Restricted Diet (Herbivore; Very Common) [-10]; Short Lifespan -1 [-10]; Social Stigma (Wild Animal) [-10]; Weak Bite [-2]; Wealth (Dead Broke) [-25]; Wild Animal [-30].

Skills: Brawling (E) DX+3 [8] – 12; Survival (Plains or Woodlands) (A) Per+0 [2] – 12.

Class: Mammal.

Warthog, Giant

The largest known member of the boar family, the giant warthog is, if possible, even more bad tempered than their smaller kin. These eight foot long creatures, averaging about nine hundred pounds and standing about 6 feet at the shoulder, have four long curved tusks for rooting for food. They are not afraid of people, and will charge anything it thinks can make a good meal.

Giant warthogs are most common in the Rochladastacht and the plains of Gor Ansar. The nation of South Ford has a history of raising them in captivity as food for the dragons in their aerial cavalry. Some have surprisingly been tamed – using magic, of course – as mounts by the occasional halfling, goblin, or kobold.

ST: 20 [50*†] **HP:** 20 [0] **Speed:** 5.5 [0]
DX: 10 [0] **Will:** 12 [40] **Move:** 4/8 [-5]
IQ: 4 [-120] **Per:** 12 [40]
HT: 12 [20] **FP:** 12 [0] **SM:** +1

Dodge: 9 **Parry:** n/a **DR:** 3

Bite (12): 2d cr

Fore Claw (12): 2d cr

Kick (10): 2d+1 cr

Tusks (12): 2d+3 cr

Advantages: Claws (Hooves) [3]; Damage Resistance 3 (Tough Skin, -40%) [9]; Discriminatory Smell [15]; Enhanced Move (Ground) 1 (Move 8/16 mph) [20]; Striker (Crushing; Tusks) [5].

Perks: Extended Hearing (High) [1]; Fur [1].

Disadvantages: Bad Temper (6) [-20]; Quadruped [-35]; Short Lifespan -2 [-20]; Social Stigma (Wild Animal) [-10]; Wealth (Dead Broke) [-25]; Wild Animal [-30].

Skills: Brawling (E) DX+2 [4] – 12.

Class: Mammal.

Wolf, Dire

This, the largest wolf in existence, is roughly the size of a small bear, standing 5 feet at the shoulder and weighing in at around 1,000 pounds. With the exception of size, they are otherwise identical to their smaller kin, the timber wolf.

Dire wolves are believed to be on the verge of extinction due to the encroachment of humans, elves, dwarves, and others on their hunting grounds. However, these creatures have been sighted in Gemenohée.

ST: 20 [50*†] **HP:** 20 [0] **Speed:** 6.00 [0]
DX: 12 [24†] **Will:** 11 [35] **Move:** 7/11 [5]
IQ: 4 [-120] **Per:** 12 [40]
HT: 12 [20] **FP:** 12 [0] **SM:** +1

Dodge: 7 **Parry:** n/a **DR:** 2

Bite ():
Fore Claw ():
Kick ():

Advantages: Acute Hearing 2 [4]; Acute Smell 2 [4]; Combat Reflexes [15]; Damage Resistance 2 (Tough Skin, -40%) [6]; Discriminatory Smell [15]; Enhanced Move 0.5 (Ground) (Ground Move 11/22 mph) [10]; High Pain Threshold [10]; Night Vision 5 [5]; Reduced Consumption 2 (Cast Iron Stomach, -50%) [2]; Striking ST 2 (Bite only, -60%) [4]; Teeth (Sharp) [1]; Ultrahearing [5]; Very Fit [15].

Perks: Fur [1].

Disadvantages: Chummy [-5]; Gluttony (12) [-5]; Quadruped [-35]; Short Lifespan -2 [-20]; Social Stigma (Wild Animal) [-10]; Wealth (Dead Broke) [-25]; Wild Animal [-30].

Features: Born Biter 2.

Skills: Brawling (E) DX+2 [4] – 16; Stealth (A) DX [2] – 14; Survival (Woodlands) (A) Per [2] – 14; Swimming (E) HT [1] – 14; Tracking (A) Per+4 [2] – 18; Wrestling (A) DX [2] – 14.

Class: Mammal.

Wolverine, Giant

ST: **HP:** **Speed:**
DX: **Will:** **Move:**
IQ: **Per:**
HT: **FP:** **SM:**

Dodge: **Parry:** **DR:**

Bite ():
Kick ():

Advantages:

Perks:

Disadvantages:

Quirks:

Skills:

Features:

Class: Mammal.

Angels and Demons

Angels and demons are supernatural entities that live on other planes and take an interest in the mortal denizens of Ranoc. While there are exceptions, entities classified as "angels" are generally assumed to live among and serve the gods, while "demons" are assumed to live in harsh, unforgiving realms either among renegade gods or separate from any deity, in what are collectively called "hells". Angels take additional damage from weapons made of darkmetal and orichalcum, while demons are vulnerable to silver and holy water.

Because of a decree handed down by the gods and rigorously enforced, angels and demons are restricted from interfering directly in mortal affairs unless specifically asked, and then only when certain rituals are observed, summoning them into a mortal's presence. Demons, however, are notorious for finding loopholes in this decree.

Angel

Angels are the most common denizens of the divine planes, featuring in the religious texts of nearly every religion. Most take the form of humans of either gender with large, white feathered wings, although they can appear as winged versions of other races if they choose. These wings are not required for an angel to fly; most angel wings are actually too small to actually generate lift, and are merely an affection used to signify their presence and nature.

Angels have an inhumanly powerful presence, and glow with a light that will illuminate a small room. When they appear, and this is admittedly rare, they are always armed with a hefty mace and medium shield. These weapons may be magically altered, based on how powerful their patron deity is. For instance, an angel in the service of Yohévohe or Golma would be equipped with a mace with Accuracy +3, Puissance +3, and Defending Weapon +3, and a shield with Defending Shield +3, while an angel of Kenen may at best be equipped with simply Fine-quality weapons.

Although most are emissaries of the gods, appearing as messengers for the gods they serve, clerics and mages may occasionally attempt to summon them. In all cases, the summoning of the angels is successful when the angel wishes, not because of any skill on the part of the summoner; they are more favorable when called by devout worshippers of their deity. (Note: In game terms, this means that any spell or ritual which could be used to summon them automatically fails if the caster is not a worshiper of the pantheon or deity he is

attempting to summon an angel from.)

Angels are unable to appear in areas where their patron god does not have at least some underground influence; the fewer worshippers of their patron deity, the closer to their worshippers they must stay.

ST: 20 [100] **HP:** 20 [0] **Speed:** 7.50 [0]
DX: 15 [100] **Will:** 16 [0] **Ground Move:** 7 [0]
IQ: 14 [80] **Per:** 14 [0] **Air Move:** 15/30 [0]
HT: 15 [50] **FP:** 15 [0] **SM:** 0

Dodge: 10 **Parry:** 11 **DR:** 0
Block: 11

Bite (15): 2d-2 cr.

Punch (15): 2d-2 cr.

Kick (13): 2d-1 cr.

Mace (16): 3d+5 cr (minimum).

Shield Bash (16): 2d-1 cr (minimum).

Advantages: Appearance (Transcendent) (Impressive, +0%) [20]; Blessed (Very Blessed) [20]; Charisma 3 [15]; Dark Vision [25]; Enhanced Move (Air) 1 (Air Move 30) [40]; Flight [40]; Hermaphromorph [5]; Patron (Deity) (Frequency: 6 or less, x1/2; Minimal Intervention, -50%) [8]; Striker (Crushing; Wings) [5]; Unaging [15].

Perks: Honest Face [1]; Illumination [1]; Penetrating Voice [1]; Sanitized Metabolism [1].

Disadvantages: Charitable (6) [-30]; Dependency (Sanctity) (Common; Constantly, x5) [-50]; Duty (to Deity) (Freq: 15 or less; Involuntary) [-20]; Fanaticism (to Deity) (Extreme) [-15]; Fragile (Unnatural) [-50]; Hidebound [-5]; Pacifism (Cannot Harm Innocents) [-10]; Vulnerability to Darkmetal (Rare Material; Wounding Modifier x4) [-20]; Vulnerability to Orichalcum (Rare Material; Wounding Modifier, x2) [-10].

Skills: Axe/Mace (A) DX+1 [4] – 16; Shield (E) DX+1 [2] – 16.

Class: Extraplanar.

Ariniti

Angels of fire, Ariniti appear as women composed entirely of flame.

Unlike other angels, Ariniti do not wield weapons; instead, they rely on their natural flame.

ST: **HP:** **Speed:**
DX: **Will:** **Move:**
IQ: **Per:**
HT: **FP:** **SM:**

Dodge: **Parry:** **DR:**

Bite ():
Punch ():
Kick ():

Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Features:
Class: Extraplanar.

Baalrog

Baalrogs are demon lords. They are the generals of Ylcor, serving the demon overlord Kakotatos, and rulers over eight of the Nine Circles of Hell, serving the Adversary.

Baalrogs stand a good fifteen feet tall and weigh nearly 3,500 pounds, with powerful builds, muscular arms and thick legs which end in sharp talons, and an aura of hellfire surrounding them. In addition to this, they have powerful, leathery wings stretching from their shoulder-blades. When engaging in combat, most will wield a flaming sword or flaming whip.

Highly intelligent and cunning, baalrogs often study the magical arts, particularly Fire college spells (for which they have a natural affinity). They are sadistic and cruel, fearing only their overlord, although they can be quite charming when doing so would amuse them. Many have ambitions beyond serving Kakotatos or the Adversary; the demon lord Nadiv who conquered Ered-Dûm was one such baalrog.

Occasionally, a baalrog will answer the summons of a cleric or mage who is attempting to summon a lesser demon, especially if the type of demon being summoned is not named. Due to their indomitable wills, the baalrog cannot be enslaved when summoned. The "summoned" baalrog will then convince the summoner that he is under the summoner's control, until such time as he sees fit to turn the tables and make the summoner his servant . . . or his next meal (while baalrogs don't need to eat, they still enjoy the taste of meat, cooked and uncooked).

ST: 30 [160*] **HP:** 30 [0] **Speed:** 4.50 [0]
DX: 9 [-20] **Will:** 16 [10] **Move:** 6 [10]
IQ: 14 [80] **Per:** 14 [0]
HT: 9 [-10] **FP:** 14 [15] **SM:** +2

Dodge: 8 **Parry:** 10/9/7 **DR:** 10

Bite (12): 3d+2 cut.
Claw/Punch (12): 3d+5 cut/imp.
Flame Aura: 4d burn.

Kick (12): 3d+6 cut/imp.
Wing Strike (12): 3d+6 cr.

Advantages: Burning Attack 4d (Always On, -40%; Aura, +80%; Elemental: Heat/Fire, -10%; Melee Attack: Cannot Parry, -5%; Melee Attack: Reach C, -30%) [19]; Charisma 3 [15]; Claws (Long Talons) [11]; Damage Resistance 10 (Flexible, -20%) [40]; Doesn't Breathe [20]; Doesn't Eat or Drink [10]; Doesn't Sleep [20]; Empathy [15]; Enhanced Time Sense [45]; Hard to Kill 5 [10]; Hard to Subdue 5 [10]; Immunity to Metabolic Hazards [30]; Indomitable [15]; Infravision [10]; Injury Tolerance (Damage Reduction /5) (Limited: Heat/Fire, -40%) [75]; Magery 0 [5]; Magery 4 (One College Only: Fire, -40%) [24]; Magic Resistance 5 (Improved, +150%) [25]; Recovery [10]; Regeneration (Fast: 1 HP/min) [50]; See Invisible [15]; Social Regard (Feared) 4 [20]; Spirit Empathy [10]; Status 6 [30]; Striker (Crushing; Wings) [5]; Supernatural Durability [150]; Teeth (Sharp Teeth) [1]; Temperature Control 3 (Elemental: Heat/Fire, -10%; Heat Only, -50%) [6]; Temperature Tolerance 10 [10]; Terror (Will-5) [80]; Unaging [15]; Unfazeable [15]; Very Fit [15]; Vibration Sense [10].

Perks: Fearsome Stare [1]; Ignition [1]; Illumination [1]; Scales [1].

Disadvantages: Appearance (Monstrous) [-20]; Bad Smell (Brimstone) [-10]; Bully (9) [-15]; Callous [-5]; Dependency (Mana; Constantly) [-25]; Disturbing Voice [-10]; Duty (to Kakotatos or Deity) (9) [-5]; Ham-Fisted -1 [-5]; Megalomania [-10]; Sadism (9) [-22]; Stubbornness [-5]; Vulnerability to Silver (Wounding Modifier ×2) [-10]; Weakness to Holy Water (1d per 30 minutes) [-5].

Skills: Acting (A) IQ+0 [2] – 14; Brawling (E) DX+3 [8] – 12; Broadsword (A) DX+1 [4] – 10; Hidden Lore (Demon Lore) (A) IQ+1 [4] – 15; Intimidation (A) Will+4 [4] – 20†; Leadership (A) IQ+4 [4] – 18‡; Thaumatology (VH) IQ+2 [2] – 16#; Whip (A) DX+1 [4] – 10.

Class: Extraplanar.

Couatl

Also called "feathered serpents", couatl appear as the least humanoid of all the angels. Couatl are serpentine beings with large, multicolored feathered wings; most also have bright plumage coming from their foreheads. Believed to be servants of some unknown deity common to the reptilian races of Umoja, they possess incredible telepathic and magical powers. Their voices are beautiful, and must cast their spells by singing. Their innate telepathic abilities allow them to read other's surface thoughts and appear to "speak" to folks; in all cases, whoever the couatl may be in telepathic contact with will hear the conversation in their own language.

When entering combat, couatls start by remaining towards the rear of the fight and casting at a distance. Should circumstances force them to enter melee range, they will wrap their bodies around their opponents and constrict, and occasionally may bite, delivering a toxic venom.

ST: 24 [56*†] **HP:** 24 [0] **Speed:** 7.00 [0]
DX: 14 [48†] **Will:** 14 [0] **Ground Move:** 5 [-10]
IQ: 14 [80] **Per:** 14 [0] **Air Move:** 15 [2]
HT: 14 [0] **FP:** 14 [0] **SM:** +2

Dodge: 11 **Parry:** 12 **DR:** 3

Bite (16): 2d+2 imp, follow-up 1d tox.
Lightning (spell) (14): 1d-1 burn per point of energy.

Tail Hit (16): 2d+2 cr.

Languages: Celestial (Native) (Native Language) [0].

Advantages: 3D Spatial Sense [10]; Appearance (Transcendent) (Impressive, +0%) [20]; Charisma 4 [20]; Combat Reflexes [15]; Constriction Attack [15]; Damage Resistance 3 (Can't Wear Armor, -40%; Tough Skin, -40%) [3]; Doesn't Eat or Drink [10]; Double-Jointed [15]; Extra-Flexible Arm (1 Arm) [5]; Flight (Winged, -25%) [30]; Healing (Faith Healing, +20%) [36]; Mind Reading (Reflexive, +40%; Universal, +50%) [57]; Power Investiture 2 (Song Aspected, -40%) [12]; High Pain Threshold [10]; Long Arm (1 Arm) [10]; Regeneration (Fast: 1HP/min) [50]; Teeth (Fangs) [2]; Toxic Attack 1d (Cyclic: 6 cycles, 15 minutes intervals, +150%; Follow-Up: Bite, +0%; Resistible: HT-5, -5%) [10]; Telecommunications (Telesend) (Broadcast, +50%; Universal, +50%) [60]; Unaging [15]; Unfazeable [15]; Unkillable 3 [150]; Vibration Sense [10]; Voice [10].

Perks: Compact Frame [1]; Illumination [1]; Scales [1].

Disadvantages: Charitable (9) [-22]; Dependency (Mana, Very Common; Constantly) [-25]; Duty (to Deity) (15) [-15]; No Fine Manipulators [-30]; No Legs (Slithers) [0]; One Arm [-20]; Pacifism (Cannot Harm Innocents) [-10]; Selfless (6) [-10]; Vulnerability to Darkmetal (Rare; Wounding Modifier ×4) [-20]; Vulnerability to Orichalcum (Rare; Wounding Modifier ×2) [-10].

Quirks: Broad-Minded [-1]; Congenial [-1]; Distinctive Features [-1].

Skills: Aerobatics (H) DX+1 [2] – 15‡; Body Language (A) Per+0 [2] – 14; Brawling (E) DX+2 [4] – 16; Detect Lies (H) Per+0 [4] – 14; Diplomacy (H) IQ+2 [4] – 16#; Exorcism (H) Will+2 [12] – 16; Flight (A) HT-1 [1] – 13; Hidden Lore (Demon Lore) (A) IQ+1 [4] – 15; Lip Reading (A) Per+0 [2] – 14; Public Speaking (A) IQ+5 [1] – 19‡#; Theology (Deity or Pantheon) (H) IQ+0 [4] – 14; Wrestling (A) DX+0 [2] – 14.

Spells: Air Jet (H) IQ+1 [2] – 15; Analyze Magic (H) IQ+1 [2] – 15; Apportation (H) IQ+1 [2] – 15; Armor (H) IQ+1 [2] – 15; Awaken (H) IQ+1 [2] – 15; Beast Summoning (H) IQ+1 [2] – 15; Bless (H) IQ+1 [2] – 15; Block (H) IQ+1 [2] – 15; Borrow Language (H) IQ+1 [2] – 15; Curse (H) IQ+1 [2] – 15; Deflect Energy (H) IQ+1 [2] – 15; Deflect Missile (H) IQ+1 [2] – 15; Detect Magic (H) IQ+1 [2] – 15; Extinguish Fire (H) IQ+1 [2] – 15; Haste (H) IQ+1 [2] – 15; Ignite Fire (H) IQ+1 [2] – 15; Invisibility (H) IQ+1 [2] – 15; Lightning (H) IQ+1 [2] – 15; Plane Shift (Home Plane) (VH) IQ+1 [4] – 15; Purify Air (H) IQ+1 [2] – 15; Reptile Control (H) IQ+1 [2] – 15; Remove Curse (H) IQ+1 [2] – 15; Sense Corruption (H) IQ+1 [2] – 15; Sense Evil (H) IQ+1 [2] – 15; Sense Foes (H) IQ+1 [2] – 15; Sense Purity (H) IQ+1 [2] – 15; Sense Spirit (H) IQ+1 [2] – 15; Shield (H) IQ+1 [2] – 15; Stun (H) IQ+1 [2] – 15; Transform Body (H) IQ+1 [2] – 15; Turn Zombie (H) IQ+1 [2] – 15; Warmth (H) IQ+1 [2] – 15; Water to Wine (H) IQ+1 [2] – 15; Windstorm (H) IQ+1 [2] – 15.

Class: Extraplanar.

Demon

The generic demon is a 9 foot tall creature with red skin, sharp taloned hands, cloven hooves for feet, ram-like horns on the forehead, and leathery bat-like wings coming from the shoulder-blades. Most demons are able to fire an explosive fireball from their hands, mentally guiding it to its destination.

This is the most common type of demon to appear when a generic demon is summoned to the mortal plane. When serving a mortal, usually a sorcerer, they engage in all sorts of mischief that they can, twisting their summoner's orders to fit their own malicious sense of humor.

ST: 22 [108]

DX: 13 [60]

IQ: 10 [0]

HT: 13 [30]

HP: 27 [9]

Will: 13 [15]

Per: 12 [10]

FP: 13 [0]

Speed: 6.50 [0]

Ground Move: 7 [5]

Air Move: 15 [4]

SM: +1

Dodge: 10

Parry: 11

DR: 5

Bite (15): 2d+1 cut.

Fireball (15): 4d burn ex.

Head Butt (15): 2d+4 cr.

Kick (13): 2d+4 cr

Punch (15): 2d+1 cut/imp

Advantages: Burning Attack 4d (Blockable: Can Be Blocked With Shield, -5%; Damage Modifier: Explosion, +50%; Guided, +50%; Increased Range ×2, +10%; Increased 1/2D Range ×2, +5%; Magical, -10%) [40]; Claws (Hooves) [3]; Claws (Talons) [8]; Combat Reflexes [15]; Damage Resistance 5 (Flexible, -20%) [20]; Flight (Winged, -25%) [30]; High Pain Threshold [10]; Immunity to Metabolic Hazards [30]; Immunity to Mind-Affecting Magic [30]; Injury Tolerance (Damage Reduction /2) (Limited: Heat/Fire, -40%) [30]; Magery 0 [5]; Night Vision 8 [8]; Regeneration (Regular: 1 HP/hr) [25]; Striker (Crushing; Horns) (Cannot Parry, -40%; Limited Arc: Straight Ahead, -40%) [1]; Teeth (Sharp Teeth) [1]; Temperature Tolerance 5 [5]; Unaging [15].

Perks: Ignition [1].

Disadvantages: Appearance (Monstrous) [-20]; Bad Temper (12) [-10]; Bloodlust (12) [-10]; Bully (12) [-10]; Callous [-5]; Compulsive Lying (12) [-15]; Dependency (Mana; Constantly) [-25]; Duty (to Deity, Demon Lord, or Summoner; Involuntary) [-15]; Fragile (Unnatural) [-50]; Overconfidence (9) [-7]; Sadism (12) [-15]; Stubbornness [-5]; Vulnerability to Silver (Damage Modifier ×4) [-20]; Weakness to Holy Water (1d per minute) [-20].

Quirks: Broad-Minded [-1].

Skills: Acting (A) IQ+2 [8] – 12; Body Language (A) Per+1 [4] – 13; Brawling (E) DX+2 [4] – 15; Detect Lies (H) Per+0 [4] – 12; Diplomacy (H) IQ+0 [4] – 10; Fast-Talk (A) IQ+1 [4] – 11; Innate Attack (Projectile) (E) DX+2 [4] – 15; Intimidation (A) Will+2 [1] – 15‡; Psychology (H) IQ+0 [4] – 10; Wrestling (A) DX+2 [8] – 15.

Class: Extraplanar.

Djinni

Ancient tales from the Vast Expanse Nomads tell that the gods created the djinn (singular djinni) from the sands of the desert and the fire of the sun. Djinn, also known as genies, are neither angels nor demons, but straddle the line between the two. Individual djinn can be good or evil, and are free to worship any deities they want.

The majority of djinn are bound to containers spread throughout Ranoc. Legends tell of ancient oaths the djinn were tricked into swearing, forcing them to serve the owners of their containers. Some of these containers are simple wooden boxes. Others are objects of metal, either plain or ornately decorated; the classic djinni exists in an oil lamp. In all cases, the container is enchanted to be indestructible.

The truth is that the djinn are bound to be summoned through their containers, but are not in any way forced to serve the containers' owners.

As a race, djinn appear as intangible wisps of smoke. They are able to take the form of any of the intelligent humanoid races, including the reptilian races, as well as the forms of animals. Most can fly at great speeds in their natural form, and a good number are competent in the

use of magic; indeed, all djinn are said to be capable of magic, whether they practice it or not. Djinn are also capable of possessing a humanoid host.

What follows below are the typical traits of a djinni. Individual djinn will have other traits, particularly in skills and spells.

ST: 10 [0] **HP:** 10 [0] **Speed:** 6.00 [0]
DX: 12 [40] **Will:** 15 [10] **Ground Move:** 6 [0]
IQ: 13 [60] **Per:** 13 [0] **Air Move:** 12 [0]
HT: 12 [20] **FP:** 12 [0] **SM:** 0

Dodge: 9 **Parry:** 9 **DR:** 0

Bite (12): 1d-3 cr.
Kick (10): 1d-2 cr.
Punch (12): 1d-3 cr.

Advantages: Appearance (Attractive) [4]; Flight (Lighter Than Air, -10%) [36]; Injury Tolerance (Diffuse) [100]; Insubstantiality (Usually On, -40%) [48]; Magery 0 [5]; Morph (Cosmetic, -50%) [50]; Possession (No Memory Access, -10%; Specialized: Sapients Only, -30%) [60]; Unaging [15].

Disadvantages: Fragile (Unnatural) [-50]; Social Stigma (Valuable Property) [-10]; Vulnerability to Darkmetal (Rare; Wounding Modifier ×2) [-10]; Vulnerability to Orichalcum (Rare; Wounding Modifier ×2) [-10]; Vulnerability to Silver (Rare; Wounding Modifier ×2) [-10].

Class: Extraplanar.

Erinyes

Erinyes are demons who, some believe, were once angels. Their appearance and disposition seems to bear out this theory; they have large, black feathered wings and carry flaming swords, attacking their enemies with a zeal that is rivaled only by the gods' most fervent followers. Like the angels, the erinyes' wings are not necessary for them to fly.

Teyothi legend holds that the erinyes were originally created by Ekchhar to serve him before his fall from grace; when he rebelled against his family, the erinyes were torn between their loyalty to him and their noble intentions. Loyalty proved stronger, and the erinyes descended into the lower planes to serve their creator.

Ryl's prophecies tell of a time when the erinyes will join, or possibly rejoin, the host of angels, but she has been quite vague as to when this will happen. Presumably it will happen should Ekchhar ever redeem himself and return to the light.

When summoned, an erinyes is armed with a flaming bastard sword, a medium shield, a bow enchanted to ignite its arrows on fire, and a bottomless quiver of arrows. They take pleasure in being mistaken for the angels they are alleged to be descended from.

ST: 20 [100] **HP:** 20 [0] **Speed:** 7.50 [0]
DX: 15 [100] **Will:** 16 [10] **Ground Move:** 7 [0]
IQ: 14 [80] **Per:** 14 [0] **Air Move:** 15 [0]
HT: 15 [50] **FP:** 15 [0] **SM:** 0

Dodge: 11 **Parry:** 12 **DR:** 4
Block: 12

Bite (15): 2d-2 cr.
Bow of Flaming (16): 2d imp, follow-up 2 burn.
Flaming Bastard Sword:
 one-handed swing (16): 3d+4 cut.

one-handed thrust (16): 2d+2 imp.
two-handed swing (16): 3d+5 cut.
two-handed thrust (16): 2d+3 imp.
follow-up: +2 burn.

Kick (14): 2d+3 cut.
Punch (16): 2d+2 cut.
Shield Bash (17): 2d-1 cr.
Wing Strike (16): 2d+3 cr.

Advantages: Appearance (Beautiful) [12]; Claws (Sharp Claws) [5]; Combat Reflexes [15]; Damage Resistance 4 (Tough Skin, -40%) [12]; Doesn't Breathe [20]; Doesn't Eat or Drink [10]; Empathy [15]; Enhanced Move (Air) 1 (Air Move 30/60 mph) [20]; Flight [40]; High Pain Threshold [10]; Infravision [10]; Night Vision 5 [5]; Regeneration (Regular: 1 HP/hr) [25]; See Invisible [15]; Signature Gear (Flaming Bastard Sword, Flaming Bow, and Shield) [5]; Spirit Empathy [10]; Striker (Crushing; Wings) (Cannot Parry, -40%; Weak, -50%) [1]; Unaging [15]; Unfazeable [15]; Voice [10].

Perks: Ignition [1]; Illumination [1].

Disadvantages: Bloodlust (12) [-10]; Code of Honor (Pirate's) [-5]; Dependency (Mana; Constantly) [-25]; Dread (Holy Symbols) [-10]; Duty (to Deity or Demon Lord) (9) [-5]; Fragile (Unnatural) [-50]; Vulnerability to Silver (Damage Modifier ×4) [-20]; Weakness to Holy Water (1d per minute) [-20].

Quirks: Likes to be Mistaken for an Angel [-1].

Skills: Acting (A) IQ+0 [2] – 14; Bow (A) DX+1 [4] – 16; Broadsword (A) DX+1 [4] – 16; Detect Lies (H) Per+2 [2] – 16*; Fast-Draw (Arrow) (E) DX+2 [2] – 17†; Fast-Draw (Sword) (E) DX+2 [2] – 17†; Judo (H) DX+0 [4] – 15; Karate (H) DX+1 [8] – 16; Shield (E) DX+2 [4] – 17; Streetwise (A) IQ+1 [4] – 15; Tracking (A) Per+0 [2] – 14; Two-Handed Sword (A) DX+1 [4] – 16.

Class: Extraplanar.

Garuda

Angels symbolizing the sun and birds, garuda appear as giant glowing birds. Unlike phoenixes, with whom they are sometimes mistaken, garudas do not appear to be on fire while glowing.

Garudas don't appear to serve any deity in particular, and may choose to answer summons intended for other angels. This is especially common when being summoned for advice in cases where rival claimants to a throne appear. The advice of the garudas is generally held as backing the "divine right of kings".

ST: **HP:** **Speed:**
DX: **Will:** **Move:**
IQ: **Per:**
HT: **FP:** **SM:**

Dodge: **Parry:** n/a **DR:**

Bite ():
Punch ():
Kick ():

Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Features:

Class: Extraplanar.

Hellcat

Hellcats are the solitary hunters of the hells, resembling large, black-pelted lions. Like Hell Hounds (below), Hellcats are more animalistic than most demons, operating on instinct and training rather than intellect. When summoned to the mortal plane, hellcats must subsist on the brains of living creatures; any brains will do, although they prefer the brains of those they've personally slain.

ST: 19 [45*†] **HP:** 19 [0] **Speed:** 7.00 [0]
DX: 14 [48†] **Will:** 12 [30] **Move:** 7/14 [0]
IQ: 6 [-80] **Per:** 14 [40]
HT: 13 [30] **FP:** 13 [0] **SM:** +1

Dodge: 11 **Parry:** n/a **DR:** 3

Bite (16): 2d cut.

Foreleg Claw (16): 2d cut.

Kick (14): 2d-1 cut.

Advantages: Acute Hearing 4 [8]; Acute Taste and Smell 4 [8]; Animal Empathy [5]; Catfall [10]; Claws (Sharp Claws) [5]; Damage Resistance 3 (Tough Skin, -40%) [9]; Enhanced Move (Ground) 1 (Move 14/28 mph) [20]; Enhanced Time Sense [45]; Night Vision 6 [6]; Parabolic Hearing 2 [8]; Perfect Balance [15]; Regeneration (Regular: 1 HP/hr) [25]; Silence 4 [20]; Speak With Animals [25]; Teeth (Sharp Teeth) [1]; Ultrahearing [5]; Unaging [15]; Vibration Sense [10]; Walk on Liquid [15].

Perks: Fur [1].

Disadvantages: Compulsive Behavior (Feline Behaviors) [-5]; Dependency (Brain Matter; Daily) [-15]; Dependency (Mana; Constantly) [-25]; Dread (Holy Symbols) [-10]; Fragile (Unnatural) [-50]; Loner (9) [-7]; Quadruped [-35]; Sleepy (Asleep 1/2 the time) [-8]; Social Stigma (Monster) [-15]; Vulnerability to Silver (Damage Multiplier ×4) [-20]; Weakness to Holy Water (1d per minute) [-20]; Wealth (Dead Broke) [-25]; Wild Animal [-30].

Skills: Brawling (E) DX+2 [4] - 16; Climbing (A) DX+0 [1] - 14†; Jumping (E) DX+2 [4] - 16; Running (A) HT+1 [4] - 14; Stealth (A) DX+1 [4] - 15; Survival (select one) (A) Per+1 [4] - 15; Swimming (E) HT+0 [1] - 13; Tracking (A) Per+1 [4] - 15.

Class: Extraplanar.

Hell Hound

Hell hounds are the demonic pets of the demonic planes. They are savage creatures, delighting in killing and eating their enemies. Mortal mages often summon them as guard animals or attack creatures. Because of their demonic nature, they can be held at bay through the wielding of holy symbols, and can be damaged by silver and holy water.

Hell hounds appear as large, jet-black dogs with glowing red eyes, extremely sharp teeth, sharp claws on all four legs, and sharp, bony spines running along their backs. Most stand about 4 feet high at the shoulder, are around 6 feet long from snout to hindquarters, and weigh about 150-200 pounds of pure, demonic muscle.

ST: 15 [30*] **HP:** 15 [0] **Speed:** 7.00 [0]
DX: 14 [48*] **Will:** 4 [0] **Move:** 10 [15]
IQ: 4 [-120] **Per:** 14 [50]
HT: 14 [80] **FP:** 14 [0] **SM:** 0

Dodge: 13

Parry: n/a

DR: 2

Bite (16): 1d+1 cut.

Foreleg Claw (16): 1d+1 cut.

Kick (14): 1d+1 cut.

Spines: 1d-2 imp.

Advantages: Absolute Direction [5]; Acute Hearing 2 [4]; Acute Taste/Smell 3 [6]; Claws (Sharp Claws) [5]; Combat Reflexes [15]; DR 2 (Tough Skin, -40%) [6]; Discriminatory Smell [15]; Enhanced Dodge +2 [30]; Enhanced Move 1-1/2 (Ground Move 30) [30]; Fit [5]; Flexibility [5]; High Pain Threshold [10]; Regeneration (Regular) [25]; Short Spines [1]; Teeth (Sharp Teeth) [1]; Ultrahearing [5]; Unaging [15]; Universal Digestion [5].

Perks: Fur [1].

Disadvantages: Chummy [-5]; Dread (Holy Symbols) [-10]; Fragile (Unnatural) [-50]; Frightens Animals [-10]; Impulsiveness (6) [-20]; Lifebane [-10]; Light Sleeper [-5]; Odious Racial Habit (Eats Enemies) [-15]; Quadruped [-35]; Supernatural Feature (No Body Heat) [-5]; Vulnerability to Silver (Damage Multiplier ×4) [-20]; Weakness to Holy Water (1d per minute) [-10]; Wild Animal [-30].

Skills: Brawling (E) DX+2 [4] - 16.

Class: Extraplanar.

Imp

Imps are small, winged demons who delight in tempting and corrupting mortals to commit evil acts. Some wizards use them as familiars, but even these have their own agendas which may or may not coincide with the wizard's. Most stand about 18 inches tall, not counting the tail which can be as long as they are, and weigh about one and a half to two pounds. All imps have leathery wings that come off their shoulder blades.

As a rule, imps are craven creatures, fleeing instead of fighting whenever threatened. They can, if cornered, cast a wide array of magics as well as breathe fire. Their hands and feet end in sharp claws, they have sharp teeth, and their tails end in a sharp barb which secretes an inflammatory poison.

Despite all this, where an imp reveals its demonic nature most is in its social skills. All imps delight in tempting mortals to commit more and more acts of evil, always justifying the mortals' actions to them with phrases as, "do to them what they would do to you," or "if you don't, they'll never respect you again." Imps even convincingly tell the mortals they tempt that the acts the imps are urging are not evil, just determined or dictated by circumstances.

Imp familiar: Energy Reserve 6 (Drains Familiar, -50%)

ST: 3 [-70] **HP:** 3 [0] **Speed:** 6.50 [0]
DX: 14 [80] **Will:** 13 [0] **Ground Move:** 2 [-20]
IQ: 13 [60] **Per:** 13 [0] **Air Move:** 13 [0]
HT: 12 [20] **FP:** 12 [0] **SM:** -4

Dodge: 10 **Parry:** 11 **DR:** 0

Bite (14): 1d-6 cut.

Fire Breath (14): 2d burn (1 yd).

Kick (12): 1d-5 cut.

Punch (14): 1d-6 cut.

Tail (14): 1d-4 pi, follow-up poison 2d tox (Resist HT-5).

Languages: Infernal (Native) (Native Language) [0]; One Mortal

Language of Choice (Native) [6].

Advantages: Burning Attack (Fire Breath) 2d (Cone: 1 yd, +60%; Increased 1/2D Range (×5), +10%; Reduced Range (×1/10), -30%; Elemental: Heat/Fire, -10%; Magical, -10%) [12]; Catfall [10]; Claws (Sharp Claws) [5]; Combat Reflexes [15]; Doesn't Eat or Drink [10]; Doesn't Sleep [20]; Empathy [15]; Flight (Winged, -25%) [30]; Magery 3 [35]; Regeneration (Slow: 1 HP/12 hrs) (Magical, -10%) [9]; Regrowth (Magical, -10%) [36]; Short Spines [1]; Striker (Piercing; Tail) [5]; Talker 4 [20]; Teeth (Sharp Teeth) [1]; Temperature Tolerance (Heat) 2 [2]; Toxic Attack 2d (Follow-Up: Striker, +0%; Resistible (HT-5), -5%; Magical, -10%) [7]; Unaging [15].

Disadvantages: Callous [-5]; Cowardice (6) [-20]; Dependency (Mana) [-25]; Dread (Cannot Enter Consecrated Ground) [-10]; Fragile (Unnatural) [-50]; Greed (9) [-22]; Selfish (9) [-7]; Semi-Upright [-5]; Vulnerability to Silver (Damage Multiplier ×4) [-20]; Weakness to Holy Water (1d per minute) [-10].

Quirks: Delights in Tempting Mortals to Evil [-1].

Skills: Aerobatics (H) DX-1 [2] – 13; Body Language (Human) (A) Per+1 [4] – 14; Brawling (E) DX+0 [1] – 14; Current Events/TL4 (Headline News) (E) IQ+1 [2] – 14; Detect Lies (H) Per+7 [4] – 20*†; Diplomacy (H) IQ+4 [4] – 17†; Fast-Talk (A) IQ+5 [4] – 18†; Flight (A) HT+0 [2] – 12; Hidden Lore (Demon) (A) IQ-1 [1] – 12; Innate Attack (Breath) (E) DX+0 [1] – 14; Lip Reading (A) IQ+1 [4] – 14; Observation (A) Per+1 [4] – 14; Occultism (A) IQ-1 [1] – 12; Psychology (H) IQ+4 [4] – 17†; Shadowing (A) IQ+0 [2] – 13; Stealth (A) DX+0 [2] – 14; Thaumatology (VH) IQ+2 [4] – 15‡.

Spells:

Class: Extraplanar.

Incubus/Succubus

Incubi and succubae are demons who delight in seducing mortals. They are actually the same type of demon, with the terms "incubus" and "succubus" indicating whether the demon is male or female. The demon is capable of transforming into a human(oid) of the same gender, but will always reflect their demonic form. Their demonic form has large, leathery wings, striking red skin, sharp claws on their hands, cloven hooves for feet, and ram-like horns coming from their foreheads.

When they exist in the mortal realm – either because they were summoned or because they're slumming it looking for the demonic version of "a good time" – incubi and succubae must subsist on the life force of a mortal. While they need to do so in order to heal damage taken daily by being in the mortal realm, most of them enjoy the "taste" – not to mention watching the chaos that occurs when it's revealed there's an incubus or succubus prowling the town.

ST: 20 [100] **HP:** 20 [0] **Speed:** 6.50 [0]
DX: 12 [40] **Will:** 16 [15] **Ground Move:** 6 [0]
IQ: 13 [60] **Per:** 14 [5] **Air Move:** 13 [0]
HT: 14 [40] **FP:** 20 [18] **SM:** 0

Dodge: 9 **Parry:** 10 **DR:** 1

Bite (14): 2d cut.
Horns (14): 2d+3 cr.
Kick (12): 2d+3 cr.
Punch/Claw Swipe (14): 2d cut.

Languages: Infernal (Native) [0]; One Mortal Language of Choice (Native) [6].

Advantages: Affliction 5 (Will-4; Based on Will (Target Roll), +20%; Incapacitation: Ecstasy, +100%; Link, +10%; Melee Attack: Cannot Parry, -5%; Melee Attack: Reach C, -30%) [98]; Alternate Form (pick one humanoid form) (Cosmetic, -50%) [8]; Appearance (Very Beautiful) [16]; Claws (Hooves) [3]; Claws (Sharp Claws) [5]; Damage Resistance 1 (Tough Skin, -40%) [3]; Doesn't Eat or Drink [10]; Empathy [15]; Flight (Winged, -25%) [30]; High Pain Threshold [10]; Leech 3 (Link, +10%) [37]; Mind Control (Accessibility: Opposite Gender Only, -20%; Emotion Control, -50%; Link, +10%) [20]; Parabolic Hearing 1 [4]; See Invisible [15]; Smooth Operator 3 [45]; Social Chameleon [5]; Striker (Crushing; Horns) [5]; Teeth (Sharp Teeth [1]; Unaging [15]; Very Fit [15]; Voice [10].

Perks: Extreme Sexual Dimorphism [1]; Honest Face [1]; Perfume [1]; Sexy Pose [1].

Disadvantages: Callous [-5]; Dependency (Mana; Constantly) [-20]; Draining (Life Force, Common; Illegal) [-10]; Dread (Holy Symbols) [-10]; Fragile (Unnatural) [-50]; Frightens Animals [-10]; Jealousy [-10]; Selfish (9) [-7]; Supernatural Features (Always Reflects Demonic Form) [-10]; Vulnerability to Silver (Damage Multiplier ×4) [-20]; Weakness to Holy Water (1d/minute) [-20].

Skills: Acting (A) IQ+3 [2] – 16*; Body Language (A) Per+0 [2] – 14; Brawling (E) DX+2 [4] – 14; Carousing (E) HT+3 [1] – 17*; Erotic Art (A) DX+3 [12] – 15; Fast-Talk (A) IQ+4 [1] – 17*†; Sex Appeal (A) HT+11 [1] – 25*†‡; Wrestling (A) DX+1 [4] – 13.

Class: Extraplanar.

Kalinah

Kalinahs are demons who appear as a six-armed female humanoid from the waist up, and a snake from the waist down. The humanoid portion of their bodies appear as about three to four feet long, with tails reaching twelve feet long; normally, they "stand" in such a manner that they appear to be human-sized. The average kalinah, when manifesting on Ranoc, weighs around 3,500 pounds.

Kalinahs like to mix combat and magic, using a weapon in each of their six arms and their long tail to constrict their bodies around their victims while using the tips of their tails to direct their magic, though they are not bound by casting through their tails. They are cunning, casually cruel, and sadistic. Should a mage summon one and fail to properly bind it, a kalinah will "play along" long enough to lull the mage into a false sense of security before turning the tables on him.

ST: **HP:** **Speed:**
DX: **Will:** **Move:**
IQ: **Per:**
HT: **FP:** **SM:**

Dodge: **Parry:** **DR:**

Bite ():
Punch ():
Kick ():

Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Features:
Class: Extraplanar.

Lillend

Lillends are angels who appear as beautiful women (occasionally men) with brightly-colored feathered wings and a serpentine tail in the same colors instead of legs. When manifesting on Ranoc, they commonly stretch 20 feet, and weigh 3,800 pounds. They do not need sustenance the way humans do; food and drink mean little to them, except as flavors to enjoy. Both when in flight and when on the ground, they can use their powerful tails to slam and constrict their opponents.

Lillends are famous for their love of the arts and of natural wilderness.

ST: 31 [168*] **HP:** 31 [0] **Speed:** 6.25 [0]
DX: 13 [60] **Will:** 15 [10] **Ground Move:** 6 [0]
IQ: 13 [60] **Per:** 13 [0] **Air Move:** 12 [0]
HT: 12 [20] **FP:** 12 [0] **SM:** +2

Dodge: 10 **Parry:** DR: 5/15

Bite (15): 3d+3 cr.

Punch (15): 3d+3 cr.

Tail Slap (15): 3d+7 cr.

Advantages: Appearance (Transcendent) [20]; Charisma 2 [10]; Combat Reflexes [15]; Constriction Attack [15]; Damage Resistance 5 (Flexible, -20%) [20]; Damage Resistance 10 (Flexible, -20%; Limited: Fire/Heat, -40%) [20]; Dark Vision [25]; Doesn't Breathe [20]; Doesn't Eat or Drink [10]; Double-Jointed [15]; Flight (Winged, -25%) [30]; High Pain Threshold [10]; Patron (Deity) (Frequency: 6 or less, x1/2; Minimal Intervention, -50%) [8]; Power Investiture 3 [30]; Regeneration (Regular: 3HP/hr) [25]; Regrowth [40]; Striker (Crushing; Tail) [5]; Unaging [15]; Voice [10].

Perks: Scales [1].

Disadvantages: Charitable (12) [-15]; Dependency (Mana; Constantly) [-25]; Duty (to Deity) (15) [-15]; No Legs (Slithers) [0]; Pacifism (Cannot Harm Innocents) [-10]; Vulnerability to Darkmetal (Rare; Wounding Modifier ×4) [-20]; Vulnerability to Orichalcum (Rare; Wounding Modifier ×2) [-10].

Quirks: Holds a Grudge for a Long Time [-1]; Likes the Arts [-1]; Prefers Unspoiled Wilderness Areas [-1].

Skills: Aerobatics (H) DX-1 [2] – 12; Artist (one of choice) (H) IQ+1 [8] – 14; Brawling (E) DX+2 [4] – 15; Captivate (H) Will+0 [4] – 15; Persuade (H) Will+0 [4] – 15; Suggest (H) Will+0 [4] – 15; Musical Instrument (one of choice) (H) IQ+1 [8] – 14; Poetry (A) IQ+1 [4] – 14; Public Speaking (A) IQ+3 [1] – 16†‡; Shortsword (A) DX+1 [4] – 14; Singing (E) HT+4 [4] – 16‡; Theology (H) IQ-1 [2] – 12.

Spells#: Analyze Magic (H) IQ+2 [2] – 15; Apportation (H) IQ+2 [2] – 15; Beast Speech (H) IQ+2 [2] – 15; Charm (H) IQ+2 [2] – 15; Complex Illusion (H) IQ+2 [2] – 15; Conussion (H) IQ+2 [2] – 15; Darkness (H) IQ+2 [2] – 15; Detect Magic (H) IQ+2 [2] – 15; Invisibility (H) IQ+2 [2] – 15; Light (H) IQ+2 [2] – 15; Minor Healing (H) IQ+2 [2] – 15; Plant Speech (H) IQ+2 [2] – 15; Silver Tongue (H) IQ+2 [2] – 15; Total Paralysis (H) IQ+2 [2] – 15.

Class: Extraplanar.

Rakshasa

Rakshasas are tiger-headed humanoid demons whose hands appear to be attached backwards; their palms are on the outside of the hands, rather than the inside. They are often described as handsome or beautiful, and are normally rather charming.

Rakshasas are patient and cunning, possessing incredible magical potential. They rarely engage in combat directly, preferring to use their magic to manipulate others. When they do engage in combat, however, they are no slouches in the art, but fight only until they can escape.

ST: 20 [100] **HP:** 20 [0] **Speed:** 7.00 [0]
DX: 14 [80] **Will:** 16 [10] **Move:** 7 [0]
IQ: 14 [80] **Per:** 16 [10]
HT: 14 [40] **FP:** 18 [12] **SM:** 0

Dodge: 11 **Parry:** DR:

Bite ():

Punch ():

Kick ():

Languages: Infernal (Native) (Native Language) [0]; One Mortal Language of Choice (Native) [6].

Advantages: Magery 4 [45];

Perks: Fur [1].

Disadvantages: Dependency (Mana; Constantly) [-25]; Fragile (Unnatural) [-50]; Vulnerability to Silver (Damage Multiplier ×4) [-20]; Weakness to Holy Water (1d/minute) [-20].

Quirks:

Skills:

Spells:

Features:

Class: Extraplanar.

Simurgh

ST: **HP:** **Speed:**
DX: **Will:** **Move:**
IQ: **Per:**
HT: **FP:** **SM:**

Dodge: **Parry:** **DR:**

Bite ():

Punch ():

Kick ():

Advantages:

Perks:

Disadvantages:

Quirks:

Skills:

Features:

Class: Extraplanar.

Valkyrie

Valkyries are warrior angels who travel between the planes on celestial pegasi. They are invariably female, and unlike other angels, do not have wings. Legends speak of the valkyries as choosers of the slain for the gods of battle, flying over battlefields and scouting for those who are to go to the war gods' armies in the after-world.

When encountered, valkyries are typically armed with spears or longswords, a round medium shield, and a heavy mail hauberk, all of which are magically enchanted.

ST: **HP:** **Speed:**
DX: **Will:** **Move:**
IQ: **Per:**
HT: **FP:** **SM:**

Dodge: **Parry:** **DR:**

Bite ():
Punch ():
Kick ():

Languages: Celestial (Native) (Native Language); One Mortal

Language of Choice (Native).
Advantages: Appearance (Transcendent); High Pain Threshold; Patron (Deity) (Frequency: 6 or less, x1/2; Minimal Intervention, -50%); Power Investiture 3; Regeneration (Regular: 3HP/hr);
Perks:
Disadvantages: Dependency (Mana; Constantly); Duty (to Deity) (15); Vulnerability to Darkmetal (Rare; Wounding Modifier ×4); Vulnerability to Orichalcum (Rare; Wounding Modifier ×2).
Quirks:
Skills:
Features:
Class: Extraplanar.

Constructs

The creatures listed below are all artificial creations, usually given a modicum of self-awareness via magic through binding a minor spirit to it. Some mages, however, have come up with an alternative method which is commonly implemented on the clockwork models. These wizards use what they call a "control box", a small cube consisting of dozens of smaller pieces supporting hundreds of interlocking spells, to allow their constructs to operate without the "necromantic shortcut" used on the more traditional golems.

Constructs described as being "golems" are shaped or sometimes carved from a material that is homogeneous, such as clay, iron, bronze, or wood, while constructs described as "clockworks" are commonly made from smaller parts, with an internal skeleton covered with metal (commonly steel or brass) in duplication of a living creature's physiology.

Bingmaiyong

Better known in the west as the famous "terracotta soldiers", bingmaiyong are crafted from clay, glazed, and fired in a kiln before being enchanted as golems. No two soldiers are exactly alike, each one is a near-perfect representation of a distinct person.

Foot Soldier

Representations of men and vulptens wearing mountain scale armor, foot soldier bingmaiyong are commonly armed with spears and shields, though more than a few are known to wield halberds and pudaos. Most carry long knives as sidearms.

ST: **HP:** **Speed:**
DX: **Will:** **Move:**
IQ: **Per:**
HT: **FP:** **SM:**

Dodge: **Parry:** **DR:**
Block:

Bite ():
Claw ():
Kick ():

Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Features:
Class: Construct.

Construct Lenses

Not every construct of the same type is created equal. Many are built for a specific purpose beyond those described in their entries.

Archer (+37 points): This style of construct replaces one of the hands with a bow. Add +2 to DX [40], One Hand [-15], Bow (A) DX+2 [8], and Fast-Draw (Arrow) (E) DX+2 [4].

Shield Guardian (+60 points): This is a construct built specifically as a bodyguard and combatant. This is typically reserved for constructs built with a humanoid frame. Add +2 to DX [40]; Shield (E) DX+2 [4]; two of Broadsword, Shortsword, or Two-Handed Sword, all (A) DX+1 [4], *or* Flail or Two-Handed Flail, both (H) DX+0 [4]; one of Boxing (A) DX+2 [8] *or* Karate (H) DX+1 [8]; and one of Sumo Wrestling or Wrestling, both (A) DX+2 [8], *or* Judo (H) DX+1 [8].

Archer

Similar to the foot soldiers, archer bingmaiyong are built with bows or crossbows in one of their hands.

ST: **HP:** **Speed:**
DX: **Will:** **Move:**
IQ: **Per:**
HT: **FP:** **SM:**

Dodge: **Parry:** **DR:**

Bite ():
Claw ():
Kick ():

Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Features:
Class: Construct.

Horseman

Horsemen bingmaiyong appear as men or vulpten astride a separate terra-cotta horses, but the man and horse are one golem.

ST: **HP:** **Speed:**
DX: **Will:** **Move:**
IQ: **Per:**
HT: **FP:** **SM:**

Dodge: **Parry:** **DR:**

Bite ():
Claw ():
Kick ():

Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Features:
Class: Construct.

Clay Golem

This is the basic golem, formed from a single lump of clay into a humanoid frame, partially baked in a kiln, and given the semblance of life via magic.

ST: **HP:** **Speed:**
DX: **Will:** **Move:**
IQ: **Per:**
HT: **FP:** **SM:**

Dodge: **Parry:** **DR:**

Bite ():
Claw ():
Kick ():

Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Features:
Class: Construct.

Clockroach

ST: **HP:** **Speed:**
DX: **Will:** **Move:**
IQ: **Per:**
HT: **FP:** **SM:**

Dodge: **Parry:** **DR:**

Bite ():
Claw ():
Kick ():

Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Features:
Class: Construct.

Clockwork Dragon

A true engineering masterpiece, this is a dragon made of metal! The clockwork dragon debuted several years ago in the Gor Ansar city of Tal Ador as part of an arena spectacle. The wizards and sorcerers who came up with these have claimed to have transplanted the minds and spirits of actual dragons into the golems in order to make them more like their draconic cousins.

This claim may actually be true, as several clockwork dragons escaped captivity and exhibited draconic behavior; most of those that escaped fled into the mountains. One has reportedly even begun building a hoard of gold.

ST: **HP:** **Speed:**
DX: **Will:** **Move:**
IQ: **Per:**
HT: **FP:** **SM:**

Dodge: **Parry:** **DR:**

Bite ():
Claw ():
Kick ():

Advantages: Claws (Long Talons); Flight (Cannot Hover, -15%; Winged, -25%); Machine; Striker (Crushing, Tail); Teeth (Fangs);
Perks:
Disadvantages: Ham-Fisted 2 [-10]; Horizontal [-10];
Quirks:
Skills:
Features:
Class: Construct.

Clockwork Golem

This is a golem built along a humanoid frame and given mobility through its clockwork internals rather than formed from solid metal like its iron golem cousin.

ST: **HP:** **Speed:**
DX: **Will:** **Move:**
IQ: **Per:**
HT: **FP:** **SM:**

Dodge: **Parry:** **DR:**

Bite ():
Claw ():
Kick ():

Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Features:
Class: Construct.

Clockwork Hawk

ST: **HP:** **Speed:**
DX: **Will:** **Move:**
IQ: **Per:**

HT: **FP:** **SM:**

Dodge: **Parry:** **DR:**

Bite ():

Claw ():

Kick ():

Advantages:

Perks:

Disadvantages:

Quirks:

Skills:

Features:

Class: Construct.

Clockwork Python

ST: **HP:** **Speed:**

DX: **Will:** **Move:**

IQ: **Per:**

HT: **FP:** **SM:**

Dodge: **Parry:** **DR:**

Bite ():

Claw ():

Kick ():

Advantages:

Perks:

Disadvantages:

Quirks:

Skills:

Features:

Class: Construct.

Clockwork Tiger

One of the newer golems to come out of Rinkasae, this is a large feline clockwork, similar in many respects to the tigers of the Rochladastacht plains. In a stroke of irony, these clockworks are often granted a greater degree of independence than other such golems; they can be trained to follow commands, but most are used by wizards and various organizations as guard "animals". Most have a rather feline personality.

ST: 20 [50*†] **HP:** 20 [0] **Speed:** 7.00 [20]

DX: 13 [36†] **Will:** 10 [20] **Move:** 12 [25]

IQ: 6 [-80] **Per:** 12 [30]

HT: 11 [10] **FP:** 0 [0] **SM:** +1

Dodge: 10 **Parry:** n/a **DR:** 10

Bite (14): 2d-2 cut

Fore Claw (14): 2d-2 cut

Kick (12): 2d-1 cut

Advantages: Acute Hearing 3 [6]; Acute Taste and Smell 3 [6]; Catfall [10]; Claws (Sharp Claws) [5]; Combat Reflexes [15]; Damage Resistance 10 (Flexible, -10%) [40]; Doesn't Breathe [20]; Doesn't Eat or Drink [10]; Doesn't Sleep [20]; Flexibility [5];

Machine [25]; Teeth (Sharp Teeth) [1]; Ultrahearing [5]; Unfazeable [15].

Disadvantages: Compulsive Pouncing (12) [-10]; Dependency (Mana; Very Common, Constantly) [-25]; Domestic Animal [-30]; Quadruped [-35];

Skills: Brawling (E) DX+1 [2] – 14; Climbing (A) DX+2 [1] – 15‡; Stealth (A) DX-1 [1] – 12; Tracking (A) Per+0 [2] – 12.

Features: Born Biter 2; Ordinary Tail [0].

Class: Construct.

Homunculus

ST: **HP:** **Speed:**

DX: **Will:** **Move:**

IQ: **Per:**

HT: **FP:** **SM:**

Dodge: **Parry:** **DR:**

Bite ():

Claw ():

Kick ():

Advantages:

Perks:

Disadvantages:

Quirks:

Skills:

Features:

Class: Construct.

Iron Golem

ST: **HP:** **Speed:**

DX: **Will:** **Move:**

IQ: **Per:**

HT: **FP:** **SM:**

Dodge: **Parry:** **DR:**

Bite ():

Claw ():

Kick ():

Advantages:

Perks:

Disadvantages:

Quirks:

Skills:

Features:

Class: Construct.

Mechanobeetle

ST: **HP:** **Speed:**

DX: **Will:** **Move:**

IQ: **Per:**

HT: **FP:** **SM:**

Dodge: **Parry:** **DR:**

Bite ():
Claw ():
Kick ():

Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Features:
Class: Construct.

Mechanospider

A mechanospider is a common magical clockwork device usually found as either a 'pet' or guard 'animal' in the Teyoth region. About the size of a dog, the mechanospider is powered by a coilspring that has to be wound by use of a key every day.

As its name implies, a mechanospider has eight legs, four on each side of a wide body, with a set of pincers where its "mouth" would normally be. The inside is a mixture of clockwork mechanisms which move the legs, head, and pincers.

ST: **HP:** **Speed:**
DX: **Will:** **Move:**
IQ: **Per:**
HT: **FP:** **SM:**

Dodge: **Parry:** **DR:**

Bite ():
Claw ():
Kick ():

Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Features:
Class: Construct.

Riu Shi

Bronze and steel golems designed to appear as lions, riu shi are used as guardians of royal palaces and other important buildings in the Gehong region.

ST: **HP:** **Speed:**
DX: **Will:** **Move:**
IQ: **Per:**
HT: **FP:** **SM:**

Dodge: **Parry:** **DR:**

Bite ():
Claw ():
Kick ():

Advantages:
Perks:

Disadvantages:
Quirks:
Skills:
Features:
Class: Construct.

Scarecrow

ST: **HP:** **Speed:**
DX: **Will:** **Move:**
IQ: **Per:**
HT: **FP:** **SM:**

Dodge: **Parry:** **DR:**

Bite ():
Claw ():
Kick ():

Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Features:
Class: Construct.

Stone Golem

ST: **HP:** **Speed:**
DX: **Will:** **Move:**
IQ: **Per:**
HT: **FP:** **SM:**

Dodge: **Parry:** **DR:**

Bite ():
Claw ():
Kick ():

Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Features:
Class: Construct.

Wax Golem

ST: **HP:** **Speed:**
DX: **Will:** **Move:**
IQ: **Per:**
HT: **FP:** **SM:**

Dodge: **Parry:** **DR:**

Bite ():
Claw ():
Kick ():

Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Features:
Class: Construct.

Wood Golem

ST: **HP:** **Speed:**
DX: **Will:** **Move:**
IQ: **Per:**

HT: **FP:** **SM:**

Dodge: **Parry:** **DR:**

Bite (0):
Claw (0):
Kick (0):

Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Features:
Class: Construct.

Dragons

Firedrake

Firedrakes are what most people think of when they think of dragons. They are large, majestic creatures, highly intelligent, with large wingspans, sharp claws on all four legs, and a scorching fire breath.

Firedrakes are hatched from clutches of five to ten eggs. These eggs are large, five feet tall and three feet wide at the widest. The eggs' colors often indicate what color the hatchling's scales are going to be, although this is not always the case. Common colors are blue, green, brown, bronze, red, and gold, although white, silver, and more exotic colors are occasionally encountered. There is no difference between dragons of different colors.

Firedrakes are highly intelligent. Most hatch from their eggs with a full knowledge of their racial history and able to speak, read, and write Draconic and whatever the local language is.

Not all dragons are firedrakes. Dragons that breathe corrosive acid, ice, lightning, and poison gas exist, sharing many of the same stats.

Hatchling

This is a newly-hatched firedrake, with little knowledge about the world around them. These dragons are roughly man-sized, not counting their tail, which can be as long as they are, with a 12 to 15 foot wingspan, and weigh about 150 to 200 pounds.

Hatchlings are notorious for getting into trouble, and for believing themselves strong enough to get them out of it.

ST: 14 [40] **HP:** 14 [0] **Speed:** 5.50 [0]
DX: 9 [-20] **Will:** 10 [0] **Ground Move:** 4 [-5]
IQ: 10 [0] **Per:** 12 [10] **Air Move:** 11 [0]
HT: 13 [30] **FP:** 13 [0] **SM:** 0

Dodge: 8 **Parry:** 8 **DR:** 2

Bite (11): 1d imp.
Fire Breath (9): 2d burn (2 yd cone).
Foreclaw (11): 1d+1 cut/imp.
Kick (9): 1d+1 cut/imp.
Tail (11): 1d+2 cr.

Advantages: Burning Attack 2d (Cone, 2 yards, +70%; Increased 1/2D Range $\times 10$, +15%; Reduced Range $\times 1/5$, -20%; Selectivity (Cone), +10%; Takes Extra Time 1, -10%) [17]; Damage Resistance 2 [10]; Discriminatory Smell [15]; Dragon [63];

Extended Lifespan 5 ($\times 32$) [10]; Magery 0 [5]; Nictitating Membrane 1 [1]; Night Vision 1 [1]; Parabolic Hearing 1 [4]; Telescopic Vision 1 [5]; Temperature Tolerance 1 [1].

Disadvantages: Code of Honor (Personal) [-5]; Curious (9) [-7]; Greed (9) [-22]; Impulsiveness (9) [-15]; Overconfidence (9) [-7]; Vulnerability to Darkmetal (Damage Multiplier $\times 2$) [-10]; Xenophilia (9) [-15].

Skills: Aerobatics (H) DX-2 [1] - 7; Brawling (E) DX+2 [4] - 11; Dropping (A) DX-1 [1] - 8; Flight (A) HT-1 [1] - 12; Innate Attack (Breath) (E) DX+0 [1] - 9; Survival (Mountain) (A) Per-1 [1] - 11.

Class: Dragon.

Lenses:

Acid Drake (+16 points): Replace the Burning Attack with Corrosion Attack 2d (Cone, 2 yards, +70%; Increased 1/2D Range $\times 10$, +15%; Reduced Range $\times 1/5$, -20%; Selectivity (Cone), +10%; Takes Extra Time 1, -10%) [33].

Ice Drake (+31 points): Replace the Burning Attack with the following: Binding 7 (Engulfing, +60%; Link, +10%; Reduced Range $\times 1/5$, -20%) [21]; Fatigue Attack 2d (Damage Modifier: Freezing Hazard, +20%; Jet, +0%; Jet: Increased 1/2D Range $\times 2$, +5%; Jet: Increased Range $\times 2$, +10%; Link, +10%; Takes Extra Time 1, -10%) [27].

Lightning Drake (-6 points): Replace the Burning Attack with Burning Attack 2d (Damage Modifier: Surge, +20%; Increased 1/2D Range $\times 10$, +15%; Reduced Range $\times 1/5$, -20%; Takes Extra Time 1, -10%) [11].

Poison Drake (+1 point): Replace the Burning Attack with Toxic Attack 2d (Blood Agent, +100%; Cone, 2 yards, +70%; Cyclic (1 minute interval; 2 cycles), +40%; Dissipation, -50%; Increased 1/2D Range $\times 10$, +15%; Reduced Range $\times 1/5$, -20%; Resistable (HT-2), -20%; Takes Extra Time 1, -10%) [18].

Young

Young dragons are dragons who have lived about 20 years, and have matured slightly. They are still overconfident and curious, but their fleeting experience while growing has tempered these traits somewhat. These dragons are slightly larger, being about 9 feet in length from snout to hip with an 18 to 20 foot wingspan. They generally weigh about 650 pounds.

At this age, a dragon may agree to be the mount for a rider, but he's still not strong enough to carry a human-sized rider in full plate comfortably for any period of time.

ST: 17 [63*] **HP:** 17 [0] **Speed:** 6.50 [0]

Draconic Meta-Traits

Dragons of all ages have features in common, which can be lumped together in one trait. Those who can assume dragon forms may use this meta-trait as the basis for their Alternate Form.

Wyverns are slightly different from dragons, having a tail which can do impaling damage in addition to crushing. Their meta-trait is also listed below.

Dragon

63 points

Claws (Long Talons) [11]; Flight (Cannot Hover, -15%; Winged, -25%) [24]; Ham-Fisted 2 [-10]; Horizontal [-10]; Regeneration (Regular: 1 HP/hr) [25]; Scales [1]; Striker (Crushing, Tail) [5]; Teeth (Fangs) [2]; Ultrahearing [5]; Vibration Sense [10], and the Feature Oviparous (aka Egg-Layer) [0].

Wyvern

67 points

Claws (Long Talons) [11]; Flight (Cannot Hover, -15%; Winged, -25%) [24]; Ham-Fisted 2 [-10]; Horizontal [-10]; Regeneration (Regular: 1 HP/hr) [25]; Scales [1]; Striker (Crushing, Tail) (Alternative Attack, $\times 1/5$) [1]; Striker (Impaling, Tail) [8]; Teeth (Fangs) [2]; Ultrahearing [5]; Vibration Sense [10], and the Feature Oviparous (aka Egg-Layer) [0].

DX: 11 [20] **Will:** 11 [0] **Ground Move:** 5 [-5]
IQ: 11 [20] **Per:** 13 [10] **Air Move:** 13 [0]
HT: 15 [50] **FP:** 15 [0] **SM:** +1

Dodge: 9 **Parry:** 9 **DR:** 3

Bite (13): 1d+2 imp.

Fire Breath (12): 3d burn (3 yd cone).

Foreclaw (13): 1d+3 cut/imp.

Kick (11): 1d+3 cut/imp.

Tail (13): 1d+4 cr.

Advantages: Burning Attack 3d (Cone, 3 yards, +80%; Increased 1/2D Range $\times 10$, +15%; Reduced Range $\times 1/2$, -10%; Selectivity (Cone), +10%; Takes Extra Time 1, -10%) [28]; Damage Resistance 3 [15]; Discriminatory Smell [15]; Dragon [63]; Extended Lifespan 5 ($\times 32$) [10]; Magery 0 [5]; Nictitating Membrane 1 [1]; Night Vision 2 [2]; Parabolic Hearing 2 [8]; Telescopic Vision 2 [10]; Temperature Tolerance 2 [2].

Disadvantages: Code of Honor (Personal) [-5]; Curious (12) [-5]; Greed (9) [-22]; Impulsiveness (12) [-10]; Overconfidence (12) [-5]; Vulnerability to Darkmetal (Damage Multiplier $\times 2$) [-10]; Xenophilia (12) [-10].

Skills: Aerobatics (H) DX-1 [2] – 10; Brawling (E) DX+2 [4] – 13; Dropping (A) DX+0 [2] – 11; Flight (A) HT+0 [2] – 15; Innate Attack (Breath) (E) DX+1 [2] – 12; Survival (Mountain) (A) Per+0 [2] – 13.

Class: Dragon.

Lenses:

Acid Drake (+28 points): Replace the Burning Attack with Corrosion Attack 3d (Cone, 3 yards, +80%; Increased 1/2D Range $\times 10$, +15%; Reduced Range $\times 1/2$, -10%; Selectivity (Cone), +10%; Takes Extra Time 1, -10%) [56].

Ice Drake (+52 points): Replace the Burning Attack with the following: Binding 10 (Engulfing, +60%; Link, +10%; Reduced Range $\times 1/2$, -10%) [32]; Fatigue Attack 3d (Damage Modifier: Freezing Hazard, +20%; Jet, +0%; Jet: Increased Range $\times 2$, +10%; Jet: Increased 1/2D Range $\times 2$, +5%; Link, +10%; Takes Extra

Time 1, -10%) [50].

Lightning Drake (-10 points): Replace the Burning Attack with Burning Attack 3d (Damage Modifier: Surge, +20%; Increased 1/2D Range $\times 10$, +15%; Reduced Range $\times 1/2$, -10%; Takes Extra Time 1, -10%) [18].

Poison Drake (+7 points): Replace the Burning Attack with Toxic Attack 3d (Blood Agent, +100%; Cone, 3 yards, +80%; Cyclic (1 minute interval; 3 cycles), +80%; Dissipation, -50%; Increased 1/2D Range $\times 10$, +15%; Reduced Range $\times 1/2$, -10%; Resistable (HT-3), -15%; Takes Extra Time 1, -10%) [35].

Adolescent

Adolescent dragons have lived 100 years, and have enough experience with the world to further temper their curiosity and impulsive natures. They average 12 feet long with a 25 foot wingspan, weighing around 1,100 pounds.

Many dragons of this age are strong and powerful enough to bear human-sized riders in plate armor, should they wish to. Many of the dragons in the South Ford Aerial Cavalry are adolescents or young adult dragons.

ST: 21 [88*] **HP:** 21 [0] **Speed:** 6.75 [0]
DX: 12 [40] **Will:** 12 [0] **Ground Move:** 6 [0]
IQ: 12 [40] **Per:** 14 [10] **Air Move:** 13 [0]
HT: 15 [50] **FP:** 15 [0] **SM:** +2

Dodge: 9 **Parry:** 10 **DR:** 4

Bite (14): 2d+1 imp.

Fire Breath (14): 4d burn (4 yd cone).

Foreclaw (14): 2d+3 cut/imp.

Kick (12): 2d+2 cut/imp.

Tail (14): 2d+4 cr.

Advantages: Burning Attack 4d (Cone, 4 yards, +90%; Increased 1/2D Range $\times 10$, +15%; Reduced Range $\times 1/2$, -10%; Selectivity (Cone), +10%; Takes Extra Time 1, -10%) [39]; Damage Resistance 4 [20]; Discriminatory Smell [15]; Dragon [63]; Extended Lifespan 5 ($\times 32$) [10]; Magery 0 [5]; Nictitating Membrane 1 [1]; Night Vision 3 [3]; Parabolic Hearing 3 [12]; Telescopic Vision 3 [15]; Temperature Tolerance 3 [3].

Disadvantages: Code of Honor (Personal) [-5]; Curious (15) [-2]; Greed (9) [-22]; Impulsiveness (15) [-5]; Overconfidence (15) [-2]; Vulnerability to Darkmetal (Damage Multiplier $\times 2$) [-10]; Xenophilia (15) [-5].

Skills: Aerobatics (H) DX+0 [4] – 12; Brawling (E) DX+2 [4] – 14; Dropping (A) DX+1 [4] – 13; Flight (A) HT+1 [4] – 16; Innate Attack (Breath) (E) DX+2 [4] – 14; Survival (Mountain) (A) Per+1 [4] – 15.

Class: Dragon.

Lenses:

Acid Drake (+39 points): Replace the Burning Attack with Corrosion Attack 4d (Cone, 4 yards, +90%; Increased 1/2D Range $\times 10$, +15%; Reduced Range $\times 1/2$, -10%; Selectivity (Cone), +10%; Takes Extra Time 1, -10%) [78].

Ice Drake (+72 points): Replace the Burning Attack with the following: Binding 14 (Engulfing, +60%; Link, +10%; Reduced Range $\times 1/2$, -10%) [45]; Fatigue Attack 4d (Damage Modifier: Freezing Hazard, +20%; Jet, +0%; Jet: Increased Range $\times 2$, +10%; Jet: Increased 1/2D Range $\times 2$, +5%; Link, +10%; Takes Extra Time 1, -10%) [66].

Lightning Drake (-16 points): Replace the Burning Attack with Burning Attack 4d (Damage Modifier: Surge, +20%; Increased 1/2D Range $\times 10$, +15%; Reduced Range $\times 1/2$, -10%; Takes Extra

Time 1, -10%) [23].

Poison Drake (+17 points): Replace the Burning Attack with Toxic Attack 4d (Blood Agent, +100%; Cone, 4 yards, +90%; Cyclic (1 minute interval; 4 cycles), +120%; Dissipation, -50%; Increased 1/2D Range $\times 10$, +15%; Reduced Range $\times 1/2$, -10%; Resistable (HT-4), -10%; Takes Extra Time 1, -10%) [56].

Young Adult

Young adults have lived about 250 years. At this point, they are no longer curious and impulsive, and have started creating their treasure hordes. These dragons are about fifteen feet long from snout to hip, with a 30 foot or more wingspan, weighing in at around 1,500 pounds.

ST: 23 [104*] **HP:** 23 [0] **Speed:** 7.00 [0]
DX: 13 [60] **Will:** 13 [0] **Ground Move:** 7 [0]
IQ: 13 [60] **Per:** 15 [10] **Air Move:** 14 [0]
HT: 15 [50] **FP:** 15 [0] **SM:** +2

Dodge: 10 **Parry:** 11 **DR:** 5

Bite (16): 2d+2 imp.

Fire Breath (16): 5d burn (5 yd cone).

Foreclaw (16): 2d+4 cut/imp.

Kick (14): 2d+3 cut/imp.

Tail (16): 2d+5 cr.

Advantages: Burning Attack 5d (Cone, 5 yds, +100%; Increased 1/2D Range $\times 10$, +15%; Reduced Range $\times 1/2$, -10%; Selectivity (Cone), +10%; Takes Extra Time 1, -10%) [52]; Damage Resistance 5 [25]; Discriminatory Smell [15]; Dragon [63]; Extended Lifespan 5 ($\times 32$) [10]; Magery 0 [5]; Nictitating Membrane 1 [1]; Night Vision 4 [4]; Parabolic Hearing 4 [16]; Telescopic Vision 4 [20]; Temperature Tolerance 4 [4].

Disadvantages: Code of Honor (Personal) [-5]; Greed (9) [-22]; Miserliness (15) [-5]; Vulnerability to Darkmetal (Damage Multiplier $\times 2$) [-10].

Skills: Aerobatics (H) DX+1 [8] – 14; Brawling (E) DX+3 [8] – 16; Dropping (A) DX+1 [8] – 15; Flight (A) HT+2 [8] – 17; Innate Attack (Breath) (E) DX+3 [8] – 16; Survival (Mountain) (A) Per+2 [8] – 17.

Class: Dragon.

Lenses:

Acid Drake (+51 points): Replace the Burning Attack with Corrosion Attack 5d (Cone, 5 yards, +100%; Increased 1/2D Range $\times 10$, +15%; Reduced Range $\times 1/2$, -10%; Selectivity (Cone), +10%; Takes Extra Time 1, -10%) [103].

Ice Drake (+89 points): Replace the Burning Attack with the following: Binding 18 (Engulfing, +60%; Link, +10%; Reduced Range $\times 1/2$, -10%) [58]; Fatigue Attack 5d (Damage Modifier: Freezing Hazard, +20%; Jet, +0%; Jet: Increased Range $\times 2$, +10%; Jet: Increased 1/2D Range $\times 2$, +5%; Link, +10%; Takes Extra Time 1, -10%) [83].

Lightning Drake (-23 points): Replace the Burning Attack with Burning Attack 5d (Damage Modifier: Surge, +20%; Increased 1/2D Range $\times 10$, +15%; Reduced Range $\times 1/2$, -10%; Takes Extra Time 1, -10%) [29].

Poison Drake (+28 points): Replace the Burning Attack with Toxic Attack 5d (Blood Agent, +100%; Cone, 5 yards, +100%; Cyclic (1 minute interval; 5 cycles), +160%; Dissipation, -50%; Increased 1/2D Range $\times 10$, +15%; Reduced Range $\times 1/5$, -20%; Resistable (HT-5), -5%; Takes Extra Time 1, -10%) [80].

Adult

Adult dragonss have lived about 500 years, and are considered fully mature among dragonkind. These dragons are about eighteen feet long from snout to hip, with a wingspan of around 36 to 40 feet, and weighing a ton.

At this point, the dragon starts to withdraw from the world. Most adult dragons retreat into the mountainous regions, content to build their hoards and not taking an interest in the matters of others unless otherwise bothered.

ST: 25 [105*] **HP:** 25 [0] **Speed:** 7.25 [0]
DX: 14 [80] **Will:** 14 [0] **Ground Move:** 7 [0]
IQ: 14 [80] **Per:** 16 [10] **Air Move:** 14 [0]
HT: 15 [50] **FP:** 15 [0] **SM:** +3

Dodge: 10 **Parry:** 12 **DR:** 6

Bite (18): 2d+3 imp.

Fire Breath (18): 6d burn (6 yd cone).

Foreclaw (18): 2d+5 cut/imp.

Kick (16): 2d+4 cut/imp.

Tail (18): 2d+6 cr.

Advantages: Burning Attack 6d (Cone, 6 yds, +110%; Increased 1/2D Range $\times 10$, +15%; Reduced Range $\times 1/2$, -10%; Selectivity (Cone), +10%; Takes Extra Time 1, -10%) [65]; Damage Resistance 6 [30]; Discriminatory Smell [15]; Dragon [63]; Extended Lifespan 5 ($\times 32$) [10]; Magery 0 [5]; Nictitating Membrane 1 [1]; Night Vision 5 [5]; Parabolic Hearing 5 [20]; Telescopic Vision 5 [25]; Temperature Tolerance 5 [5].

Disadvantages: Bad Temper (15) [-5]; Code of Honor (Personal) [-5]; Greed (9) [-22]; Incurious (15) [-2]; Loner (15) [-2]; Miserliness (12) [-10]; Vulnerability to Darkmetal (Damage Multiplier $\times 2$) [-10].

Skills: Aerobatics (H) DX+2 [12] – 16; Brawling (E) DX+4 [12] – 18; Dropping (A) DX+3 [12] – 17; Flight (A) HT+3 [12] – 18; Innate Attack (Breath) (E) DX+4 [12] – 18; Survival (Mountain) (A) Per+3 [12] – 19.

Class: Dragon.

Lenses:

Acid Drake (+64 points): Replace the Burning Attack with Corrosion Attack 6d (Cone, 6 yards, +110%; Increased 1/2D Range $\times 10$, +15%; Reduced Range $\times 1/2$, -10%; Selectivity (Cone), +10%; Takes Extra Time 1, -10%) [129].

Ice Drake (+102 points): Replace the Burning Attack with the following: Binding 21 (Engulfing, +60%; Link, +10%; Reduced Range $\times 1/2$, -10%) [68]; Fatigue Attack 6d (Damage Modifier: Freezing Hazard, +20%; Jet, +0%; Jet: Increased Range $\times 2$, +10%; Jet: Increased 1/2D Range $\times 2$, +5%; Link, +10%; Takes Extra Time 1, -10%) [99].

Lightning Drake (-30 points): Replace the Burning Attack with Burning Attack 6d (Damage Modifier: Surge, +20%; Increased 1/2D Range $\times 10$, +15%; Reduced Range $\times 1/2$, -10%; Takes Extra Time 1, -10%) [35].

Poison Drake (+45 points): Replace the Burning Attack with Toxic Attack 6d (Blood Agent, +100%; Cone, 6 yards, +110%; Cyclic (1 minute interval; 6 cycles), +200%; Dissipation, -50%; Increased 1/2D Range $\times 10$, +15%; Reduced Range $\times 1/5$, -20%; Takes Extra Time 1, -10%) [110].

Old

These are dragons that have progressed to around 1,000 years old, and are becoming tired and ornery as a result of the changes in the world around them. Dragons of this age average 21 feet from snout to hip, with an equally long tail, and weigh around 2,700 lbs.

ST: 28 [126*] **HP:** 28 [0] **Speed:** 7.25 [0]
DX: 14 [80] **Will:** 15 [0] **Ground Move:** 7 [0]
IQ: 15 [100] **Per:** 17 [10] **Air Move:** 14 [0]
HT: 15 [50] **FP:** 15 [0] **SM:** +3

Dodge: 10 **Parry:** 12 **DR:** 7

Bite (19): 3d+1 imp.
Fire Breath (19): 7d burn (7 yd cone).
Foreclaw (19): 3d+4 cut/imp.
Kick (17): 3d+2 cut/imp.
Tail (19): 3d+5 cr.

Advantages: Burning Attack 7d (Cone, 7 yds, +120%; Increased 1/2D Range $\times 10$, +15%; Reduced Range $\times 1/2$, -10%; Selectivity (Cone), +10%; Takes Extra Time 1, -10%) [79]; Damage Resistance 7 [35]; Discriminatory Smell [15]; Dragon [63]; Extended Lifespan 5 ($\times 32$) [10]; Magery 0 [5]; Nictitating Membrane 1 [1]; Night Vision 6 [6]; Parabolic Hearing 6 [24]; Telescopic Vision 6 [30]; Temperature Tolerance 6 [6].

Disadvantages: Bad Temper (12) [-10]; Code of Honor (Personal) [-5]; Greed (9) [-22]; Incurious (12) [-5]; Loner (12) [-5]; Miserliness (9) [-15]; Vulnerability to Darkmetal (Damage Multiplier $\times 2$) [-10].

Skills: Aerobatics (H) DX+3 [16] – 17; Brawling (E) DX+5 [16] – 19; Dropping (A) DX+4 [16] – 18; Flight (A) HT+4 [16] – 19; Innate Attack (Breath) (E) DX+5 [16] – 19; Survival (Mountain) (A) Per+4 [16] – 21.

Class: Dragon.

Lenses:

Acid Drake (+79 points): Replace the Burning Attack with Corrosion Attack 7d (Cone, 7 yards, +120%; Increased 1/2D Range $\times 10$, +15%; Reduced Range $\times 1/2$, -10%; Selectivity (Cone), +10%; Takes Extra Time 1, -10%) [158].

Ice Drake (+117 points): Replace the Burning Attack with the following: Binding 25 (Engulfing, +60%; Link, +10%; Reduced Range $\times 1/2$, -10%) [80]; Fatigue Attack 7d (Damage Modifier: Freezing Hazard, +20%; Jet, +0%; Jet: Increased Range $\times 2$, +10%; Jet: Increased 1/2D Range $\times 2$, +5%; Link, +10%; Takes Extra Time 1, -10%) [116].

Lightning Drake (-38 points): Replace the Burning Attack with Burning Attack 7d (Damage Modifier: Surge, +20%; Increased 1/2D Range $\times 10$, +15%; Reduced Range $\times 1/2$, -10%; Takes Extra Time 1, -10%) [41].

Poison Drake (+63 points): Replace the Burning Attack with Toxic Attack 7d (Blood Agent, +100%; Cone, 7 yards, +120%; Cyclic (1 minute interval; 7 cycles), +240%; Dissipation, -50%; Increased 1/2D Range $\times 10$, +15%; Reduced Range $\times 1/5$, -20%; Takes Extra Time 1, -10%) [142].

Ancient

Ancient dragons are those rare dragons who have survived for at least two millennia. At this point, the dragon has in fact stopped aging, spending weeks and months, if not years, in a slumber on top of the treasure horde it has accumulated in between brief periods of activity. These dragons average around 24 feet in length from snout to hip, with a 50 foot wingspan, weighing around two tons.

Scholars estimate that there are only less than fifty dragons of this age in the entire world.

ST: 32 [132*] **HP:** 32 [0] **Speed:** 7.25 [0]
DX: 14 [80] **Will:** 16 [0] **Ground Move:** 7 [0]

IQ: 16 [120] **Per:** 18 [10] **Air Move:** 14 [0]
HT: 15 [50] **FP:** 15 [0] **SM:** +4

Dodge: 10 **Parry:** 13 **DR:** 8

Bite (20): 3d+3 imp.
Fire Breath (20): 8d burn (8 yd cone).
Foreclaw (20): 3d+6 cut/imp.
Kick (18): 3d+4 cut/imp.
Tail (20): 3d+7 cr.

Advantages: Burning Attack 8d (Cone, 8 yds, +130%; Increased 1/2D Range $\times 10$, +15%; Reduced Range $\times 1/2$, -10%; Selectivity (Cone), +10%; Takes Extra Time 1, -10%) [94]; Damage Resistance 8 [40]; Discriminatory Smell [15]; Dragon [63]; Magery 0 [5]; Nictitating Membrane 1 [1]; Night Vision 7 [7]; Parabolic Hearing 7 [28]; Telescopic Vision 7 [35]; Temperature Tolerance 7 [7]; Unaging [15].

Disadvantages: Bad Temper (9) [-15]; Code of Honor (Personal) [-5]; Greed (9) [-22]; Incurious (9) [-7]; Loner (9) [-7]; Miserliness (6) [-20]; Sleepy (Asleep 3/4 of the Time) [-20]; Vulnerability to Darkmetal (Damage Multiplier $\times 2$) [-10].

Skills: Aerobatics (H) DX+4 [20] – 18; Brawling (E) DX+6 [20] – 20; Dropping (A) DX+5 [20] – 19; Flight (A) HT+5 [20] – 20; Innate Attack (Breath) (E) DX+6 [20] – 20; Survival (Mountain) (A) Per+5 [20] – 23.

Class: Dragon.

Lenses:

Acid Drake (+94 points): Replace the Burning Attack with Corrosion Attack 8d (Cone, 8 yards, +130%; Increased 1/2D Range $\times 10$, +15%; Reduced Range $\times 1/2$, -10%; Selectivity (Cone), +10%; Takes Extra Time 1, -10%) [188].

Ice Drake (+128 points): Replace the Burning Attack with the following: Binding 28 (Engulfing, +60%; Link, +10%; Reduced Range $\times 1/2$, -10%) [90]; Fatigue Attack 8d (Damage Modifier: Freezing Hazard, +20%; Jet, +0%; Jet: Increased Range $\times 2$, +10%; Jet: Increased 1/2D Range $\times 2$, +5%; Link, +10%; Takes Extra Time 1, -10%) [132].

Lightning Drake (-48 points): Replace the Burning Attack with Burning Attack 8d (Damage Modifier: Surge, +20%; Increased 1/2D Range $\times 10$, +15%; Reduced Range $\times 1/2$, -10%; Takes Extra Time 1, -10%) [46].

Poison Drake (+84 points): Replace the Burning Attack with Toxic Attack 8d (Blood Agent, +100%; Cone, 8 yards, +130%; Cyclic (1 minute interval; 8 cycles), +280%; Dissipation, -50%; Increased 1/2D Range $\times 10$, +15%; Reduced Range $\times 1/5$, -20%; Takes Extra Time 1, -10%) [178].

Lung (Gehong Dragon)

Kioh-Lung (Young Dragon)

ST: **HP:** **Speed:**
DX: **Will:** **Move:**
IQ: **Per:**
HT: **FP:** **SM:**

Dodge: **Parry:** **DR:**

Bite ():
Claw ():
Kick ():

Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Features:
Class: Dragon.

Li Ying Lung (Earth Dragon)

ST: **HP:** **Speed:**
DX: **Will:** **Move:**
IQ: **Per:**
HT: **FP:** **SM:**

Dodge: **Parry:** **DR:**

Bite ():
Claw ():
Kick ():

Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Features:
Class: Dragon.

P'an Ying Lung (Cloud Dragon)

ST: **HP:** **Speed:**
DX: **Will:** **Move:**
IQ: **Per:**
HT: **FP:** **SM:**

Dodge: **Parry:** **DR:**

Bite ():
Claw ():
Kick ():

Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Features:
Class: Dragon.

Shen Ying Lung (River Dragon)

ST: **HP:** **Speed:**
DX: **Will:** **Move:**
IQ: **Per:**
HT: **FP:** **SM:**

Dodge: **Parry:** **DR:**

Bite ():
Claw ():
Kick ():

Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Features:
Class: Dragon.

Yi Lung Wang (Sea Dragon)

ST: **HP:** **Speed:**
DX: **Will:** **Move:**
IQ: **Per:**
HT: **FP:** **SM:**

Dodge: **Parry:** **DR:**

Bite ():
Claw ():
Kick ():

Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Features:
Class: Dragon.

Petty Drake

Petty drakes, also known in some circles as "shoulder dragons", are small creatures that resemble miniature firedrakes, about three feet long from snout to tail tip when fully grown, with half of that length being tail. They have playful personalities when around their masters and people they know, and tend to be likened to housecats in temperament, switching between demanding attention and ignoring it in favor of something interesting that catches their eye. Some wizards use them as familiars.

Like their larger cousins, not all petty drakes are fire breathers. Petty drakes that breathe corrosive acid, ice, lightning, and poison exist, sharing many of the same stats. Also like their larger cousins, the color of their scales can vary wildly even between siblings.

Petty drake familiar: Energy Reserve 7 (Drains Familiar, -50%)

ST: 4 [-60] **HP:** 4 [0] **Speed:** 6.50 [0]
DX: 12 [40] **Will:** 10 [25] **Ground Move:** 6 [0]
IQ: 5 [-100] **Per:** 12 [35] **Air Move:** 13 [0]
HT: 14 [40] **FP:** 14 [0] **SM:** -4

Dodge: 9 **Parry:** 9 **DR:** 0

Bite (12): 1d-6 imp.
Fire Breath (12): 1d burn.
Foreclaw (12): 1d-5 cut/imp.
Kick (10): 1d-5 cut/imp.
Tail (12): 1d-4 cr.

Advantages: Burning Attack 1d (Increased 1/2D Range ×2, +5%; Reduced Range ×1/10, -30%; Takes Extra Time 1, -10%) [4]; Catfall [10]; Dragon [63]; Flexibility [5].

Disadvantages: Bad Temper (12) [-10]; Selfish (6) [-10]; Stubbornness [-5]; Wealth (Dead Broke) [-25]; Wild Animal [-30].
Skills: Aerobatics (H) DX-2 [1] – 10; Brawling (E) DX+0 [1] – 12; Flight (A) HT-1 [1] – 13; Innate Attack (Breath) (E) DX+0 [1] – 12; Survival (Mountain, Prairie, Swamplands, or Woodlands) (A) Per-1 [1] – 11.

Class: Dragon.

Lenses:

Acid Breath (-3 points): Replace the Burning Attack with Corrosion Attack 1d (Increased 1/2D Range ×2, +5%; Reduced Range ×1/10, -30%; Takes Extra Time 1, -10%) [7];

Cold Breath (+21 points): Replace the Burning Attack with the following: Binding 4 (Engulfing, +60%; Link, +10%; Reduced Range ×1/2, -10%) [13]; Fatigue Attack 1d (Damage Modifier: Freezing Hazard, +20%; Jet, +0%; Reduced 1/2D Range ×1/2, -5%; Link, +10%; Takes Extra Time 1, -10%) [12].

Lightning Breath (+1 point): Replace the Burning Attack with Burning Attack 1d (Damage Modifier: Surge, +20%; Increased 1/2D Range ×2, +5%; Reduced Range ×1/10, -30%; Takes Extra Time 1, -10%) [5].

Poison Breath (+4 points): Replace the Burning Attack with Toxic Attack 1d (Blood Agent, +100%; Cone, 1 yard, +60%; Cyclic (1 minute interval, 2 cycles), +40%; Dissipation, -50%; Increased 1/2D Range ×10, +15%; Reduced Range ×1/10, -30%; Resistable (HT-1), -25%; Takes Extra Time 1, -10%) [8].

Sea Serpent

ST: **HP:** **Speed:**
DX: **Will:** **Move:**
IQ: **Per:**
HT: **FP:** **SM:**

Dodge: **Parry:** **DR:**

Bite ():
Claw ():
Kick ():

Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Features:
Class: Dragon.

Wyvern

Unlike the firedrakes, wyverns do not possess forelegs; instead, they have sharp claws halfway up their wings, much like bats do. In addition, they possess a nasty spike on the end of their tail, which they can use to impale their foes.

Wyverns are smaller and not as intelligent as their firedrake cousins. Complicating matters is that wyverns tend to lack the sense of honor most firedrakes have, and will not hesitate to break their word. Fortunately, they are even more vulnerable to darkmetal weapons than firedrakes, and lack an innate talent for magic.

Hatchling

Wyvern hatchlings are around three feet long, with an equally long tail, with wingspans of 6 to 7 feet.

ST: 10 [0] **HP:** 12 [0] **Speed:** 5.50 [0]
DX: 9 [-20] **Will:** 8 [0] **Ground Move:** 4 [-5]
IQ: 8 [-20] **Per:** 10 [10] **Air Move:** 11 [0]
HT: 13 [30] **FP:** 13 [0] **SM:** -2

Dodge: 8 **Parry:** 8 **DR:** 2

Bite (11): imp.
Fire Breath (9): 1d burn (1 yd cone).
Foreclaw (11): cut/imp.
Kick (9): cut/imp.
Tail Slap (11): cr.
Tail Stab (11): imp.

Advantages: Burning Attack 1d (Cone, 2 yards, +60%; Increased 1/2D Range ×10, +15%; Reduced Range ×1/5, -20%; Selectivity (Cone), +10%; Takes Extra Time 1, -10%) [8]; Damage Resistance 1 [5]; Discriminatory Smell [15]; Extended Lifespan 5 (×32) [10]; Nictitating Membrane 1 [1]; Night Vision 1 [1]; Parabolic Hearing 1 [4]; Telescopic Vision 1 [5]; Temperature Tolerance 1 [1]; Wyvern [67].

Disadvantages: Curious (9) [-7]; Greed (9) [-22]; Impulsiveness (9) [-15]; Overconfidence (9) [-7]; Vulnerability to Darkmetal (Damage Multiplier ×3) [-15]; Xenophilia (9) [-15].

Skills: Aerobatics (H) DX-2 [1] – 7; Brawling (E) DX+2 [4] – 11; Dropping (A) DX-1 [1] – 8; Flight (A) HT-1 [1] – 12; Innate Attack (Breath) (E) DX+0 [1] – 9; Survival (Mountain) (A) Per-1 [1] – 9.

Class: Dragon.

Young

ST: **HP:** **Speed:**
DX: **Will:** **Move:**
IQ: **Per:**
HT: **FP:** **SM:**

Dodge: **Parry:** **DR:**

Bite ():
Claw ():
Kick ():

Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Features:
Class: Dragon.

Adolescent

ST: **HP:** **Speed:**
DX: **Will:** **Move:**
IQ: **Per:**
HT: **FP:** **SM:**

Dodge: **Parry:** **DR:**

Bite ():
Claw ():
Kick ():

Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Features:
Class: Dragon.

Young Adult

ST: **HP:** **Speed:**
DX: **Will:** **Move:**
IQ: **Per:**
HT: **FP:** **SM:**

Dodge: **Parry:** **DR:**

Bite ():
Claw ():
Kick ():

Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Features:
Class: Dragon.

Adult

ST: **HP:** **Speed:**
DX: **Will:** **Move:**
IQ: **Per:**
HT: **FP:** **SM:**

Dodge: **Parry:** **DR:**

Bite ():
Claw ():
Kick ():

Advantages:
Perks:

Disadvantages:
Quirks:
Skills:
Features:
Class: Dragon.

Old

ST: **HP:** **Speed:**
DX: **Will:** **Move:**
IQ: **Per:**
HT: **FP:** **SM:**

Dodge: **Parry:** **DR:**

Bite ():
Claw ():
Kick ():

Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Features:
Class: Dragon.

Ancient

ST: **HP:** **Speed:**
DX: **Will:** **Move:**
IQ: **Per:**
HT: **FP:** **SM:**

Dodge: **Parry:** **DR:**

Bite ():
Claw ():
Kick ():

Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Features:
Class: Dragon.

Elementals

What are described below are the physical forms taken by the elemental spirits when summoned via the use of the Summon Elemental ritual. More energy put into the spell summons a more powerful elemental. Usually, this simply means a larger elemental; 1 point of energy is equal to 1 additional point of ST, 5 HP, 2 points of DR, or any 10-point advantage. However, the GM may choose to build a more exotic elemental, adding unusual trait to the following template or working one up from scratch.

When interacting with elementals that have not taken corporeal form, use the Spirit meta-trait along with the IQ, Will, and Per scores of the appropriate elemental.

Acid Elemental

ST: **HP:** **Speed:**
DX: **Will:** **Move:**
IQ: **Per:**
HT: **FP:** **SM:**

Dodge: **Parry:** **DR:**

Bite ():
Punch ():
Kick ():

Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Features:
Class: Elemental.

Air Elemental

Air elementals appear as small cyclones or tornadoes, hovering several inches off the ground.

ST: **HP:** **Speed:**
DX: **Will:** **Move:**
IQ: **Per:**
HT: **FP:** **SM:**

Dodge: **Parry:** **DR:**

Bite ():
Punch ():
Kick ():

Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Features:
Class: Elemental.

Borenar

ST: **HP:** **Speed:**
DX: **Will:** **Move:**
IQ: **Per:**
HT: **FP:** **SM:**

Dodge: **Parry:** **DR:**

Bite ():
Punch ():
Kick ():

Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Features:
Class: Elemental.

Earth Elemental

Earth elementals appear as humanoids made out of dirt or clay.

ST: **HP:** **Speed:**
DX: **Will:** **Move:**

IQ: **Per:**
HT: **FP:** **SM:**

Dodge: **Parry:** **DR:**

Bite ():
Punch ():
Kick ():

Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Features:
Class: Elemental.

Efreeti

ST: **HP:** **Speed:**
DX: **Will:** **Move:**
IQ: **Per:**
HT: **FP:** **SM:**

Dodge: **Parry:** **DR:**

Bite ():
Punch ():
Kick ():

Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Features:
Class: Elemental.

Elemental Imp

ST: **HP:** **Speed:**
DX: **Will:** **Ground Move:**
IQ: **Per:** **Air Move:**
HT: **FP:** **SM:**

Dodge: **Parry:** **DR:**

Bite ():
Punch ():
Kick ():

Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Features:
Class: Elemental.

Lenses:
Air Elemental Imp:
Earth Elemental Imp:

Fire Elemental Imp:
Ice Elemental Imp:
Lava Elemental Imp:
Lightning Elemental Imp:
Metal Elemental Imp:
Mud Elemental Imp:
Slime Elemental Imp:
Water Elemental Imp:
Wood Elemental Imp:

Filizz

points
This elemental appears as a humanoid composed of metal, most commonly iron.

ST: HP: Speed:
DX: Will: Move:
IQ: Per:
HT: FP: SM:

Dodge: Parry: DR:

Bite ():
Punch ():
Kick ():

Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Features:
Class: Elemental.

Firebat

ST: HP: Speed:
DX: Will: Move:
IQ: Per:
HT: FP: SM:

Dodge: Parry: DR:

Bite ():
Punch ():
Kick ():

Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Features:
Class: Elemental.

Fire Elemental

ST: HP: Speed:
DX: Will: Move:
IQ: Per:

HT: FP: SM:

Dodge: Parry: DR:

Bite ():
Punch ():
Kick ():

Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Features:
Class: Elemental.

Ice Elemental

ST: HP: Speed:
DX: Will: Move:
IQ: Per:
HT: FP: SM:

Dodge: Parry: DR:

Bite ():
Punch ():
Kick ():

Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Features:
Class: Elemental.

Lava Elemental

ST: HP: Speed:
DX: Will: Move:
IQ: Per:
HT: FP: SM:

Dodge: Parry: DR:

Bite ():
Punch ():
Kick ():

Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Features:
Class: Elemental.

Lightning Elemental

ST: **HP:** **Speed:**
DX: **Will:** **Move:**
IQ: **Per:**
HT: **FP:** **SM:**

Dodge: **Parry:** **DR:**

Bite ():
Punch ():
Kick ():

Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Features:
Class: Elemental.

Marid

ST: **HP:** **Speed:**
DX: **Will:** **Move:**
IQ: **Per:**
HT: **FP:** **SM:**

Dodge: **Parry:** **DR:**

Bite ():
Punch ():
Kick ():

Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Features:
Class: Elemental.

Metal Elemental

ST: **HP:** **Speed:**
DX: **Will:** **Move:**
IQ: **Per:**
HT: **FP:** **SM:**

Dodge: **Parry:** **DR:**

Bite ():
Punch ():
Kick ():

Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Features:
Class: Elemental.

Mud Elemental

ST: **HP:** **Speed:**
DX: **Will:** **Move:**
IQ: **Per:**
HT: **FP:** **SM:**

Dodge: **Parry:** **DR:**

Bite ():
Punch ():
Kick ():

Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Features:
Class: Elemental.

Shaitan

ST: **HP:** **Speed:**
DX: **Will:** **Move:**
IQ: **Per:**
HT: **FP:** **SM:**

Dodge: **Parry:** **DR:**

Bite ():
Punch ():
Kick ():

Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Features:
Class: Elemental.

Slime Elemental

ST: **HP:** **Speed:**
DX: **Will:** **Move:**
IQ: **Per:**
HT: **FP:** **SM:**

Dodge: **Parry:** **DR:**

Bite ():
Punch ():
Kick ():

Advantages:
Perks:
Disadvantages:
Quirks:
Skills:

Features:
Class: Elemental.

Stone Elemental

ST: **HP:** **Speed:**
DX: **Will:** **Move:**
IQ: **Per:**
HT: **FP:** **SM:**

Dodge: **Parry:** **DR:**

Bite ():
Punch ():
Kick ():

Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Features:
Class: Elemental.

Water Elemental

ST: **HP:** **Speed:**
DX: **Will:** **Move:**
IQ: **Per:**
HT: **FP:** **SM:**

Dodge: **Parry:** **DR:**

Bite ():
Punch ():
Kick ():

Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Features:
Class: Elemental.

Wood Elemental

ST: **HP:** **Speed:**
DX: **Will:** **Move:**
IQ: **Per:**
HT: **FP:** **SM:**

Dodge: **Parry:** **DR:**

Bite ():
Punch ():
Kick ():

Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Features:
Class: Elemental.

Zephyr

ST: **HP:** **Speed:**
DX: **Will:** **Ground Move:**
IQ: **Per:** **Air Move:**
HT: **FP:** **SM:**

Dodge: **Parry:** **DR:**

Bite ():
Punch ():
Kick ():

Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Features:
Class: Elemental.

Faerie Folk

Brownie

Brownies are similar to the faeries listed below, but are wilder and lack wings. They generally stand about three to four inches tall, have dark skin, and often wear clothing made of rodent hides. Most also paint their faces using natural dyes made from various plants.

Unlike other fae, which are strict vegetarians (if they eat at all), brownies are omnivores, hunting squirrels, field mice, and other small game. Some tribes train hawks and owls as mounts.

ST: 1 **HP:** 10 **Speed:** 5.50
DX: 12 **Will:** 10 **Move:** 1
IQ: 10 **Per:** 10
HT: 10 **FP:** 10 **SM:** -8

Dodge: 8 **Parry:** **DR:** 0

Bite ():
Punch ():
Kick ():

Advantages: Regeneration (Normal, 1 HP/hr) [25]; Unaging [15].
Perks:
Disadvantages:
Quirks:
Skills:
Features:
Class: Fae

Franjean: They're too fast. We will have to track them.
Rool: That'll take forever! Besides, even if we catch them, they'll capture us, torture us, cook us, and then finally devour us!
Franjean: Are you suggesting we go home?
Rool: Nah. This is more fun!
 – **Willow**

Dryad

Dryads are spirits that are bound to either individual trees or entire groves of trees. Some scholars believe them to be the living embodiments of the tree's life force.

ST: **HP:** **Speed:**
DX: **Will:** **Move:**
IQ: **Per:**
HT: **FP:** **SM:**

Dodge: **Parry:** **DR:**

Bite ():
Punch ():
Kick ():

Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Features:
Class: Fae.

Faerie

Faeries are what most people think about whenever the topic of fae comes up. They are a carefree people, fair skinned with brilliant shades of hair ranging from platinum blond to flame red. They have large, butterfly-like wings and drift lazily along air currents on a whim.

ST: **HP:** **Speed:**
DX: **Will:** **Ground Move:**
IQ: **Per:** **Air Move:**
HT: **FP:** **SM:**

Dodge: **Parry:** **DR:**

Bite ():
Punch ():
Kick ():

Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Features:
Class: Fae.

Faun/Satyr

Fauns, also known in some circles as satyrs, are forest spirits who

resemble humanoids with the hind legs and horns of a goat.

Fauns have three great passions: good food, good music, and romance; not necessarily in that order. Most fauns are masters of flutes and faun pipes, creating beautiful music which some critics feel lacks the finesse of a human or elf musician but which affects listeners on a more primal level. They are also decent cooks, and have a definite sweet tooth.

Fauns have a not entirely undeserved reputation for lechery; if anything, the females are *more* amorous than the males. A faun will attempt to seduce anyone of any race they find attractive. They are often seen chasing nymphs, dryads, and naiads, but may attach themselves to a trader caravan if they take a fancy to anyone in it. Contrary to popular opinion, a faun will not force him- or herself on anyone, preferring to seduce their would-be partners, usually through their music.

ST: **HP:** **Speed:**
DX: **Will:** **Move:**
IQ: **Per:**
HT: **FP:** **SM:**

Dodge: **Parry:** **DR:**

Bite ():
Punch ():
Kick ():

Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Features:
Class: Fae.

Kelpie

ST: **HP:** **Speed:**
DX: **Will:** **Move:**
IQ: **Per:**
HT: **FP:** **SM:**

Dodge: **Parry:** **DR:**

Bite ():
Punch ():
Kick ():

Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Features:
Class: Fae.

Nymph

Nymphs are spirits that inhabit places of water, be they rivers, lakes, or the larger seas. While the lake spirits are often called naiads, and the sea spirits nereids, the terms simply indicate where those nymphs live.

ST: **HP:** **Speed:**
DX: **Will:** **Move:**
IQ: **Per:**
HT: **FP:** **SM:**

Dodge: **Parry:** **DR:**

Bite ():
Punch ():
Kick ():

Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Features:
Class: Fae.

Pixie

Pixies resemble faeries at first glance. However, pixies have wings resembling those of flies, wasps, or hornets, rather than the larger, more colorful butterfly style wings of their cousins. They fly much faster than their kin, and have a not undeserved reputation for jealousy and bad tempers. They are also known for their flighty natures. It is said that a pixie will betray their best friend in a jealous fit to his worst enemy, and then in remorse turn around and aid him against that same enemy.

ST: 1 [-90] **HP:** 10 [18] **Speed:** 6.50 [0]
DX: 14 [80] **Will:** 10 [0] **Ground Move:** 1 [-25]
IQ: 10 [0] **Per:** 12 [10] **Air Move:** 13/26 [0]
HT: 12 [20] **FP:** 10 [-6] **SM:** -6

Dodge: 9 **Parry:** 10 **DR:** 0

Bite (14): 1d-7 cr
Punch (14): 1d-7 cr
Kick (12): 1d-6 cr
Rapier (14): 1d-5 imp

Advantages: Appearance (Very Beautiful) [16]; Enhanced Move (Air) 1 (Air Move 26) [20]; Flight (Winged, -25%) [30]; Voice [10].
Perks: Penetrating Voice [1].
Disadvantages: Bad Temper (9) [-15]; Impulsiveness (9) [-15]; Jealousy [-10]; Short Attention Span [-10].
Quirks: Selfish [-1].

Skills: Aerobatics (A) DX [2] – 14; Bow (A) DX [2] – 14; Dancing (A) DX [2] – 14; Flight (A) HT [2] – 12; Rapier (A) DX [2] – 14; Singing (A) HT+2 [4] – 16*; Stealth (A) DX+2 [8] – 16.
Class: Fae.

Puca

ST: **HP:** **Speed:**
DX: **Will:** **Move:**
IQ: **Per:**
HT: **FP:** **SM:**

Dodge: **Parry:** **DR:**

Bite ():
Punch ():
Kick ():

Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Features:
Class: Fae.

Sylph

ST: **HP:** **Speed:**
DX: **Will:** **Ground Move:**
IQ: **Per:** **Air Move:**
HT: **FP:** **SM:**

Dodge: **Parry:** **DR:**

Bite ():
Punch ():
Kick ():

Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Features:
Class: Fae.

Lycanthropes

Lycanthropes are creatures that are humanoids cursed – whether through sorcery or infection – to take the forms of beasts or hybrid man-beast forms. While the most infamous are werewolves, other were-beasts exist.

Lycanthropes are treated as racial packages because they can be applied to any other mortal species.

Werebat

Attribute Modifiers:
Secondary Characteristic Modifiers:
Advantages:
Perks:
Disadvantages:
Quirks:
Features:
Skills:
Class: Hybrid.

points

Werebear

Attribute Modifiers:
Secondary Characteristic Modifiers:
Advantages:
Perks:
Disadvantages:
Quirks:
Features:
Skills:
Class: Hybrid.

Wereboar

Attribute Modifiers:
Secondary Characteristic Modifiers:
Advantages:
Perks:
Disadvantages:
Quirks:
Features:
Skills:
Class: Hybrid.

Werecocodile

Attribute Modifiers:
Secondary Characteristic Modifiers:
Advantages:
Perks:
Disadvantages:
Quirks:
Features:
Skills:
Class: Hybrid.

Wererat

Attribute Modifiers:
Secondary Characteristic Modifiers:

points

Advantages:
Perks:
Disadvantages:
Quirks:
Features:
Skills:
Class: Hybrid.

Wereshark

points

Attribute Modifiers:
Secondary Characteristic Modifiers:
Advantages:
Perks:
Disadvantages:
Quirks:
Features:
Skills:
Class: Hybrid.

Weretiger

points

Attribute Modifiers:
Secondary Characteristic Modifiers:
Advantages:
Perks:
Disadvantages:
Quirks:
Features:
Skills:
Class: Hybrid.

Werewolf

points

Attribute Modifiers:
Secondary Characteristic Modifiers:
Advantages:
Perks:
Disadvantages:
Quirks:
Features:
Skills:
Class: Hybrid.

Monsters

Most of the ancient monsters spoken of in ancient tales no longer exist on Ranoc, having been eradicated ages ago by the ancient heroes. A few monsters, however, still roam the lands.

All monsters have various traits that separate them from the animals. First, all monsters have at least one inherently magical trait. Second, nearly every monster is a malevolent creature, with intent to do harm to either a specific mortal or to mortals in general. Third, monsters, with a few exceptions, are intelligent; a good number of monsters are more intelligent than most mortals.

Thankfully, malevolent monsters are few and far between. This is because the ancient heroes have slain most monsters that threatened

the mortal races in the distant past. Still, other monsters exist on the fringes of civilization, and in regions that have not been explored in as much depth, such as the far south of Umoja and most of Gemenohée.

Assassin Vine

Normally found in areas of high or twisted mana, assassin vines are animated plants that appear to be little more than normal vines, but move with swift speed to wrap around people and animals that encounter them, constricting their prey before using the corpses as fertilizer.

Assassin vines are otherwise mindless, operating on instinct.

ST: **HP:** **Speed:**
DX: **Will:** **Move:**
IQ: **Per:**
HT: **FP:** **SM:**

Dodge: **Parry:** **DR:**

Bite ():
Punch ():
Kick ():

Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Features:
Class: Plant.

Basilisk

A basilisk is a poisonous snake which can live almost indefinitely, growing larger with every passing year. The largest have grown to be over 200 feet long; however, most are encountered before they reach 9 feet in length. (The stats below reflect the more common 9 foot long basilisk.) Even so, the primary danger of a basilisk comes not from its poison, which can kill an ogre in minutes, but from its gaze. When a basilisk's gaze connects with another being's, the gaze can kill in an instant; those who make eye contact with a basilisk via a reflective surface do not die, but are petrified. This petrification is permanent unless the subject is treated with an alchemical elixir made specifically from freshly-harvested mandrake roots, among other ingredients.

Basilisks are uncommon on Ophari, although they are occasionally encountered on the Allira'el and Umoja continents.

ST: 17 [35*†] **HP:** 18 [2] **Speed:** 6.00 [0]
DX: 12 [24†] **Will:** 10 [20] **Move:** 6 [0]
IQ: 6 [-80] **Per:** 10 [20]
HT: 12 [20] **FP:** 12 [0] **SM:** +1

Dodge: 9 **Parry:** n/a **DR:** 2

Bite (12): 1d imp, follow-up 3d tox (6 cycles, 10 seconds each; resistable HT-5).

Gaze (12): HT-5 aff.

Advantages: Affliction 6 (HT-5; Heart Attack, +300%; Incapacitation: Paralysis, +150%; Extended Duration: Permanent (can be dispelled), +150%; Malediction: Speed/Range Table, +150%; Accessibility: Must Make Eye Contact, -10%; Sense-Based: Vision, -20%; Switchable (Heart Attack or Incapacitation), +10%) [498]; Damage Resistance 2 (Cannot Wear Armor, -40%; Flexible, -20%) [4]; Extended Lifespan 4 [8]; High Pain Threshold [10]; Teeth (Fangs) [2]; Toxic Attack 3d (Cyclic, 10 seconds, 6 cycles, Resistible, +125%; Follow-Up: Fangs, +0%; Resistible, HT-5, -5%) [27].

Disadvantages: Cold-Blooded (Freeze up below 50°) [-5]; Colorblindness [-10]; Vermiform [-35]; Wild Animal [-30].

Skills: Brawling (E) DX [1] – 12; Innate Attack (Gaze) (E) DX [1] – 12; Wrestling (A) DX [2] – 12.

Class: Reptile.

Catoblepas

A catoblepas is a creature that resembles a small cow with an oversized head, a large mane, and scales instead of fur. It spends most of its time with its head to the ground, rooting for food. It has poor eyesight but sharp hearing. While rooting for food, its mane hangs over its eyes, so it will seldom see approaching people or predators (though it may hear them).

It is diurnal and solitary, though a mated pair may be encountered foraging together. It is seldom found in the open, preferring to feed among reeds and bushes.

While it is not inherently malevolent, catoblepae resent being interrupted and have a unique method of showing their disdain. A catoblepas that can see its target is able to dehydrate it for as long as it concentrates on that target. If there is more than one attacker, the catoblepas will shift its attention between them until the attackers are dead or fleeing.

Not particularly brave, catoblepae will flee rather than stand and fight should it lose more than 25% of its HP.

Catoblepae don't like to be milked, and will attempt to kick or dehydrate anyone attempting the feat. Should someone manage to milk a catoblepas, they'll find the milk is foul tasting but highly nutritious, often turned into cheese or yogurt to last longer. A popular drink in some regions is a beverage made from fermented catoblepas milk, called chaas (or "catoblepas death cheese wine").

Catoblepas are found mainly in temperate to warm swampy and forested areas on the Ophari and Allira'el continents; their existence on the Gemenohoe continent is unconfirmed.

ST: **HP:** **Speed:**
DX: **Will:** **Move:**
IQ: **Per:**
HT: **FP:** **SM:**

Dodge: **Parry:** **DR:**

Bite ():
Punch ():
Kick ():

Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Features:
Class: Mammal.

Chimera

A chimera is a fearsome creature, highly intelligent, with the hindquarters of a large goat, the forequarters of a lion, the wings of a dragon, and three heads: a horned goat's, a dragon's, and a lion's. Which head is in charge is usually dependent on which one is in the center; the arrangement of the heads vary from chimera to chimera.

The dragon head is capable of firing a blast of fire. In addition, the creature will not die unless either the heart is pierced or all three heads are severed. Should one or even two of the heads get severed the chimera will eventually regenerate them.

As said before, chimeras are highly intelligent. If faced with the possibility of defeat, most will attempt to flee, usually flying into the air, preferring to retreat until it can recover from its wounds. An

injured chimera will return to enact vengeance.

Chimeras are rare in the world, being found mainly in the Vast Expanse and the Barrier Mountains, and even then are not normally encountered except as a solitary monster.

ST: 24 [56*†] **HP:** 24 [0] **Speed:** 7.00 [0]
DX: 14 [48†] **Will:** 12 [0] **Ground Move:** 7 [0]
IQ: 12 [40] **Per:** 12 [0] **Air Move:** 14 [0]
HT: 14 [40] **FP:** 14 [0] **SM:** +2

Dodge: 10 **Parry:** n/a **DR:** 2

Bite (14): 2d-2 cut .

Claw (14): 2d-2 cut.

Fire Breath (14): 3d burn (3 yd cone).

Tail Strike (14): 2d+1 imp.

Advantages: Burning Attack 3d (Cone: 3 yd, +80%; Increased Range, x2, +10%; Increased 1/2D Range, x5, +10%) [30]; Claws (Sharp Claws) [5]; Damage Resistance 2 (Flexible, -20%) [8]; Enhanced Tracking 2 [10]; Extra Head 2 [30]; Extra Legs (4 Legs) [5]; Flight (Winged, -25%) [30]; Regeneration (Regular: 1P/Hr) [25]; Regrowth [40]; Striker (Impaling) (Cannot Parry, -40%; Limited Arc, -40%) [2]; Teeth (Sharp Teeth) [1].

Perks: Fur [1].

Disadvantages: Bully (9) [-15]; Callous [-5]; Disturbing Voice [-10]; Horizontal [-10]; Loner (9) [-7]; No Fine Manipulators [-30]; Odious Racial Habit (Eats Sapient) -3 [-15]; Overconfidence (9) [-7]; Sadism (6) [-30]; Social Stigma (Monster) -3 [-15].

Skills: Brawling (E) DX [1] – 14; Innate Attack (Breath) (E) DX [1] – 14.

Class: Hybrid.

Cockatrice

A cockatrice is a bird, as large as a wild turkey, with bat-like wings and a lizard's tail. They are fairly stupid creatures; the main threat from a cockatrice is its ability to paralyze someone with a bite from its beak. This paralysis lasts for several minutes, but is long enough for a flock to descend on someone and eat him alive; successive bites extend the duration of the paralysis. Cockatrices generally live in flocks of 10-20, with 1 male for every 4 females. They are immune to the petrifying bites of their own kind, but can still be petrified via other means (magical spells, a basilisk's reflected gaze, etc).

Cockatrices have been semi-domesticated, being occasionally farmed in various nations on the Ophari continent. They are also known to exist on Allira'el and Gemenoehe.

ST: 5 [-50] **HP:** 5 [0] **Speed:** 5.50 [0]
DX: 11 [12*] **Will:** 10 [35] **Ground Move:** 3 [-10]
IQ: 3 [-140] **Per:** 12 [45] **Air Move:** 11 [0]
HT: 11 [10] **FP:** 11 [0] **SM:** -2

Dodge: 8 **Parry:** n/a **DR:** 0

Bite (11): 1d-5 pi, follow-up HT-5 aff.

Tail (11): 1d-3 cr.

Advantages: Affliction 6 (Petrifying Bite) (HT-5; Follow-Up to Bite, +0%; Paralysis, +150%) [150]; Enhanced Move (Air) 1 (Air Move 22/44 mph) [20]; Flight (Low Ceiling: 10 ft, -20%; Winged, -25%) [22]; Striker (Crushing; Tail) (Cannot Parry, -40%) [3]; Teeth (Sharp Beak) [1].

Disadvantages: Appearance (Ugly) [-8]; Berserk (Battle Rage, +50%) (6) [-30]; Bestial [-10]; Bloodlust (6) [-20]; Cannot Speak [-15]; Gregarious [-10]; No Fine Manipulators [-30]; Social Stigma (Monster) [-15]; Wealth (Dead Broke) [-25].

Class: Hybrid.

Doppelgänger

A doppelgänger is believed to be a spirit, but in reality is a brutal killer. While their origins and exact natures are unknown, their presence and abilities are well-documented. Doppelgängers are able to duplicate the appearance and mannerisms of a person, down to minute scars, birthmarks, and tattoos.

Once a doppelgänger assumes someone's form, it then starts to take over that person's life. The doppelgänger often selects people who have untapped potential; people will assume that the person the doppelgänger is impersonating is finally achieving said potential. However, the doppelgänger is also engaging in a killing spree, leaving hints that will frame the person whose face the creature is wearing. Once that person is captured – the doppelgänger is a master manipulator and will ensure the person it is impersonating is captured and not itself – the doppelgänger moves on to another town and identity, starting the process over again.

Only upon death will the doppelgänger reveal its true visage, which is chalky and pasty with oversized eyes and no nose. However, as the creatures are effectively immortal, cases of a deceased doppelgänger are few and far between.

Doppelgängers are incredibly strong, being three times as strong as an average human. They are also very intelligent, dexterous, and hardy, making them fierce in combat.

As can be expected, Doppelgängers can appear nearly anywhere.

ST: 17 [70] **HP:** 17 [0] **Speed:** 7.00 [0]
DX: 14 [80] **Will:** 17 [10] **Move:** 7 [0]
IQ: 15 [100] **Per:** 17 [10]
HT: 14 [40] **FP:** 14 [0] **SM:** 0

Dodge: 11 **Parry:** 10 **DR:** 0

Bite (14): 1d+1 cr.

Punch (14): 1d+1 cr.

Kick (12): 1d+2 cr.

Advantages: Combat Reflexes [15]; Elastic Skin [20]; Hermaphromorph [5]; High Manual Dexterity 3 [15]; High Pain Threshold [10]; Immunity to Metabolic Hazards [30]; Smooth Operator 3 [45]; Social Chameleon [5]; Subsonic Hearing [5]; Ultrahearing [5]; Unaging [15].

Disadvantages: Bloodlust (9) [-15]; Bully (9) [-15]; Callous [-5]; Compulsive Lying (6) [-30]; Mistaken Identity [-5]; Sadism (9) [-22]; Uncontrollable Appetite (Murder) (9) [-22]; Vulnerability to Iron (Wounding Modifier x4) [-60].

Skills: Acting (A) IQ+10 [28] – 25; Disguise/TL4 (Human) (A) IQ+10 [24] – 25; Fast-Talk (A) IQ+10 [28] – 25; Observation (A) Per+8 [32] – 25; Savoir-Faire (E) IQ+10 [24] – 25; Stealth (A) DX+11 [44] – 25.

Class: Humanoid.

Gargoyle

Gargoyles appear to be humanoids with thick, stony hides, large bat-like wings, and vicious claws. Most are originally mistaken for statuary until they move; gargoyles are able to stay unmoving in one

place for hours on end, waiting patiently. Legend tells that the gargoyles are unable to move during the day because the light of the sun changes them to rock; most people believe this is true until they witness one moving during the day.

No two gargoyles look exactly alike. In fact, most look wildly different. While most gargoyles have wings coming from the shoulder-blades, some have wings that are akin to those of flying squirrels, with the wings stretched between the arms and legs. In all cases, these wings enable the gargoyle to glide, but not actually achieve true flight. All gargoyles possess sharp claws which resemble a bird's talons.

Most known gargoyles inhabit one of the Dead Cities between the nations of Redwater and Auckland, although they can be found in nearly any urban environment or mountainous area, often blending into the stonework.

ST: **HP:** **Speed:**
DX: **Will:** **Move:**
IQ: **Per:**
HT: **FP:** **SM:**

Dodge: **Parry:** **DR:**

Bite ():
Punch ():
Kick ():

Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Features:
Class: Humanoid.

Giant Flytrap

Normally found in areas of high or twisted mana, giant flytraps are carnivorous plants that appear to be giant versions of the lesser flytrap plants. While normal flytraps capture and digest insects in their large mouths, giant flytraps are known to feed on much larger game. Their large trap-like leaves typically remain open until a living being jostles a small spike, which triggers the trap to close, coating its prey with an acidic enzyme. Once the creature is mostly digested, the trap opens, leaving the remains, if any, to fall to the ground.

Giant flytraps are mindless, operating on instinct and unable to distinguish between a living being and a construct or undead.

ST: **HP:** **Speed:**
DX: **Will:** **Move:**
IQ: **Per:**
HT: **FP:** **SM:**

Dodge: **Parry:** **DR:**

Bite ():
Punch ():
Kick ():

Advantages:
Perks:
Disadvantages:
Quirks:
Skills:

Features:
Class: Plant.

Gorgon

A gorgon is a solitary creature that appears at first glance to be an attractive, dark-skinned woman of human, elf, or half-elf stock. A closer inspection, however, reveals the gorgon's monstrous traits. Her skin is scaled, her hands end with elongated fingernails bordering on claws, and she has a nest of snakes on her head instead of hair.

The snakes on a gorgon's head have a poisonous bite, paralyzing their victim, but this is not the source of her strongest power. Should a mortal make eye contact with a gorgon, that person quickly, over the course of a few seconds, turns to immobile stone. This curse can only be reversed by a Stone to Flesh spell or similar sorcery ritual. This curse only works if the gorgon and her victim make direct eye contact; the most reliable safe way of making eye contact with a gorgon is via a reflective surface, such as a metal mirror or polished metal shield.

A few gorgons are masters of disguise, able to hide their monstrous appearance through clever illusions, makeup, and clothing. In addition, there exist a number of enchanted spectacles which enable the gorgon to control her petrifying gaze.

ST: **HP:** **Speed:**
DX: **Will:** **Move:**
IQ: **Per:**
HT: **FP:** **SM:**

Dodge: **Parry:** **DR:**

Bite ():
Punch ():
Kick ():

Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Features:
Class: Humanoid.

Harpy

A harpy is a creature which appears as a female of one of the common races whose legs have been replaced with those of a giant raptor. In addition, harpies have large feathered wings coming from their shoulder-blades, and both their hands and feet are tipped with long talons. They are ferocious, brutal killers with no regard for anything except tormenting others.

Harpies are found throughout the world in mountainous regions.

ST: **HP:** **Speed:**
DX: **Will:** **Move:**
IQ: **Per:**
HT: **FP:** **SM:**

Dodge: **Parry:** **DR:**

Bite ():
Punch ():
Kick ():

Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Features:
Class: Hybrid.

Jinu Zhinzhu

ST: **HP:** **Speed:**
DX: **Will:** **Move:**
IQ: **Per:**
HT: **FP:** **SM:**

Dodge: **Parry:** **DR:**

Bite ():
Punch ():
Kick ():

Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Features:
Class: Hybrid.

Ki-Lin

ST: **HP:** **Speed:**
DX: **Will:** **Move:**
IQ: **Per:**
HT: **FP:** **SM:**

Dodge: **Parry:** **DR:**

Bite ():
Punch ():
Kick ():

Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Features:
Class: Hybrid.

Lamia

This horrible creature appears to be a humanoid female from the waist up, and a snake from the waist down, with a tail reaching nearly nine feet long. Her skin is completely covered with scales, and she lacks external ears.

ST: **HP:** **Speed:**
DX: **Will:** **Move:**
IQ: **Per:**
HT: **FP:** **SM:**

Dodge: **Parry:** **DR:**

Bite ():
Punch ():
Kick ():

Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Features:
Class: Hybrid.

Manticore

This monster appears as a giant lion with a vaguely humanoid head, large leathery wings resembling those of a dragon which permit it flight, and a long tail which ends in a large number of spikes.

ST: **HP:** **Speed:**
DX: **Will:** **Move:**
IQ: **Per:**
HT: **FP:** **SM:**

Dodge: **Parry:** **DR:**

Bite ():
Punch ():
Kick ():

Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Features:
Class: Hybrid.

Naga

Believed to be related to the lamia, above, nagas are serpents with the heads of beautiful women.

ST: **HP:** **Speed:**
DX: **Will:** **Move:**
IQ: **Per:**
HT: **FP:** **SM:**

Dodge: **Parry:** **DR:**

Bite ():
Punch ():
Kick ():

Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Features:
Class: Hybrid.

Peryton

Perytons, also called "demon deer", appear as deer with claws instead of hooves, sharp teeth, and large, leathery wings. Their most unnerving feature, however, is their human-shaped shadow.

ST: **HP:** **Speed:**
DX: **Will:** **Move:**
IQ: **Per:**
HT: **FP:** **SM:**

Dodge: **Parry:** **DR:**

Bite ():
Punch ():
Kick ():

Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Features:
Class: Hybrid.

Phoenix

ST: **HP:** **Speed:**
DX: **Will:** **Ground Move:**
IQ: **Per:** **Air Move:**
HT: **FP:** **SM:**

Dodge: **Parry:** **DR:**

Bite ():
Punch ():
Kick ():

Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Features:
Class: Bird.

Salamander

ST: **HP:** **Speed:**
DX: **Will:** **Move:**
IQ: **Per:**
HT: **FP:** **SM:**

Dodge: **Parry:** **DR:**

Bite ():
Punch ():
Kick ():

Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Features:
Class: Hybrid.

Siren

ST: **HP:** **Speed:**
DX: **Will:** **Move:**
IQ: **Per:**
HT: **FP:** **SM:**

Dodge: **Parry:** **DR:**

Bite ():
Punch ():
Kick ():

Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Features:
Class: Hybrid.

Sphinx

Perhaps the least malevolent of the intelligent monsters, a sphinx is a hybrid creature with the body of a lion, the head and breasts of a woman, and the wings of an eagle.

ST: **HP:** **Speed:**
DX: **Will:** **Ground Move:**
IQ: **Per:** **Air Move:**
HT: **FP:** **SM:**

Dodge: **Parry:** **DR:**

Bite ():
Punch ():
Kick ():

Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Features:
Class: Hybrid.

Undead

Creatures listed here as being "undead" are not alive, but neither are they truly dead. In many cases, these are corpses that have been given the simulation of life. Others are spirits that have survived the death and in some cases total destruction of the physical body, but have not passed on to the afterlife.

Many cultures see the creation of the undead as being an "evil" act. In truth, only certain undead creatures that are possessed of free will and engage in malicious acts can be considered evil, such as the shadow and the vampire (see below). However, in all cases, the undead are affected by spells and rituals that affect "corruption" (see Chapter 5 for details).

Undead are treated as racial packages because they can be applied to the remains of any other mortal creature.

Ghost

Occasionally, the souls of the deceased do not travel to the afterlife promised by the religions... at least, not immediately. If a person dies with unresolved issues, the soul may hang around in spirit form and attempt to resolve them; this soul often takes the form of a ghost.

Some ghosts are able to possess others' bodies. In most cases, those possessed by the ghost will act out some scene important to the ghost; often how the ghost died. This can be fatal to the possessed; those who survive will remember the events clearly, but may have no idea what actually happened. The ghost is trying to change events so that things happen differently, seeking help the only way it knows how.

If a ghost is unable to resolve its issues, it may start to lose its sense of self. If this happens, it may become a poltergeist (see below).

ST: **HP:** **Speed:**
DX: **Will:** **Move:**
IQ: **Per:**
HT: **FP:** **SM:**

Dodge: **Parry:** **DR:**

Bite ():
Punch ():
Kick ():

Advantages: Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; Immunity to Metabolic Hazards; Insubstantiality (Affect Substantial; Usually On); Invisibility (Substantial Only; Usually On); Unaging.

Perks:

Disadvantages: Obsession (Resolve unresolved issues; long-term) (6)

Quirks:

Skills:

Features: Can be Exorcised; Can be turned with True Faith; May devolve into a poltergeist.

Class: Spirit.

Lenses:

Possessing Ghost: Add Possession

Ghoul

-115 points

Ghouls are undead carrion eaters who roam graveyards and battlefields, feeding off the remains of the recently deceased (and sometimes off the living who are too injured to move).

Ghouls are gaunt creatures, with nearly desiccated skin pulled tightly over their bodies, sunken eyes, and stringy hair (if they have hair at all). Their teeth are sharp, designed for pulling raw meat off

bones. They are stronger than they look, able to break bones barehanded.

Attribute Adjustments: ST +5 [50]; IQ -4 [-80].

Advantages: Claws (Blunt Claws) [3]; Damage Resistance 2 [10]; Doesn't Breathe [20]; High Pain Threshold [10]; Immunity to Metabolic Hazards [30]; Injury Tolerance (No Blood; No Vitals; Unliving) [30]; Reduced Consumption 2 [4]; Regeneration (Regular: 1HP/hr) [25]; Teeth (Sharp Teeth) [1]; Temperature Tolerance 10 [10]; Unaging [15].

Disadvantages: Appearance (Ugly) [-8]; Bad Smell [-10]; Bad Temper (9) [-15]; Callous [-5]; Disturbing Voice [-10]; Fragile (Unnatural) [-50]; Gluttony (6) [-10]; Hidebound [-5]; Low Empathy [-20]; No Sense of Humor [-10]; Nocturnal [-20]; Restricted Diet (Brains) [-20]; Social Stigma (Undead) [-20]; Supernatural Feature (No Body Heat; Pallor) [-15]; Weakness (Holy Water) (1d per minute; Rare) [-10]; Wealth (Poor) [-15].

Features: Affected by Pentagram; Sterile.

Class: Undead.

Lich

A lich is a sorcerer, wizard, or priest who has performed a ritual to turn himself into one of the undead. Part of this ritual involves performing a ritual on an item, often but not always a container, which will contain the soul after the body's physical death. This item, called a phylactery, is then put someplace safe and out of the way. Another part of this ritual is the creation of an alchemical elixir which the would-be lich then consumes daily for a year and a day. On that day, the physical body dies.

Following the physical death of the lich, the soul retreats into the phylactery. Once the phylactery is brought within ten feet of a corpse suitable to the lich's tastes, the lich's spirit is able to take control of that corpse. This corpse is often of the same or similar race to the lich's original body, and almost always of the same gender (unless the lich is really not that picky). The lich's spirit inhabits this corpse until it is destroyed. Once the body the lich inhabits is destroyed, the lich's spirit retreats into the phylactery, at which point it must again wait for another suitable corpse to come within range.

The only tried and true way to permanently destroy a lich is to destroy the phylactery. For this reason, most liches tend to keep the phylactery hidden; if they must carry it with them, they make sure it appears as a fairly common object.

What follows below is the spirit form of the lich. When the lich inhabits a corpse, add on the appropriate corporeal undead meta-trait: intact, rotting, skeletal, or mummified.

ST: **HP:** **Speed:**
DX: **Will:** **Move:**
IQ: **Per:**
HT: **FP:** **SM:**

Dodge: **Parry:** **DR:**

Bite ():
Punch ():
Kick ():

Advantages:

Perks:

Disadvantages:

Quirks:

Skills:

Features:
Class: Undead.

Mummy

-107 points

If a desiccated corpse is affected by the Zombie spell (p. M), it becomes a mummy. These undead are generally mindless.

Attribute Modifiers: ST +1 [10].

Secondary Characteristic Modifiers: HP +4 [8].

Advantages: Doesn't Breathe [20]; Doesn't Eat or Drink [10]; Doesn't Sleep [20]; High Pain Threshold [10]; Immunity to Metabolic Hazards [30]; Immunity to Mind Control [30]; Indomitable [15]; Injury Tolerance (No Blood, No Brains, No Vitals, Unliving) [35]; Single-Minded [5]; Temperature Tolerance 10 [10]; Unaging [15]; Unfazeable [15].

Disadvantages: Appearance (Monstrous; Universal, +25%) [-25]; Automaton [-85]; Cannot Learn [-30]; Dependency (Mana; common, constantly) [-50]; Disturbing Voice [-10]; Fragile (Combustible) [-5]; Fragile (Unnatural) [-50]; Reprogrammable [-10]; Social Stigma (Dead) [-20]; Unhealing (Total) [-30]; Wealth (Dead Broke) [-25].

Features: Affected by Control Zombie, Pentagram, and Turn Zombie; No mental skills; Sterile.

Class: Undead.

Poltergeist

Poltergeists are a form of ghost who have been unable to resolve their issues; in many cases, it has forgotten exactly what is keeping it from passing on. In desperation, they resort to thrashing out at the material world. Often, this is pure frustration over its situation; other times, it is a cry for help to those who it feels is able to help (the PCs maybe?). Because of its situation, the poltergeist is unable to communicate directly, and this often scares the people it is seeking help from.

ST: **HP:** **Speed:**
DX: **Will:** **Move:**
IQ: **Per:**
HT: **FP:** **SM:**

Dodge: **Parry:** **DR:**

Bite ():
Punch ():
Kick ():

Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Features:
Class: Spirit.

Shadow

Like the ghost and poltergeist, the shadow is the incorporeal remains of a soul which has survived the death of its physical body. Unlike those two, however, the shadow is not concerned with resolving any issues from its death. Instead, the shadow seeks to

torment those who are still alive.

Shadows are unable to take physical form, appearing primarily as a dark, two-dimensional figure that skirts along walls, floors, and ceilings. It is able to affect objects and people by manipulating the shadows. Bright lights will reveal the creature, but do not affect it; in fact, the shadow likes bright lights because these lights generate more concise shadows for it to play with.

ST: **HP:** **Speed:**
DX: **Will:** **Move:**
IQ: **Per:**
HT: **FP:** **SM:**

Dodge: **Parry:** **DR:**

Bite ():
Punch ():
Kick ():

Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Features:
Class: Undead.

Skeleton

-162 points

If the corpse affected by the Zombie spell has been decayed to just a pile of bones, the result is an animated skeleton. This could be the skeleton of anything, from field mouse to elephant, although the majority of them are humanoid, from halfling to giant.

Because of their relatively weak nature, skeletons are generally found doing menial labor generally reserved to peasants in Iturnum.

Attribute Modifiers: ST -1 [-10]; DX +2 [40]; IQ -2 [-40].
Secondary Characteristic Modifiers: Basic Speed +1 [20].

Advantages: Doesn't Breathe [20]; Doesn't Eat or Drink [10]; Doesn't Sleep [20]; DR 2 [10]; High Pain Threshold [10]; Immunity to Metabolic Hazards [30]; Immunity to Mind Control [30]; Indomitable [15]; Injury Tolerance (No Blood, No Brain, No Eyes, No Vitals, Unliving) [40]; Single-Minded [5]; Temperature Tolerance 10 [10]; Unaging [15]; Unfazeable [15]; Vacuum Support [5].

Disadvantages: Appearance (Monstrous; Universal, +25%) [-25]; Automaton [-85]; Cannot Learn [-30]; Dependency (Mana; common, constantly) [-50]; Fragile (Brittle) [-15]; Fragile (Unnatural) [-50]; Mute [-25]; No Sense of Smell/Taste [-5]; Reprogrammable [-10]; Skinny [-5]; Social Stigma (Dead) [-20]; Unhealing (Total) [-30]; Vulnerability (Crushing Attacks, ×2) [-30]; Wealth (Dead Broke) [-25].

Quirks: Cannot Float; Sexless [-2].

Features: Affected by Control Zombie, Pentagram, and Turn Zombie; No mental skills; Skull has only 2 total DR.

Class: Undead.

Tectonic Spirit

Like the ghost, poltergeist, and the shadow, the tectonic spirit is an incorporeal spirit. Unlike those, however, the origins of the spirit are unknown; it is not believed to be the remains of a mortal soul.

The spirit is able to build a body from practically anything it

encounters, so long as the items are small.

ST: **HP:** **Speed:**
DX: **Will:** **Move:**
IQ: **Per:**
HT: **FP:** **SM:**

Dodge: **Parry:** **DR:**

Bite ():
Punch ():
Kick ():

Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Features:
Class: Spirit.

Vampire

Creatures of legend and superstitious fear, vampires are corporeal undead with sharp pointed fangs who subsist on the blood of the living.

It takes a vampire feeding on the same victim for three consecutive nights to turn the victim into another vampire. During this time, the victim will become nocturnal, being more active during the night and lethargic during the day, avoiding sunlight. On each night, the vampire must share his blood with his intended progeny.

Fledgling Vampire

-62 points

These vampires are recently created vampires, less than a century old. These vampires are still learning the full extent of their abilities, and are the most likely to accidentally kill their prey when feeding. They have not yet learned to control their thirst; many are still coming to terms with their condition.

Fledglings are often under the direct control of the vampire, mature or master, that created them. While all vampires have the ability to create more of their kind, fledglings are usually forbidden from doing so by their creators.

Fledgling vampires have many weaknesses. They cast no reflection, enabling anyone with a mirror to determine their nature. They incinerate in sunlight, recoil in terror when confronted with religious symbols, and are susceptible to damage from touching religious symbols, holy water, fire, wood, and silver. They turn to dust if stabbed through the heart with a silvered weapon or a wooden stake. They are required to sleep during the daylight hours, and cannot be roused for any reason until sunset.

Shapeshifting is beyond the scope of a fledgling vampire, although many of them are able to take the form of a fog or mist even when severely wounded.

Attribute Adjustments: ST +4 (Vampiric, -10%) [36].
Secondary Characteristic Adjustments: Will -2 [-10].
Advantages: Acute Vision 4 [8]; Alternate Form (Body of Air) (Vampiric, -10%) [14]; Catfall (Vampiric, -10%) [9]; Clinging (Vampiric, -10%) [18]; Combat Reflexes [15]; Discriminatory Hearing (Vampiric, -10%) [14]; Discriminatory Smell (Vampiric, -10%) [14]; Discriminatory Taste (Vampiric, -10%) [9]; Doesn't Breathe [20]; Immunity to Metabolic Hazards [30]; Infravision

(Vampiric, -10%) [9]; Injury Tolerance (Unliving) [20]; Mind Control (Puppet, -40%; Vision-Based, -20%; Vampiric, -10%) [15]; Patron (Individual, twice the points; 9 or less) [15]; Regeneration (Fast: 1 HP/min) (Vampiric, -10%) [45]; Regrowth (Vampiric, -10%) [36]; Super Climbing 1 [3]; Super Jump 1 [10]; Temperature Tolerance 10 [10]; Ultrahearing [5]; Unaging [15]; Vampiric Bite (1 HP/sec) [30].

Disadvantages: Bad Temper (12) [-10]; Bloodlust (9) [-15]; Dependency (Blood; Very common; Daily; Illegal) [-30]; Draining (Sunrise; Requires Blood, Common; Illegal) [-10]; Dread (Religious Symbols, Occasional) [-10]; Fragile (Combustible) [-5]; Fragile (Unnatural) [-50]; Frightens Animals [-10]; Infectious Attack [-5]; Lifebane [-10]; Nocturnal [-20]; On The Edge (9) [-22]; Overconfidence (9) [-7]; Revulsion (Garlic) [-10]; Social Stigma (Undead) [-20]; Supernatural Features (No Body Heat; No Reflection; Pallor) [-25]; Uncontrollable Appetite (Blood; 6 or less) [-30]; Vulnerability to Silver (Occasional, ×3 damage) [-30]; Vulnerability to Wood (Common, ×4 damage) [-60]; Weakness to Holy Symbols (1d burn per 30 minutes; Rare) [-3]; Weakness to Holy Water (1d cor per 5 minutes; Occasional) [-10]; Weakness to Sunlight (1d burn per minute; Very Common) [-60].

Features: Affected By True Faith and Pentagram; Normal Vision Centered Around Night Vision 4; Sterile; Turns To Dust When Killed; Will Eventually Become a Mature Vampire.

Class: Undead.

That glory hound [Dracula] has done more damage to vampires than any slayer! His story gets out, and suddenly everybody knows how to kill us!
— Spike, *Buffy the Vampire Slayer* #5.01

Mature Vampire

points

These vampires are those who have survived for more than a century. They are experienced in protecting themselves from mortals who would wish to destroy them. Most mature vampires are able to pass for human when needed.

Mature vampires have some control over their nature. They regain their reflection, enabling them to re-enter society almost undetected. They are able to take the form of a large bat, a wolf, a large owl, or a horde of rats. They are also better able to withstand the presence of religious symbols, although they still take some burning damage from touching them. Silver also no longer has as serious an effect on the vampire, although wooden weapons still do. These vampires also no longer turn to dust when staked. These vampires still incinerate when exposed to sunlight, although they are able to maintain a "normal" life during the day provided they stay away from natural light.

Attribute Modifiers:
Secondary Characteristic Modifiers:
Advantages:
Perks:
Disadvantages:
Quirks:
Features:
Skills:
Class: Undead.

Master Vampire

points

A master vampire, also known as a vampire lord, is easily several hundred years old, often approaching a thousand or more. They have survived through cunning and will. Their powers have grown, and

they often have several minions, vampire and otherwise, who they rely on and who rely on them.

While the fledgling vampire has many weaknesses, the master vampire has very few. A master vampire can even venture into the daylight without severe harm, although doing so will reduce his strength to normal human levels. Silvered weapons have no effect on them, nor do wooden weapons; the only exception is when a wooden stake is driven through the heart. Master vampires have mastered their fear of religious symbols, and no longer burn when touching them. The only sure way to kill a master vampire is to drive a stake through the heart, cut off the head, and burn the body and head in separate locations, scattering the ashes. Unless these precautions are followed, a master vampire will rise again.

Attribute Modifiers:

Secondary Characteristic Modifiers:

Advantages:

Perks:

Disadvantages:

Quirks:

Features:

Skills:

Class: Undead.

Savage Vampire

points

These vampires are little more than wild animals, hunting and killing indiscriminately and calling attention to their kind. While they often hunt alone, occasionally an entire "pack" of savage vampires appear to terrorize a larger territory.

A vampire may become a savage in several ways. First, any vampire, even a master, who is starved for long periods of time will fight a losing battle to maintain control. If a vampire is starved for more than a week, make weekly Will rolls. Each successive failure adds a -1 to the roll; on a critical failure – which is ultimately inevitable, given enough time – the vampire has lost his humanity completely and becomes a merciless killing machine.

The second way to make a savage vampire is when something goes wrong with the conversion. Interruption of the conversion for more than a day may lead to the resultant vampire being savage, as will attempted turnings by more than one vampire in the same time frame.

While a savage vampire is capable of turning the people they bite into vampires, most will simply kill their victims for their blood; savage vampires simply lack the patience for conversion. Any such conversion will inevitably result in another savage.

Attribute Modifiers:

Secondary Characteristic Modifiers:

Advantages:

Perks:

Disadvantages:

Quirks:

Features:

Skills:

Class: Undead.

Note: The Vampiric power modifier indicates that these abilities are essentially "shut down" in sunlight, which despite the vampire's paranormal nature is considered a mundane countermeasure (-10%). Of course, only the Master Vampire is able to venture into sunlight without burning.

Note: Players who wish to play a fledgling vampire are encouraged to spend their XP on abilities and buying off

disadvantages to boost them into a mature vampire.

Wight

points

Wights are sapient undead who are tied to ancient burial grounds. In ancient days prior to the Aethelwulf's Empire, kings, generals, and other high-ranking officials were buried in elaborate, multi-chambered tombs with ornately-decorated weapons, armor, and other goods in order to provide for the deceased. Often, a warrior was buried alive in these tombs to protect the deceased and the tomb from potential grave-robbers. When these warriors died, the circumstances of their deaths caused them to rise again as guardian wights, eternally guarding the tomb against those who would disturb or steal from the deceased nobles.

Attribute Modifiers:

Secondary Characteristic Modifiers:

Advantages:

Perks:

Disadvantages:

Quirks:

Features:

Skills:

Class: Undead.

Zombie

-168 points

A zombie is the standard result on casting the Zombie spell on a corpse. Zombies often appear as partially-decayed bodies; the extent of decay is dependent on how long after death the spell is cast. Those made from fresh corpses, for instance from a battlefield, can sometimes pass for the living.

Zombies, like mummies and skeletons, are generally mindless. Some, however, are created before the soul has departed from the body; these zombies exhibit greater intelligence, and may attempt to continue their lives.

Zombies decay as time goes on, eventually leaving only the skeleton. This process can take months to years, especially for one made from a fresh corpse. The rate of decay is magically stunted, however, and a zombie made from a fresh corpse with little damage can last a decade before becoming a skeleton.

Attribute Modifiers: ST +1 [10]; IQ -2 [-40].

Secondary Characteristic Modifiers: HP +4 [8].

Advantages: Doesn't Breathe [20]; Doesn't Eat or Drink [10]; Doesn't Sleep [20]; High Pain Threshold [10]; Immunity to Metabolic Hazards [30]; Immunity to Mind Control [30]; Indomitable [15]; Injury Tolerance (No Blood, Unliving) [25]; Single-Minded [5]; Temperature Tolerance 10 [10]; Unaging [15]; Unfazeable [15].

Disadvantages: Appearance (Monstrous; Universal, +25%) [-25]; Automaton [-85]; Bad Smell [-10]; Cannot Learn [-30]; Dependency (Mana; common, constantly) [-50]; Disturbing Voice [-10]; Fragile (Unnatural) [-50]; No Sense of Smell/Taste [-5]; Reprogrammable [-10]; Social Stigma (Dead) [-20]; Unhealing (Total) [-30]; Wealth (Dead Broke) [-25].

Quirks: Sexless [-1].

Features: Affected by Control Zombie, Pentagram, and Turn Zombie; No mental skills; Will eventually become a Skeleton.

Class: Undead.

CHAPTER V

MAGIC

Magic in Ranoc is more of an art than a science. Each student of magic knows – often from firsthand experience – that failure when casting a spell can have potentially dangerous side-effects.

Disciplines of Magic

Alchemy

Alchemists are not magicians in the classic sense of the word. They do not cast spells, invoke forces of nature, or draw upon divine powers. What an alchemist does is tap the natural magic inherent in certain materials to produce elixirs: potions, pastilles, powders, oils, amulets, talismans, charms, and incense which have magical properties to them.

Alchemists rely primarily on the Alchemy (IQ/VH) skill, although some alchemists (those with at least Magery 0) learn a few utilitarian spells to help. Distill and Mature are excellent for speeding up the time required, while the Essential (Material) spells provide higher-quality materials to work with than what would be normally available.

Alchemists are rarely members of an adventuring party, preferring to operate from shops in the business districts of most cities or towns. This enables them to maintain an inventory of high-demand elixirs, with as many as ten batches in various states of preparation at any one time. They do occasionally act as employers or patrons of adventurers, particularly when certain ingredients become hard to come by. However, as noted elsewhere, alchemists with the Gadgeteering advantage are able to significantly reduce the time needed to prepare their elixirs (see p. for details).

At present in Ranoc, no alchemist has yet produced the *lapis philosopharum*, or Philosopher's Stone (*Magic*, p. 221), although many believe it is only a matter of time. . . .

Divine

The gods have been known to grant several of their most devoted followers with spells and divine powers. Not every devout follower is granted powers, and the various churches dedicated to the gods are sometimes displeased with the gods' choices.

Divine magic often comes in the form of spells, although there are some magical abilities that can be built as Powers with the Divine (-10%) power modifier (*Powers*, p. 26); most grant Divine Favor (see *GURPS Powers: Divine Favor* for details).

When building a divine spellcaster in Ranoc, the Power Investiture advantage (p. B77) is crucial. Note that Power Investiture is *not* a gauge for one's standing in their Church; quite often, the higher-ranked Church officials – those of Bishop, Archbishop, or Cardinal – *don't* possess this particular trait, and gods have been known to grant it to people outside the Church hierarchy.

Herbalism

Herbalism is similar to alchemy in most respects. The primary difference is that Herbalism uses ingredients which can be found in nature. Herbalists are adept at making potions, pastilles, powders, oils, and incense, but cannot produce the amulets, talismans, and other charms that the alchemist can.

The Herbalist uses the Herb Lore (IQ/VH) skill, combined with the Naturalist (IQ/H) skill and occasionally the Survival (Per/A) skill for locating the ingredients. This skill enables them to produce their potions cheaper than the alchemist, making them common healers in many areas. Like alchemists, those herbalists who engage in adventuring are often Gadgeteers, able to produce their elixirs in a

fraction of the time.

The Herbalist excels in producing potions for the common person. The most common are Awakening (Magic, p. 217), Fertility (Magic, p. 217), Healing (Magic, p. 217), Health (Magic, p. 217), Hearing (Magic, p. 219), Keen Sight (Magic, p. 219), Pain Resistance (Magic, p. 216), Sleep (Magic, p. 218), Tranquility (Magic, p. 218), and Universal Antidote (Magic, p. 218). Most of the other elixirs are unable to be produced with herbalism, requiring magical alchemical components.

Magical Lexicon

The following are terms used in the various magical professions on Ranoc.

Artificer – Anyone who specializes in the creation of magic items. More specialized versions are the *Alchemist*, *Herbalist*, and *Talismonger*.

Black Mage – A spellcaster who deals primarily with the necromantic arts.

Cleric – A spellcasting priest.

Court Wizard – Any mage who serves a nobleman in an advisory and/or troubleshooting capacity.

Enchanter – A mage who specializes in controlling minds (*feminine: enchantress*).

Green Mage – A spellcaster who specializes in nature spells.

Hedge Wizard – A spellcaster with only a handful of spells at his disposal. Also used to describe rural spellcasters of any flavor.

Mage – A name given to arcane spellcasters, preferred when the style of magic is not apparent.

Magician – see "Mage".

Red Mage – A spellcaster who specializes in fire and other damage-dealing spells.

Shaman – A mage, commonly a sorcerer (see below), who is a member of a culture that believes spirits abound around them, calling on the spirits to shape magical effects. Very common in Gemenohoe and Umoja.

Sorcerer – Someone who uses sorcery (the Path/Book system used in Ranoc), with or without possessing the Sorcery advantage. Sometimes applied to all arcane spellcasters by the uninformed (*feminine: sorceress*).

Weather Wizard – As the name suggests, a mage who specializes in weather prediction and manipulation, often found on board ocean-going ships and rural areas.

White Mage – A wizard who specializes in the healing arts.

Wilder – Someone whose magical power naturally comes from within (the *GURPS* Sorcery system, not to be confused with the Path/Book system called "sorcery" in Ranoc) rather than being achieved through study like the wizard or sorcerer.

Wizard – A spellcaster who learns spells through study (the standard *GURPS* magic system). Sometimes applied to all arcane spellcasters by the uninformed.

Sorcery

Sorcery is one of the two common spellcasting methods commonly referred to as being "arcane". Sorcery is a ritual-based magic system which enables the mage – called a "sorcerer" on Ranoc – to manipulate both his personal energy and the ambient energy around him to create a dizzying array of magical effects.

Sorcery is built along the guidelines of Path/Book Magic from *Thaumatology* (pp. 121-165 of that book). Both Paths and Books are available in Ranoc. (*Author's Note*: I always felt the Effect Shaping method to fit my vision of the world setting best, but the Energy Accumulating method is also viable). This particular type of casting does not require any form of Magery, although Sorcery (simply Magery (Path/Book) renamed for the setting) is available as a learnable advantage.

The lack of a Magery prerequisite for actual casting coupled with the recent invention of the printing press has led to a wider range of sorcerers among the populace as books on the use of sorcery have come into being. In some cities, the sale and distribution of books on sorcery have been outlawed. The Magic Guilds have backed these laws for two reasons. First, the wizards and experienced sorcerers of the Magic Guilds don't want to deal with competition from what they consider the "unwashed masses". Secondly, and sometimes seen as the more important reason by outsiders, is that when a fledgling sorcerer accidentally summons a demon during a mystic backfire of a failed ritual, the Magic Guilds get called in to help clean the mess, as well as getting blamed for it in the first place!

Wild Magic

For some mages, magic knowledge and power comes not from study or from external sources such as spirits or deities, but from within. These mages, commonly called "wilders" by other casters, use

the magic system detailed in *GURPS Thaumatology*: Sorcery. In Ranoc, this type magic is often called "wild magic" as the magic seems to manifest almost at random, as if magic itself had a will. Wild magic is regarded by scholars as a form of "arcane" magic, though its very nature defies that classification.

Every wilder possesses a "Wild Empowerment" advantage, which is simply a renamed version of the Sorcerous Empowerment advantage from *GURPS Thaumatology*: Sorcery, along with a number of spells, which are built from advantages using the *GURPS Powers* system, with a Magical (-10%) or Sorcery (-15%) power modifier as detailed in *Sorcery*.

Wizardry

Wizardry is the other common spellcasting method referred to as being "arcane". This is the standard magic system as detailed in the Basic Set and Magic.

Every wizard in Ranoc possesses the Magery advantage. Most never achieve higher than Magery 0; this is only available as an inherent trait, and can only be taken at character generation. Higher levels of Magery are available both at character generation and by dropping earned points into them; this represents the wizard's increased attunement to the energies of the world. Magery 3 is the most common plateau for most mages; the most powerful wizards – perhaps one wizard in a thousand – have achieved Magery 5. Wizards who possess less than Magery 3 and study only a handful of spells from a single college are generally known as "hedge wizards". The number of hedge wizards in Ranoc outnumbers the dedicated wizards at least ten to one.

Wizards study the Thaumatology (IQ/VH) skill. Many of them specialize in one or two spell colleges, but some learn spells from a large number of spell colleges.

Magical Materials

Adamantine

Adamantine is a stone found only in rocky areas which are also very high mana zones. To date, the only known adamantine quarries exist in the Northern Frontier, although some scholars believe that the Ash Mountains of Umoja also house a great store of untapped adamantine. The quarries of the Wyrmspire Mountains have long ago been fully depleted.

Adamantine resembles granite, and is often mistaken as such by those who don't possess magical aptitude. Those with magical aptitudes find adamantine to be extremely durable, stronger than diamond and thrice as heavy. Furthermore, adamantine is easy to enchant, requiring only half as much energy in order to create magical jewelry. Adamantine powerstones are highly prized by spellcasters of all kinds, and recharge at twice the usual rate.

Darkmetal

Darkmetal is an extremely rare metal, the ore of which is found only deep within the mines of the Wyrmspire Mountains. When smelted, darkmetal appears as a dull black metal that seems to warp the area around it in ways that are almost imperceptible and yet at the same time disconcerting. It can be alloyed with steel, making a weapon made of "darksteel" alloy stronger than normal. Items made of darksteel weigh the same as those made of regular steel. Darksteel does not have the visual warping effect, but appears as a glossy black.

Darkmetal has one additional property, the one for which it is best known for: it will harmlessly absorb any magic energy directed at it or at the person holding or wearing an item made of it. Darkmetal rings and amulets are expensive but still popular with those who must face magic-using opponents. However, its own properties prevent even

beneficial magic, such as healing spells, from affecting anyone wearing or wielding anything made of it.

Because of its unique properties, darkmetal is impossible to enchant; sorry, no darkmetal rings, amulets, weapons, armor, or shields with additional enchantments. Any and all attempts to enchant an item made of darkmetal or darksteel has the said item absorbing all of the mana expended by the casters, with no results. Furthermore, because of its nature, it is impossible to use the Create Metal spell to create darkmetal.

Ironwood

Ironwood is a type of wood that grows only in the semi-tropical forests on the island continent of Allira'el. The wood is extremely resilient; items made out of ironwood have the same HP and DR as those made of the same thickness of iron, but with weight as if it had been made of oak or elm. This DR protects at full protection against crushing damage, and at half protection against impaling, cutting, and piercing damage. Ironwood is still wood, however, and is not as effective against burning damage as items made of metal. This makes the wood particularly useful when building ships able to withstand a broadside of cannon from a Marach or Ritaegno warship, and while useful in making shields is not suitable for replacing metal weapons or armor.

Mithril

Mithril is a particularly lightweight metal with a silvery sheen to it. It is an alloy produced through processes that have remained secret to all but the Guild Masters of Ered-Dûm.

Items made from mithril weigh half as much as items made from

steel, and possess twice the effective DR.

Orichalcum

Orichalcum is a magical metal alloy produced by some alchemists and metal college mages. It resembles bronze in both appearance and

density, and in fact is often mistaken for bronze by the uninformed when first encountered.

Orichalcum items have the same weight as similar bronze items, but are easier to enchant and will not break. An item made of orichalcum can be enchanted for 2/3 the energy as normal.

Spell Magic

These spells are expansions on the standard magic system as presented in the *Basic Set* and *GURPS Magic*.

Note that the Summon/Create (Element) Elemental spells do not exist in Ranoc, being the providence of the Path of Planar Travels, particularly the Summon Elemental ritual. Other spells in various colleges also do not exist, and will be marked as such below. In particular, the Gate College is notable in that it, like the Summon/Create Elemental spells, generally does not exist in Ranoc, being the providence of the Path of Planar Travels (see *Sorcery*, far below).

Air College

Lightning Sword

Regular

This spell creates a blade of any length the caster desires, from shortsword to greatsword, in his hand; he cannot hand off the sword to an ally. The sword itself uses the Force Sword skill (at the GM's option, he may substitute Force Saber for the fencing parry), and does 1d burning damage with the Surge, Arcing modifier per point of energy placed into the spell.

Parrying a normal weapon with this sword is considered a destructive parry; only weapons with Flaming Weapon, Icy Weapon, or Lightning Weapon cast on it, or are produced similarly to this spell, are immune.

Duration: 10 seconds.

Cost: 1 to 3 to cast, same to maintain.

Prerequisites: Lightning.

Control Air Elemental

Regular; Resisted by Will

This is the same as the spell on *Magic*, p. 28, used to control the actions of an air elemental, with the following changes.

Duration: 1 minute.

Cost: 1 point per 10 character points used to build the elemental. Half that (round up) to maintain.

Time to cast: 2 seconds.

Prerequisites: Magery 1 and at least 8 Air College spells, or Magery 1, any other Control (Element) Elemental spell and 4 Air College spells.

Control Dust Elemental

Regular; Resisted by Will

This is the same as the spell on *Magic*, p. 28, used to control the actions of a dust elemental, with the following changes.

This is also an Earth College spell.

Duration: 1 minute.

Cost: 1 point per 10 character points used to build the elemental. Half that (round up) to maintain.

Time to cast: 2 seconds.

Prerequisites: Control Air Elemental or Control Earth Elemental, and 4 spells from the other College (Air if Control Earth Elemental or Earth if Control Air Elemental).

Control Lightning Elemental

Regular; Resisted by Will

This is the same as the spell on *Magic*, p. 28, used to control the actions of a lightning elemental, with the following changes.

Duration: 1 minute.

Cost: 1 point per 10 character points used to build the elemental. Half that (round up) to maintain.

Time to cast: 2 seconds.

Prerequisites: Same as Control Air Elemental, but at least one of

Using GURPS Magic in Ranoc

The various magical disciplines rely on information given in *Magic* or *Thaumatology* in one form or another. The main rules for Alchemy and Herbalism are found in Chapter 28 of *Magic*, starting on page 210; Wizardry uses the standard spell rules; and both Sorcery and Divine Magic use variants – Sorcery uses the Path/Book rules from *Thaumatology*, Divine Magic uses the Clerical Magic rules on pp. 199-200 of *Magic*, and Wild Magic uses the Magic-as-Powers rules detailed in *GURPS Thaumatology: Sorcery*.

When making a wizard or spell-casting priest, it is acceptable for those who are "generalists" to ignore the prerequisite chains without unbalancing the game. Those who specialize in one or two spell colleges should still use spell prerequisites, though this is more for flavor than mechanics.

The Plant College (*Magic*, pp. 161-165) is generally known on Ranoc as the Wood College, and is considered one of the six elemental colleges, alongside Air, Earth, Fire, Metal, and Water. The spells from *Magic: Plant Spells* should also be available; ask your GM.

Spells detailed in *GURPS Magic: Artillery Spells*, *GURPS Magic: Death Spells*, *GURPS Magic: Plant Spells*, and *The Thaumaturgy of Metallurgy* in *Pyramid #3/91: Thaumatology IV* are also known in Ranoc (the latter of which originated in earlier versions of this document).

Recommended Changes to the Basic Magic System

Every *GURPS* GM has their own changes to the magic system given in the *Basic Set* and expanded in *Magic*. The following changes are accepted by a number of folks on the SJGames GURPS forums as being common house rules, and are suitable to standard spell magic in Ranoc:

* Standard casting is as described in the *Basic Set* and *Magic* for skill 10-14, regardless of actual skill level on the spell.

* Being more obvious with casting (shouting, full-body motions) gives a +5 to effective skill level.

* Being silent or remaining motionless while casting each gives a -5 to effective skill level.

* Reducing energy cost of a spell by 1 energy per casting gives a -5 to effective skill level; this does not affect maintaining spells.

the spells must be Lightning.

Animal College

The following spells expand on the more generic spells listed in *Magic*, Chapter 4, being the versions studied by Ranoc's various spellcasters or granted by several of its gods.

The magic items that can be created to control or repel individual species of animals require a piece of the species to be controlled or repelled. In most cases, these don't have monetary costs; a piece of carapace, a scale, a feather, or strands of fur don't cost much, and are covered in the general cost of enchantment. The GM is permitted to raise the price for more exotic animals controlled/repelled.

These spells affect anything with a racial IQ of 5 or less; those with a racial IQ of 6 – including the great apes – require Mind Control spells instead.

Insect Control

Regular; Resisted by Will

Controls the actions of a single (large) insect or a swarm of (small) insects. For the purposes of this spell, "insect" includes any arthropod, such as spiders, scorpions, crabs, lobsters, centipedes, millipedes, and the like, not just what modern science defines as an insect.

Duration: 1 minute.

Cost: 1 to cast, the same to maintain.

Prerequisite: Beast-Soother.

Item

Staff, rod, wand, or jewelry. Allows the user to control a single species of insect. *Energy cost to create:* 100.

Staff, rod, wand, or jewelry. Allows the user to control any insect. *Energy cost to create:* 200.

Slug Control

Regular; Resisted by Will

Controls the actions of a single slug (any size) or a single swarm of slugs. For the purposes of this spell, "slug" includes any mobile invertebrate without defined legs, such as slugs, snails, starfish, and earthworms (to name a few examples), excluding cephalopods (octopuses, cuttlefish, and squids). In Ranoc (and most fantasy settings), this also includes maggots and caterpillars (despite these being larval insects).

Duration: 1 minute.

Cost: 1 to cast, 1 to maintain.

Prerequisite: Beast-Soother.

Item

Staff, rod, wand, or jewelry. Allows the user to control a single species of slug. *Energy cost to create:* 200.

Staff, rod, wand, or jewelry. Allows the user to control any slug. *Energy cost to create:* 400.

Squid Control

Regular; Resisted by Will

Controls the actions of a single octopus or squid (any size) or a single swarm of them.

Duration: 1 minute.

Cost: 4 to cast, 2 to maintain.

Prerequisite: Beast-Soother.

Item

Staff, rod, wand, or jewelry. Allows the user to control a single species of slug. *Energy cost to create:* 200.

Staff, rod, wand, or jewelry. Allows the user to control any slug. *Energy cost to create:* 400.

Fish Control

Regular; Resisted by Will

Controls the actions of a single fish or a single swarm (school) of fish. For the purposes of this spell, "fish" includes sharks.

Duration: 1 minute.

Cost: 2 to cast, 1 to maintain.

Prerequisite: Beast-Soother.

Item

Staff, rod, wand, or jewelry. Allows the user to control a single species of fish. *Energy cost to create:* 100.

Staff, wand, or jewelry. Allows the user to control any fish. *Energy cost to create:* 200.

Reptile Control

Regular; Resisted by Will

Controls the actions of a single amphibian or reptile (any size) or a single swarm (such as a swarm of frogs).

Duration: 1 minute.

Cost: 2 to cast, 1 to maintain.

Prerequisite: Beast-Soother.

Item

Staff, wand, or jewelry. Allows the user to control a single species of amphibian or reptile. *Energy cost to create:* 100.

Staff, rod, wand, or jewelry. Allows the user to control any amphibian or reptile. *Energy cost to create:* 200.

Dinosaur Control

Regular; Resisted by Will

Controls the actions of a single dinosaur. This includes nearly all of the dinosaurs listed in Chapter IV; the sole exception is the saberclaw (*Deinonychus*), which requires Mind Control spells due to its racial IQ of 6.

Duration: 1 minute.

Cost: 4 to cast, 2 to maintain.

Prerequisite: Beast-Soother.

Item

Staff, rod, wand, or jewelry. Allows the user to control a single species of amphibian or reptile. *Energy cost to create:* 400.

Staff, wand, or jewelry. Allows the user to control any amphibian or reptile. *Energy cost to create:* 800.

Bird Control

Regular; Resisted by Will

Controls the actions of a single bird (any size) or a single swarm (flock) of smaller birds. This includes such massive specimens as the giant eagle and the roc (see Chapter IV).

Duration: 1 minute.

Cost: 3 to cast, 2 to maintain.

Prerequisite: Beast-Soother.

Item

Staff, rod, wand, or jewelry. Allows the user to control a single species of bird. *Energy cost to create:* 300.

Staff, wand, or jewelry. Allows the user to control any bird.
Energy cost to create: 600.

Mammal Control

Regular; Resisted by Will

Controls the actions of a single mammal (any size) or a swarm of smaller animals under a foot in body length (such as a swarm of rats). This spell *cannot* control dolphins, orcas, whales, chimpanzees, or gorillas, all of whom have a racial IQ of 6 or more; use Mind Control spells for those. (The use of this spell on elephants, who may also have an IQ 6, is left to the GM's discretion.)

Duration: 1 minute.
Cost: 5 to cast, 3 to maintain.
Prerequisite: Beast-Soother.

Item

Staff, wand, or jewelry. Allows the user to control a single species of mammal. *Energy cost to create:* 500.

Staff, wand, or jewelry. Allows the user to control any mammal. *Energy cost to create:* 1,000.

Repel Insects

This spell repels any and all arthropods from a given area.

Duration: 1 hour.
Base Cost: 1 to cast, 1 to maintain.
Time to Cast: 10 seconds.
Prerequisite: Insect Control

Item

An area can be made permanently repellent to insects at a cost of 100 energy.

Repel Slugs

This spell repels any and all mobile legless invertebrates from a given area.

Duration: 1 hour.
Base Cost: 1 to cast, 1 to maintain.
Time to Cast: 10 seconds.
Prerequisite: Slug Control.

Item

An area can be made permanently repellent to mollusks at a cost of 200 energy.

Repel Squids

This spell repels any and all octopuses, squids, and cuttlefish, including giant versions of same such as the kraken, from a given area.

Duration: 1 hour.
Base Cost: 4 to cast, 2 to maintain.
Time to Cast: 10 seconds.
Prerequisite: Squid Control.

Item

An area can be made permanently repellent to octopuses and squids at a cost of 200 energy.

Repel Fish

This spell repels any and all fish and sharks from a given area.

Duration: 1 hour.
Base Cost: 2 to cast, 1 to maintain.
Time to Cast: 10 seconds.
Prerequisite: Fish Control.

Item

An area can be made permanently repellent to fish at a cost of 200 energy.

Repel Reptiles

This spell repels any and all non-sapient amphibians and reptiles from a given area.

Duration: 1 hour
Base Cost: 2 to cast, 1 to maintain
Time to Cast: 10 seconds.
Prerequisite: Reptile Control.

Item

An area can be made permanently repellent to non-sapient amphibians and reptiles at a cost of 200 energy.

Area Repel Dinosaurs

This spell repels any and all non-sapient dinosaurs from a given area.

Duration: 1 hour
Base Cost: 4 to cast, 2 to maintain
Time to Cast: 10 seconds.
Prerequisite: Dinosaur Control.

Item

An area can be made permanently repellent to non-sapient amphibians and reptiles at a cost of 400 energy.

Repel Birds

This spell repels any and all birds from a given area.

Duration: 1 hour.
Base Cost: 3 to cast, 2 to maintain.
Time to Cast: 10 seconds.
Prerequisite: Bird Control.

Item

An area can be made permanently repellent to birds at a cost of 300 energy.

Area Repel Mammals

This spell repels any and all non-sapient mammals from a given area.

Duration: 1 hour.
Base Cost: 5 to cast, 3 to maintain.
Time to Cast: 10 seconds.
Prerequisite: Mammal Control.

Item

An area can be made permanently repellent to non-sapient mammals at a cost of 500 energy.

Area

Body Control College

Boost Fertility

The subject of the spell becomes fertile for the duration of the spell. If sexual relations with a compatible partner occur while this spell is in effect, the female involved *will* become pregnant. A noted side-effect of the spell is the occasional result of multiple births (on a success roll that succeeded by more than 5, each multiple of 5 (rounded up) by which the roll is made results in an additional child being born).

This is also a Healing spell, and can be used to cure anyone stricken with Strike Barren (*Magic*, p. 41).

Duration: 1 week.

Cost: 5.

Time to cast: 10 seconds.

Prerequisites: Magery 1, and Lend Vitality or Purify Food.

Impregnate Anything

The subject of this spell is able to impregnate (if male) or be impregnated by (if female) a creature he or she should not be compatible with! If a couple that is normally incapable of having children together – for example, a dwarf and a centaur – have a relationship while one of them is the subject of the spell, the female will get pregnant, and be able to carry the child to term. The resulting child will have an equal mix of traits from both parents.

This spell has been blamed for the original creation of centaurs and minotaurs, as well as gryphons and hippogriffs. There is no evidence, however, supporting or refuting this blame.

Duration: 1 day.

Cost: 12.

Time to cast: 1 minute.

Prerequisites: Magery 3, Boost Fertility.

Half-Dragon Child: "Papa!"

Old King: "Darn it, I said to *slay* the dragon!"

Earth College

The Earth to Stone spell cannot be used to create metal, nor can Stone to Earth be used to turn metal into dirt, nor can Flesh to Stone turn someone into a metallic statue; for these effects, see the Metal College (below).

A special note must be made for Create Earth: The earth it creates will last for one day before disappearing. If the earth is turned into stone or metal by magical means, it will still disappear when the one day limit is up.

The spells Predict Earth Movement, Earthquake, and Volcano do not exist in Ranoc, being the province of Sorcery rituals.

Control Earth Elemental

This is the same as the spell on *Magic*, p. 28, used to control the actions of an earth elemental, with the following changes.

Duration: 1 minute.

Cost: 1 point per 10 character points used to build the elemental. Half that (round up) to maintain.

Time to cast: 2 seconds.

Prerequisites: Magery 1 and at least 8 Earth College spells, or Magery 1, any other Control (Element) Elemental spell and 4 Earth College spells.

Control Mud Elemental

Regular; Resisted by Will

This is the same as the spell on *Magic*, p. 28, used to control the actions of a mud elemental, with the following exceptions.

This is also a Water College spell.

Duration: 1 minute.

Cost: 1 point per 10 character points used to build the elemental. Half that (round up) to maintain.

Time to cast: 2 seconds.

Prerequisites: Control Earth Elemental or Control Water Elemental, and 4 spells from the other College (Water if Control Earth Elemental or Earth if Control Water Elemental).

Fire College

The following are in addition to the spells listed in *Magic*.

Fire Sword

This spell creates a blade of pure fire of any length the caster desires, from shortsword to greatsword, in his hand; he cannot hand off the sword to an ally. The sword itself uses the Force Sword skill (at the GM's option, he may substitute Force Saber for the fencing parry), and does 1d burning damage per point of energy placed into the spell.

Parrying a normal weapon with this sword is considered a destructive parry; only weapons with Flaming Weapon, Icy Weapon, or Lightning Weapon cast on it, or are produced similarly to this spell, are immune.

Duration: 10 seconds.

Cost: 1 to 3 to cast, same to maintain.

Prerequisites: Shape Fire.

Control Fire Elemental

Regular; Resisted by Will

This is the same as the spell on *Magic*, p. 28, used to control the actions of a fire elemental, with the following changes.

Duration: 1 minute.

Cost: 1 point per 10 character points used to build the elemental. Half that (round up) to maintain.

Time to cast: 2 seconds.

Prerequisites: Magery 1 and at least 8 Fire College spells, or Magery 1, any other Control (Element) Elemental spell and 4 Fire College spells.

Control Lava Elemental

Regular; Resisted by Will

This is the same as the spell on *Magic*, p. 28, used to control the actions of a lava elemental, with the following changes.

This is also an Earth College spell.

Duration: 1 minute.

Cost: 1 point per 10 character points used to build the elemental. Half that (round up) to maintain.

Time to cast: 2 seconds.

Prerequisites: Control Earth Elemental or Control Fire Elemental, and 4 spells from the other College (Fire if Control Earth Elemental or Earth if Control Fire Elemental).

Healing College

The Restore Energy spell does not exist in Ranoc. Buy Regeneration (Fatigue Only or Energy Reserve Only, -0%) instead.

Knowledge College

For the purposes of these spells, "Corruption" is defined as something that has been altered from its true nature, while "Purity" reflects the opposite, how closely something matches its true nature. "Evil" is defined as something's malevolent nature. Only beings with a supernatural element of some type – arcane, divine, or infernal – can be detected with these spells, as most of the common races waver between them. Note that undead created with the Zombie spell, such as mummies and skeletons, register with the spells dealing with Corruption but not Evil.

Sense Corruption

Information

Senses whether something or someone has been altered through supernatural means against its true nature. This could be either physical or mental alteration. It is otherwise identical to the spell Mage Sense (*Magic*, p. 102)

Cost: 2.

Time to Cast: 5 seconds.

Prerequisite: Magery 1.

Sense Evil

Information

Senses whether something or someone has a supernatural and malevolent nature. It is otherwise identical to the spell Mage Sense (*Magic*, p. 102)

Cost: 2.

Time to Cast: 5 seconds.

Prerequisite: Magery 1.

Sense Purity

Information

Senses whether something or someone has a supernaturally "pure" nature. It is otherwise identical to the spell Mage Sense (*Magic*, p. 102).

Cost: 2.

Time to Cast: 5 seconds.

Prerequisite: Magery 1.

Seek Corruption

Information

Works like Seek Magic (*Magic*, p. 102), but finds strong manifestations of supernatural corruption.

Cost: 6.

Time to Cast: 10 seconds.

Prerequisites: Sense Corruption.

Seek Evil

Information

Works like Seek Magic (*Magic*, p. 102), but finds strong manifestations of supernatural evil.

Cost: 6.

Time to Cast: 10 seconds.

Prerequisites: Sense Evil.

Seek Purity

Information

Works like Seek Magic (*Magic*, p. 102), but finds strong manifestations of supernatural purity.

Cost: 6.

Time to Cast: 10 seconds.

Prerequisites: Sense Purity.

Metal College

The Metal college is an elemental college in Ranoc. In other settings, its spells may also be Making and Breaking or Technology spells. Like the Making and Breaking college, the Metal college is popular among mages, commonly those with Magery 1 or 2, whose primary vocation is non-magical.

Since the college has been published in *Pyramid #3/91: Thaumatology IV*, in *The Thaumaturgy of Metallurgy* (also written by the author of this document), only those spells that are changed for Ranoc are included.

Shape Metal

Regular

Allows the caster to alter any metal he touches into any shape he desires. These alterations are unstable, and the metal will revert back to normal after a minute unless the caster concentrates to maintain the change.

Duration: 1 minute.

Cost: 6 (4 for soft metals). Half that to maintain.

Prerequisites: Magery 1, Identify Metal.

Item

Staff, rod, wand, or piece of jewelry. *Energy cost to create: 500.*

Stone to Metal

Regular

This spell turns an item made of stone into a simple metal, such as copper or iron. For double energy cost, turns an item of earth or clay into metal. Metal created in this manner remains metal for one day before reverting to stone or earth.

This is also an Earth spell; this spell supersedes the stone to metal functions of the Earth to Stone spell (*Magic*, p. 51).

Duration: 1 day.

Cost: 3 per cubic yard (minimum 3) of material to be transmuted.

Prerequisites: Magery 2, Shape Metal.

Item

Staff, rod, wand, or jewelry. *Energy cost to create: 300.*

Metal to Stone

Regular

Turns any metal – excluding mithril, orichalcum, and darkmetal – to hard stone, similar to granite.

This is also an Earth spell; this spell supersedes this effect in the Stone to Earth spell (*Magic*, p. 51).

Duration: Permanent until dispelled or destroyed.

Cost: 6 per cubic yard (minimum 6).

Prerequisites: Stone to Metal or any four Metal spells.

Item

Staff, rod, wand, or jewelry. *Energy cost to create: 400.*

Create Metal

Regular

Creates simple metals, such as copper, iron, tin, or lead, where none existed before. This metal must be in contact with the ground; it cannot be created in mid-air or at sea. Any metal created this way only lasts for one day before disintegrating; it cannot be made permanent.

Duration: 1 day.

Cost: 5 per cubic yard (twice for heavy metals, such as iron or lead; minimum 10) to create from nothingness.

Prerequisites: Stone to Metal.

Item

Staff, rod, or wand. *Energy cost to create:* 500.

Transmute Metal

This spell converts one type of metal into another: lead to gold, silver to tin, copper to iron, etc. Note that alloys such as bronze, brass, pewter, and steel are not possible with this spell, nor is this spell able to affect or inflict rust.

Duration: 1 minute.

Cost: 6 per cubic foot of metal converted, half that to maintain.

Prerequisites: Create Metal.

Item

Staff, rod, wand, or jewelry. *Energy cost to create:* 400.

Essential Metal

Creates the magical essence of Metal. Essential Metal is three times as strong (HP and DR), and a framework or beam of Essential Metal supports three times as much weight. This metal is also lighter and brighter than ordinary metals, having many of the properties of orichalcum.

Duration: Permanent until dispelled or destroyed. GMs worried about this spell's economic impact, at their discretion, can give this spell a shorter duration (time frames of one hour to one day are recommended), and make permanent durations cost ten times the energy. Regardless of duration, the spell never counts as an "on" spell.

Cost: 12.

Time to cast: 30 seconds.

Prerequisites: Six Metal spells.

Item

Staff, rod, or wand, usable only by mages. *Energy cost to create:* 500.

Control Metal Elemental

Regular; Resisted by Will

This is the same as the spell on *Magic*, p. 28, used to control the actions of a metal elemental, with the following changes.

Duration: 1 minute.

Cost: 1 point per 10 character points used to build the elemental. Half that (round up) to maintain.

Time to cast: 2 seconds.

Prerequisites: Magery 1 and at least 8 Metal College spells, or Magery 1, any other Control (Element) Elemental spell and 4 Metal College spells.

Meta-Spells

For the purposes of these spells, "Corruption" is defined as something that has been altered from its true nature, while "Purity" reflects the opposite, how closely something matches its true nature. "Evil" is defined as something's malevolent nature. Only beings with a supernatural element of some type – arcane, divine, or infernal – can be detected with these spells, as most of the common races waver between them. Note that undead created with the Zombie spell, such as mummies and skeletons, register with the spells dealing with Corruption but not Evil.

Exclude Corruption

Special; Resists attempts to cross the barrier

Works like Pentagram (*Magic*, p. 124), but only bars creatures of a supernaturally Corrupt nature. The caster must draw a circle of protection around an area. Excluded entities trying to force their way in use (ST+IQ)/4 in the Quick Contest with the spell's skill to cross over, or are repelled.

Duration: Permanent unless broken.

Cost: 1/2 per square foot protected (minimum 5).

Time to cast: 1/2 second per square foot (round up; minimum 1 second). High skill does not reduce casting time.

Exclude Evil

Special; Resists attempts to cross the barrier

Works like Pentagram (*Magic*, p. 124), but only bars creatures of a supernaturally Evil nature. The caster must draw a circle of protection around an area. Excluded entities trying to force their way in use (ST+IQ)/4 in the Quick Contest with the spell's skill to cross over, or are repelled.

Duration: Permanent unless broken.

Cost: 1/2 per square foot protected (minimum 5).

Time to cast: 1/2 second per square foot (round up; minimum 1 second). High skill does not reduce casting time.

Exclude Purity

Special; Resists attempts to cross the barrier

Works like Pentagram (*Magic*, p. 124), but only bars creatures of a supernaturally Pure nature. The caster must draw a circle of protection around an area. Excluded entities trying to force their way in use (ST+IQ)/4 in the Quick Contest with the spell's skill to cross over, or are repelled.

Duration: Permanent unless broken.

Cost: 1/2 per square foot protected (minimum 5).

Time to cast: 1/2 second per square foot (round up; minimum 1 second). High skill does not reduce casting time.

Mind Control College

For the purposes of these spells, "Corruption" is defined as something that has been altered from its true nature, while "Purity" reflects the opposite, how closely something matches its true nature. "Evil" is defined as something's malevolent nature. Only beings with a supernatural element of some type – arcane, divine, or infernal – can be detected with these spells, as most of the common races waver between them. Note that undead created with the Zombie spell, such as mummies and skeletons, register with the spells dealing with Corruption but not Evil.

Loyalty of Corruption

Regular; Resisted by Will

This spell works like Loyalty (*Magic*, p. 136), but only against beings of a supernaturally Corrupt nature.

Duration: 1 hour.

Cost: 2 to cast. 1 to maintain. Cost is quadrupled if the subject is a foe of the caster.

Loyalty of Evil

Regular; Resisted by Will

This spell works like Loyalty (*Magic*, p. 136), but only against beings of a supernaturally Evil nature.

Duration: 1 hour.

Cost: 2 to cast. 1 to maintain. Cost is quadrupled if the subject is a

foe of the caster.

Loyalty of Purity

Regular; Resisted by Will

This spell works like Loyalty (*Magic*, p. 136), but only against beings of a supernaturally Pure nature.

Duration: 1 hour.

Cost: 2 to cast. 1 to maintain. Cost is quadrupled if the subject is a foe of the caster.

Necromancy College

Control Intelligent Undead

Regular

Brings a ghoul, vampire, or wight under the caster's control. The caster must win a Quick Contest between the higher of his Will score or this spell's skill level and the undead's own Will score. Note that, being intelligent, the ghoul, vampire, or wight may attempt to subvert the caster's orders, following the letter of the order but not the intent.

Duration: Permanent.

Cost: 6.

Prerequisites: Control Zombie.

Turn Intelligent Undead

Regular

Repels ghouls, vampires, or wights from the caster's immediate area. The caster must win a Quick Contest between the higher of his Will score or this spell's skill level and the undead's own Will score.

Duration: Successfully turned undead will avoid the caster for one day.

Base Cost: 2. Cannot be maintained; must be recast.

Time to cast: 10 seconds.

Prerequisites: Turn Zombie.

Plant College (aka the Wood College)

Control Wood Elemental

Regular; Resisted by Will

This is the same as the spell on *Magic*, p. 28, used to control the actions of a wood elemental, with the following changes.

Duration: 1 minute.

Cost: 1 point per 10 character points used to build the elemental. Half that (round up) to maintain.

Time to cast: 2 seconds.

Prerequisites: Magery 1 and at least 8 Plant College spells, or Magery 1, any other Control (Element) Elemental spell and 4 Plant College spells.

Control Slime Elemental

Regular; Resisted by Will

This is the same as the spell on *Magic*, p. 28, used to control the actions of a slime elemental, with the following changes.

This is also a Water College spell.

Duration: 1 minute.

Cost: 1 point per 10 character points used to build the elemental. Half that (round up) to maintain.

Time to cast: 2 seconds.

Prerequisites: Control Water Elemental or Control Wood Elemental, and 4 spells from the other College (Wood if Control

Water Elemental or Water if Control Wood Elemental).

Protection and Warning College

For the purposes of these spells, "Corruption" is defined as something that has been altered from its true nature, while "Purity" reflects the opposite, how closely something matches its true nature. "Evil" is defined as something's malevolent nature. Only beings with a supernatural element of some type – arcane, divine, or infernal – can be detected with these spells, as most of the common races waver between them. Note that undead created with the Zombie spell, such as mummies and skeletons, register with the spells dealing with Corruption but not Evil.

Protection from Corruption

Regular

Grants the subject of the spell +1 DR and +2 Magic Resistance against those of a supernaturally Corrupt nature per point of energy put into the spell.

Duration: 1 minute.

Cost: 1 to 5 to cast. Half that to maintain.

Protection from Evil

Regular

Grants the subject of the spell +1 DR and +2 Magic Resistance against those of a supernaturally Evil nature per point of energy put into the spell.

Duration: 1 minute.

Cost: 1 to 5 to cast. Half that to maintain.

Protection from Purity

Regular

Grants the subject of the spell +1 DR and +2 Magic Resistance against those of a supernaturally Pure nature per point of energy put into the spell.

Duration: 1 minute.

Cost: 1 to 5 to cast. Half that to maintain.

Repel Corruption

Regular

This spell works like Repel (*Magic*, p. 147), but only against those of a supernaturally Corrupt nature.

Duration: 1 minute.

Cost: 1 per 3 ST worth of "repulsion".

Time to Cast: 3 seconds.

Repel Evil

Regular

This spell works like Repel (*Magic*, p. 147), but only against those of a supernaturally Evil nature.

Duration: 1 minute.

Cost: 1 per 3 ST worth of "repulsion".

Time to Cast: 3 seconds.

Repel Purity

Regular

This spell works like Repel (*Magic*, p. 147), but only against those of a supernaturally Pure nature.

Duration: 1 minute.

Cost: 1 per 3 ST worth of "repulsion".

Time to Cast: 3 seconds.

Technology College

While the Metal spells have been removed and expanded into their own college, the rest of the Technology College merits a few notes of its own.

Spells that are indicated as *Radiation* or *Plastic* simply **do not exist** in Ranoc.

The *Machine* sub-college is coming into its own with the advent of clockwork machines. Most of the spells listed work as described; only Machine Speech (*Magic*, p. 176) and Awaken Computer (*Magic*, p. 178) do not exist on Ranoc.

Of the *Energy* sub-college, the most common "fuels" are wood and natural oils, with coal being known in some areas. Magnetic Vision, Radio Hearing, and Spectrum Vision (all three on p. 181 of *Magic*) do not exist on Ranoc.

Water College

Acid Sword

Regular

This spell creates a blade of any length the caster desires, from shortsword to greatsword, in his hand; he cannot hand off the sword to an ally. The sword itself uses the Force Sword skill (at the GM's option, he may substitute Force Saber for the fencing parry), and does 1d corrosive damage per point of energy.

Parrying a normal weapon with this sword is considered a destructive parry; only weapons with Flaming Weapon, Icy Weapon, or Lightning Weapon cast on it, or are produced similarly to this spell, are immune.

Duration: 10 seconds.

Cost: 1 to 3 to cast, same to maintain.

Prerequisites: Acid Ball.

Ice Sword

Regular

This spell creates a blade of any length the caster desires, from shortsword to greatsword, in his hand; he cannot hand off the sword to an ally. The sword itself uses the Force Sword skill (at the GM's option, he may substitute Force Saber for the fencing parry), and does 1d fatigue damage with the freezing hazard modifier per point of energy.

Parrying a normal weapon with this sword is considered a

destructive parry; only weapons with Flaming Weapon, Icy Weapon, or Lightning Weapon cast on it, or are produced similarly to this spell, are immune.

Duration: 10 seconds.

Cost: 1 to 3 to cast, same to maintain.

Prerequisites: Ice Dagger.

Control Water Elemental

Regular; Resisted by Will

This is the same as the spell on *Magic*, p. 28, used to control the actions of a water elemental, with the following changes.

Duration: 1 minute.

Cost: 1 point per 10 character points used to build the elemental. Half that (round up) to maintain.

Time to cast: 2 seconds.

Prerequisites: Magery 1 and at least 8 Water College spells, or Magery 1, any other Control (Element) Elemental spell and 4 Water College spells.

Control Ice Elemental

Regular; Resisted by Will

This is the same as the spell on *Magic*, p. 28, used to control the actions of an ice elemental, with the following changes.

Duration: 1 minute.

Cost: 1 point per 10 character points used to build the elemental. Half that (round up) to maintain.

Time to cast: 2 seconds.

Prerequisites: Same as Control Water Elemental, except Control Ice Elemental requires Create Ice (*Magic*, p. 188) as one of the Water College spells known in the prerequisite spell chain.

Control Acid Elemental

Regular; Resisted by Will

This is the same as the spell on *Magic*, p. 28, used to control the actions of an acid elemental, with the following changes.

Duration: 1 minute.

Cost: 1 point per 10 character points used to build the elemental. Half that (round up) to maintain.

Time to cast: 2 seconds.

Prerequisites: Same as Control Water Elemental, except Control Ice Elemental requires Create Acid (*Magic*, p. 188) as one of the Water College spells known in the prerequisite spell chain.

Sorcery

The majority of Paths in pages 140-162 of *GURPS Thaumatology* may be used without alteration. The exception is the Path of Gadgets, which has several rituals that don't exist in Ranoc. Common Paths among sorcerers are the Path of the Elements (*Thaumatology* p. 143), the Path of Form (*Thaumatology* p. 144), the Path of Health (*Thaumatology* p. 148), the Path of Nature (*Thaumatology* p. 155), the Path of Protection (*Thaumatology* p. 157), and the Path of Spirit (*Thaumatology* p. 159), as well as the Path of Planar Travels (see below).

In addition, a number of Books exist in Ranoc. Some are secretive, holding secrets that some do not want revealed, but at least one has seen widespread printing. It's worth noting that in Ranoc, particularly in the Teyoth region, the majority of books of magic that have seen widespread printing are Books of collections of rituals, not books that describe entire Paths.

Path of Planar Travels

The Path of Planar Travels deals with rituals meant for summoning beings from other planes to Ranoc, and for traveling to the other planes, either astrally or physically. This includes the elusive Dreamworld.

Astral Projection

Effect Shaping: Path of Planar Travels -3 or Path of Spirit -5; 20 minutes.

Energy Accumulating: 8 points.

For most effects, this ritual is identical to the one on p. 159 of *Thaumatology*. In addition to the effects listed there, the character can astrally project himself into any of the other planes; this is perhaps the safest way to travel to hostile planes, such as the Elemental Plane of Fire.

When the ritual's effects end, the astral traveler will awaken back

in his own body, regardless of the distance and other planes traveled.

Banishment

Effect Shaping: Path of Planar Travels-4; 1d×15 minutes.

Energy Accumulating: 1 point per 5 points in the creature being banished, minimum 5.

This ritual sends a creature which was summoned from another plane back to its plane of origin. The creature will always sense whenever this ritual is being cast, and may attempt to resist the banishment, in which case if the creature wins a Quick Contest between its Will and the ritual's effective skill it sticks around. A creature which fails the Quick Contest, or which doesn't resist the ritual, will automatically be sent home.

Bind

Effect Shaping: Path of Planar Travels-4 or Path of Spirits-3; 10 minutes.

Energy Accumulating: 5 points.

See *Thaumatology*, p. 160.

Dream Visitor

Effect Shaping: Path of Planar Travels-2; 10 minutes.

Energy Accumulating: 4 points.

See *Thaumatology*, p. 142.

Dreamwalk

Effect Shaping: Path of Planar Travels-1; 1 hour.

Energy Accumulating: 5 points.

See *Thaumatology*, p. 142.

Planar Gate

Effect Shaping: Path of Planar Travels-7; 1d×30 minutes.

Energy Accumulating: 10 points.

This ritual opens a gate to one of the other planes. The GM has the option of making this a collection of rituals, one for each known plane. Alternatively he may have it a single ritual in which a success opens the gate to the plane specified by the caster, while a critical failure opens a gate to an entirely different plane selected at random (and often releasing creatures the caster did not expect).

The gate remains open for a 3d minutes times the margin of success (minimum 3 minutes). Anyone (or any thing) may step through the gate in either direction while the gate remains open; something always comes through.

This ritual is not known in Ranoc, and is provided for completion's sake.

Planar Summons

Effect Shaping: Path of Planar Travels-3; 1d×15 minutes.

Energy Accumulating: 1 point per 10 points in the creature summoned, minimum 4.

This ritual enables the caster to summon any lesser being from one of the other planes. In short, any of the creatures listed under the "Angels and Demons" section of Chapter 4 may be summoned, unless specified otherwise in that creature's description.

On a margin of failure of 5 or more, the ritual simply fails. On a margin of failure of 1 to 4, a creature of a similar type to the one being summoned shows up (i.e. a Hellcat instead of a Hell Hound, or a Valkyrie instead of an Angel). On a critical failure, the spell backfires and summons a being of a completely opposite nature (i.e. an Erinyes or Succubus instead of an Angel).

This ritual is often combined with the Bind ritual (*Thaumatology*, p. 160).

Plane Shift

Effect Shaping: Path of Planar Travels-5; 30 minutes.

Energy Accumulating: 4 points per person shifted.

This ritual sends the caster and anyone he specifies during the ritual to another plane, specified during casting. Everyone to travel to the other plane must be present during the ritual.

Once on the other plane, the caster and his other subjects may stay there indefinitely. Another Plane Shift or a Banishment ritual – or a Planar Gate – is required to send the travelers home.

This ritual is not known in Ranoc, and is provided for completion's sake.

Summon Elemental

Effect Shaping: Path of Planar Travels-3; 1d×15 minutes.

Energy Accumulating: 1 point per 10 points in the elemental summoned, minimum 4.

This ritual allows the caster to summon any type of elemental to him. In truth, this is actually a collection of rituals, each one for a different type of elemental. Like Planar Summons, this ritual is often combined with Bind.

On Ranoc, this ritual replaces the Summon (Element) Elemental spell listed on page 28 of *Magic*.

General Morgan's Mystic Primer

Touted as "a modern guide to ancient sorceries for the common man," General Morgan's Primer is the most widely available book of sorcery found throughout the Teyoth region. Many Teyothi wizard guilds have sought to restrict or even ban the book's sale. Redwater has outlawed the book outright, with owners being burned at the stake, often using the book itself as kindling!

As it is presented as a primer, the book can be used as a manual to

Behind the Curtain: Untangling the Confusion From Two "Sorcery" Systems

As the author, I've been asked why I didn't just name Sorcery something else, as *GURPS* already has a "Sorcery" system. The truth is that I was toying with a second magic system which ultimately *GURPS Thaumatology* did better as Path/Book magic years before *Thaumatology* was released; the *GURPS* Sorcery system created by Jason "PK" Levine came even later (first in *Pyramid* #3/63 and then expanded in *GURPS Thaumatology: Sorcery*).

By the time the *GURPS* Sorcery system had come out, I'd been using the term "sorcery" to describe my "casting time measured in minutes if not hours" system for almost ten years, and call me petty but I wasn't going to change my terminology just because another author used the same term for a completely different system. Well, okay ... I *tried* to find a suitable term to replace "Sorcery" for Path/Book Magic, but I *couldn't* (not without sounding like I was abusing a thesaurus at least)! Whereas when I tried to think up other names for someone who used *GURPS* Sorcery, the terms "wilder" and "wild magic" popped into my mind almost immediately.

learn the first 4 points in the Thaumatology and Ritual Magic skills, as well as the Partial Sorcery perk up to Sorcery 0.

Ritual Default Page

Teachings of the New World

This Book was compiled by explorers from Zitheral who spent time among the River People and Longhouse Builders of Gemenohee. These people dance, play drums, and chant to invoke spirits in their workings; given the wide range of languages in the region, the compilers assume that the chants can be spoken or sung in any language, giving translations alongside the actual words spoken.

Many rituals described in the Book are depicted using carved wooden masks as foci and dried gourd fetishes; some of the fetishes are described as being decorated with a wide range of feathers.

In addition to its description of magical practices of the natives – which have been derided as "the fumbling of primitives" by university scholars – the Book is the main documentation of the cultures of the native people of the northern Gemenohee woodlands.

Ritual	Default	Page
Banish	...	TH159
Charm Against Dark Beasts	...	TH157
Doom	...	TH152
Dose	...	TH148
Endure Elements	...	TH143
Exorcise	...	TH161
Fertility	...	TH149
Fetish	...	TH161
Gentle Beast	...	TH156
Hasten Mount	...	TH149
Hunter's Blessing	...	TH156
Reversion of Form	...	TH144
Soothe	...	TH150
Stroke of Luck	...	TH154
Tirelessneas	...	TH150
Ward	...	TH158
Warrior's Blessing	...	TH150
Weapon Blessing	...	TH155
Weatherworking	...	TH156

The Deepest Mysteries of the One True God

This Book is a secret held by the Bishops of the Redwater Church. Physically, it is a tome of rituals written in archaic Corcoranese, bound in thick leather, and often used to empower someone for various effects. In addition, it contains rituals for summoning angels, banishing demons, and communicating with spirits, including elementals and fae.

The fact that this Book is a tome of arcane sorcery rather than powered directly by the One True God is a secret that the Church in Redwater does not wish to be revealed! Many Bishops in the Church have actually deluded themselves into thinking that the Book is powered by the One True God.

Ritual	Default	Page
Aura Reading	-0	TH151
Banishment	-4	136
Exorcise	-3	TH161
Journeyman's Blessing	-4	TH153
Lay to Rest	-0	TH162
Planar Summons	-4	136
Slumber	-2	TH143

Suggestion	-6	TH141
Weapon Blessing	-6	TH155

Divine Empowerment

Effect Shaping: Deepest Mysteries-10*; 1d hours.

Energy Accumulating: 10 points*.

* Modified by the point value of the Advantage being granted, see below for details.

This is actually a set of rituals originally devised by the ancient Teyothi sect that first worshipped the One True God. Using it, the magician is able to grant various abilities to the subject. It is this ritual that granted Cardinal Hamel and his predecessors the ability to influence others' minds.

This ritual is often cast ceremonially with all the Archbishops casting together.

When using the Effect Shaping method, one tenth of the point value of the advantage being granted (round up) is added to the skill penalty. When using the Energy Accumulating method, one tenth of the point value of the advantage being granted (round up) is added to the energy needed. For example, granting someone High Pain Threshold would be a total penalty of -11 or require 11 energy gathered, while granting someone Enhanced Time Sense would be a total penalty of -15 or require 15 energy gathered.

The Ebony Tome of a Thousand Wasted Lives

This Book is said to have been penned by Vy the Corrupter herself as a repository of her black knowledge. The pages of the Ebony Tome are said to be indestructible, and only one copy exists. At present, the Tome's pages are spread across Ranoc, but from time to time the pages have been collected and bound by those who would seek such power. Each page may have at most two rituals on it, although in truth most rituals require more than one page.

The majority of rituals in the Ebony Tome deal with demonic forces, destructive elemental effects, altering bodies, and enthrallment and enslavement of wills. However, use of any ritual studied from the Tome has a corrupting influence on the caster; use of the Ebony Tome is considered Black Magic (see Magic, p. 156), with the Demonic Contract being with Vy herself.

The warnings come after the spells.
– Doctor Strange (2016)

Ritual	Default	Page
Banishment	-4	136
Bind	-3	TH160
Cloud Memory	-6	TH140
Command the Bodies of the Dead	-5	TH163
Doom	-6	TH152
Dream Shackles	-8	TH142
Evil Eye	-6	TH145
Fetish	-6	TH161
Malaise	-4	TH149
Night Terrors	-4	TH142
Planar Summons	-4	136
Rockfall	-6	TH144
Shake the Earth	-6	TH144
Skinchange	-7	TH145
Spirit Slave	-4	TH162
Suggestion	-7	TH141
Summon the Unspeakable	-5	TH163
Thunderbolt	-6	TH144

CHAPTER VI

EQUIPMENT

Basic Equipment

Camping and Survival Gear

Blanket (TL0). A warm sleeping blanket. \$20, 4 lbs.

Brazier (TL1). A footed metal disk in which charcoal can burn, with a handle or chain for easy transport. Can be used for cooking, and will raise the temperature of a small room (up to 100 square feet) by 5°F. \$65, 3 lbs.

Burning Glass (TL2). Hand held lens or mirror used to focus sunlight to start a fire, only really good in clear sunlight. Polished mirror or natural quartz ground into a lens (TL2): \$40, 1 lb. Clear glass lens (TL3): \$20, 0.5 lb.

Candle, Beeswax (TL1). Lasts 12 hours, \$9, 1 lb.

Candle, Tallow (TL1). Smoky! Also edible. Lasts 12 hrs. \$5, 1 lb.

Collapsible Bed (TL1). A wooden bed frame held together by pegs, which can be removed for rapid dismantling. Mattresses are supported by a network of ropes which must be tied across the frame. \$560, 195 lbs.

Cord, Hemp, 3/16" (TL0). Supports 70 lbs. Per 10 yards/30 feet: \$1, 0.33 lb.

Covered Lantern (TL2). An oil lamp with the flame protected by a sheet of glass. Burns for 24 hours on 1 pint of oil. \$20, 2 lbs.

Fishhooks and Line (TL0). Basic gear for Fishing skill; needs a pole. \$50, negligible weight.

Flint (TL0). A piece of flint plus a piece of metal or mineral, usually iron or an ore, against which it can strike a spark. Base fire-starting time: 30 seconds. \$2, 0.2 lb.

Group Basics (TL0). Basic equipment for Cooking and Survival skills for a group. Cook pot, rope, hatchet, metal plates or wooden/ceramic bowls, utensils, etc. for 3-8 campers. \$50, 20 lbs.

Iron Spike/Piton (TL2). For climbing, spiking doors, etc. \$1, 0.5 lb.

Oil (TL0). For lamp or covered lantern. Per pint: \$2, 1 lb.

Oil Lamp (TL0). A stone or pottery bowl with a notch to hold a wick, prone to being knocked over. Burns for 24 hours on 1 pint of oil. \$10, 4 lbs. Enclosed metal lamp with a spout for the wick (TL2): \$20, 2 lbs.

Pilgrim's Kit (TL2). A bundle of necessities carried by someone traveling through civilized areas but facing poor accommodations and unpredictable food at inns and/or aboard ship: a straw mattress, a blanket, a coat, a knife and whetstone, a jug of wine, a 5-lb sack of flour or dried peas, and 1 lb. of spices (intended for medicinal use). \$210, 40 lbs.

Pole, 6' (TL0). For pitching tents, fishing, or prodding items. \$5, 3 lbs.

Pole, 10' (TL0). For things you wouldn't touch with a 6' pole. \$8, 5 lbs.

Rope, Flax, 3/8" (TL0). Supports 250 lbs. Per 10 yards/30 feet: \$2.8, 1.25 lbs.

Rope, Flax, 3/4" (TL0). Supports 1,000 lbs. Per 10 yards/30 feet: \$11.25, 5 lbs.

Rope, Silk, 3/8" (TL1). Imported from Gehong; supports 700 lbs. Per 10 yards/30 feet: \$14, 0.7 lb.

Rope, Silk, 3/4" (TL1). Imported from Gehong; supports 2,800 lbs. Per 10 yards/30 feet: \$55, 3 lbs.

Sleeping Fur (TL0). Warm unless wet. \$50, 8 lbs.

Sulfur Matches (TL3). Sulfur-impregnated pine slivers, these matches are not self-lighting, being closer to enhanced tinder. Divide fire-starting time by four (with flint, above, that becomes 7.5 seconds). Bundle of 20: \$5, negligible weight.

Tent, 1-Man (TL0). Includes ropes, no poles needed. \$50, 5 lbs.

Tent, 2-Man (TL0). Includes ropes, requires one 6-foot pole. \$80, 12 lbs.

Tent, 4-Man (TL0). Includes ropes, requires two poles. \$150, 30 lbs.

Tent, 20-Man (TL1). Includes ropes; requires 16 poles. \$300, 100 lbs.

Tent, Desert Nomad's (TL1). A large residential tent made from breathable woolen cloth. Side walls are 5'-6' tall. The roof is flat or slightly peaked. Gives +1 to Survival (Desert) rolls. A 15'x15' tent (DR 0, HP 20): \$340, 200 lbs.

Tent, Legionary (TL2). Made from treated leather panels, this tent is more water- and wind-resistant than a cloth one. It covers a 10'x10' area (sleeps six to eight comfortably), and, at 6' in height, is tall enough for standing in the center. Gives +1 to any Survival specialty. DR 1, HP 14, \$225, 45 lbs.

Torch (TL0). Burns for 1 hour. \$3, 1 lb.

Traveler's Rations (TL0). One meal of jerked meat, cheese, hardtack, dried peas, and dried fruits. \$2, 0.5 lb.

Warming Pan (TL2). An almost entirely enclosed brazier with a long handle. The pan is slid under bed covers, and the coals within slowly combust throughout the night, keeping the bed warm. While used primarily for comfort, it allows a bed to qualify as a "headed suit" for the purpose of resisting cold. \$80, 4 lbs.

Yurt (TL1). A round, collapsible wooden-lattice framework, including a domed top, covered by a heavy felt shell, favored by the Rochlada. Yurts are more durable than tents (offering cover DR 1), and cannot be knocked down by a single blow to a support. Yurts insulated with tapestries or rugs, or additional layers of felt, grant +1 to Survival (Plains), or to any Survival specialty in a cold climate, but have double cost and 1.5 times weight. A 10' diameter yurt (DR 1, HP 20): \$480, 200 lbs. A 15' diameter yurt (DR 1, HP 28): \$1,200, 500 lbs.

Combat Accessories

Hip Quiver (TL0). Holds 20 arrows or bolts. \$15, 1 lb.

Lanyard, Leather (TL0). Lets you retrieve a dropped weapon on a DX roll. Each attempt requires a Ready maneuver. Can be cut: -6 to hit, DR 2, HP 2. \$1.

Lanyard, Chain (TL4). Like the leather lanyard, but made of fine chain links, commonly of steel or brass. -6 to hit, DR 3, HP 5, \$4.

Shoulder Quiver (TL0). Holds 12 arrows or bolts. \$10, 0.5 lb.

Whetstone (TL1). For sharpening tools and weapons.

Containers:

Backpack, Frame (TL1). Holds 100 lbs. of gear. \$100, 10 lbs.

Backpack, Small (TL0). Holds 40 lbs. of gear. \$60, 3 lbs.

Bottle, Ceramic (TL0). Holds 1 quart of liquid (2 lbs. if water). \$3.75, 1 lb.

Chest, Metal (TL2). 0.8 cubic foot of storage, \$761, 42 lbs.

Chest, Wooden (TL0). 0.8 cubic foot of storage, \$31, 6 lbs.

Jug, Ceramic (TL0). Holds 1 gallon of liquid (8 lbs. if water). \$14.50, 4 lbs.

Pouch or Purse, Small (TL1). Holds 3 lbs. \$10, 0.2 lb.

Saddlebags (TL1). Holds 40 lbs. \$100, 3 lbs.

Wineskin (TL0). Holds 1 gallon of liquid (8 lbs. if water). \$10, 0.25 lb.

Equestrian Gear

Bit and Bridle (TL1). +2 to control a ridden animal, or +3 if using both hands. \$35, 3 lbs.

Horse Collar (TL3). A close-fitting, padded harness tailored to the horse's anatomy, allowing full power for dragging and plowing. \$64, 18 lbs.

Horseshoes (TL3). Shod horses get +2 HT on any rolls for stamina on long rides. Also used in many a tossing game in rural areas. Per set of 4: \$50, 4 lbs.

Saddle and Tack (TL2). Basic equipment for Riding skill. \$150, 15 lbs.

Stirrups (TL3). Make it easy to mount a horse and give +1 to control mount. Required to use Lance skill. With ordinary saddle: \$125, 20 lbs.

War Saddle (TL3). +1 to Riding skill to stay seated; 50% chance rider will stay seated even when unconscious. With stirrups: \$250, 35 lbs.

Medical Gear

Bandages (TL0). Bandages for a half-dozen wounds; basic equipment for First Aid skill. \$10, 2 lbs.

Doctor's Kit (TL1). A complete kit for treating serious injuries. Includes bandages, splints, sutures, and several vials of laudanum. +2 to First Aid skill and counts as improvised gear (-5) for Surgery. \$200, 10 lbs.

First Aid Kit (TL1). A complete kit for treating wounds, with bandages, ointments, etc. +1 to First Aid skill. \$50, 2 lbs.

Surgical Instruments (TL3/4). Includes scalpels, forceps, etc. Basic equipment for Surgery skill. \$300, 15 lbs.

Musical Instruments

Bagpipe (TL3). A popular instrument among halflings. \$150, 8 lbs.

Cornetto (TL3). Made of wood and played by covering finger holes like a recorder or shawm, but with a cup mouthpiece like a trumpet or sackbutt. Comes in many different sizes. Soprano: \$130, 1 lb. Soprano: \$150, 2 lbs. Soprano: \$, lbs. Alto: \$, lbs. Tenor: \$, lbs. Baritone: \$, lbs. Bass: \$, 12 lbs.

Fife (TL0). \$100, 1 lb.

Flute (TL0). \$200, 1.5 lb.

Harp (TL1). This is the portable harp one places in the lap to be played. \$600, 7 lbs. Larger floor-mounted harps can reach up to 300 lbs and cost \$2,000 or more!

Hunting Horn (TL3). \$200, 2 lbs.

Hurdy-Gurdy (TL4).

Lute (TL2).

Organ (TL1). In this case a small portable organ with brass or reed pipes, worked by one or two bellows. \$400, 10 lbs.

Orphica (TL4). A portable piano carried by a strap and played one-handed standing up or two-handed on the player's lap. \$1,600, 5 lbs.

Recorder (TL3). A whistle type instrument made of hardwood, usually rosewood or ebony, with a thumb hole near the mouthpiece and five to eight other finger holes located at various positions. Soprano: \$30, 0.1 lb. Soprano: \$50, 0.3 lb. Alto: \$70, 0.5 lb. Tenor: \$100, 1 lb. Bass: \$200, 4 lbs.

Sackbut (TL3). A slide trombone.

Shawm (TL2).

Trumpet (TL2). More properly a slide trumpet, can come in a variety of ranges. \$200, 1.5-3 lbs.

Viol (TL3).

Personal Accessories

Bathtub (TL1). A necessity after a long voyage on the road, most tubs are circular and often double as a washtub for clothes.

Earthenware tub: \$160, 60 lbs. Metal tub: \$1,600, 80 lbs.

Board Games (TL1): Western games are usually chess, checkers, or backgammon; Gehong games are akin to Othello or go. \$40, 3 lbs. for a basic game with a wooden board and clay pieces.

Brush (TL1). Made from stiff animal hair, usually horsehair. \$5, 0.5 lb.

Comb (TL0). Often made from wood or bone, sometimes left in the hair as ornamentation as well as for grooming. \$3, 0.2 lb.

Dice/Knucklebones (TL1): Commonly carved from wood or bone; 6-sided cubes are most common, but dice with anywhere from 4 to 30 sides are available. Set of 3 dice: \$6, negligible weight.

Distilled Liquors (TL3). Brandy, whiskey, vodka, etc. \$16/pint (one pint usually weighs 1 lb.).

Luxury Kit (TL4). This compact case of luxuries carried by a traveling aristocrat is of little use for survival but indispensable for comfort! Includes a full set of grooming equipment (razor, brush, comb, soap, fragrances, and cosmetics), a writing box, and serving and drinking vessels for tea, coffee, or alcohol, all neatly arranged in a purpose-built cabinet. Relatively plain model, with unremarkable contents: \$225, 25 lbs. Use *Luxury Pricing (Low-Tech, p. 37)* for turning the unremarkable into the unmistakable!

Pipe, Clay (TL4). Disposable, used for smoking dragonsmoke leaf. \$1, 0.25 lb.

Playing Cards (TL3): With the advent of the printing press, playing cards – most notably the Rotah deck – have become more popular for gambling. \$50, 0.5 lb. for a deck of 72 cards. Also used by fortune tellers.

Pocket Watch (TL4): Must be wound twice daily, accurate to ten minutes a day. \$100, 0.25 lb. Fancier models have a second hand.

Razor (TL1). A metal blade used for shaving, usually in a half-moon or oval shape. \$18, 0.2 lb.

Soap (TL2). Made from mixing animal fats with lye, guaranteed to get you clean. Pint of liquid soap: \$20, 1 lb. Bar of solid soap: \$27, 1 lb.

Spectacles (TL3): Can be used to correct nearsightedness or farsightedness, often held by a handle or attached to the nose and held by a chain. \$100, 0.25 lb.

Tea, Coffee, and Tisanes (TL0). One pound is enough for 100 cups of tea, 30 cups of coffee, or 25-100 cups of herbal tisanes. \$36/lb.

Tweezers (TL1): Used to remove unwanted body hair. \$5, neg.

Wines, Beers, Meads, Ales (TL1). Sometimes flavored with fruit juices or made bitter with hops, but never with a concentrated alcohol content. \$5/gallon (one gallon usually weighs 8 lbs.).

Tools

Alchemist's Kit (TL2). An alembic, two aludels, a brazier, two crucibles, four cupels or scorifiers, a large pot to use as a water or sand bath, several pieces of cloth for filtering, tongs, a balance scale, and a small mortar and pestle. \$175, 25 lbs. LC2.

Anvil (TL1). A metal block, 6"-7" across, surface-hardened and tapered at the bottom to fit into a hole in a tree stump. It also has small holes to assist nail production, or grooves for wise production or other fine shaping. \$1,300, 100 lbs. Larger, less-portable models can weigh up to 500 lbs with a corresponding increase in price.

Balance and Weights (TL1). For weighing goods. \$35, 3 lbs.

Brace and Bit (TL3). A hand-cranked U-shaped drill with a metal bit. Does sw-2 (2) pi++ damage per second. Useful for making peep-holes! \$30, 5 lbs.

Carpenter's Kit (TL1). An adze, a brace and bit, four chisels, a hammer, a hatchet, a level, a measuring rod, a saw, a square, and an abrasive stone for sanding. \$250, 21 lbs.

Climbing Gear (TL2). Hammer, spikes, carabiners. \$20, 4 lbs.

Crowbar, 3' (TL2). Treat as a small mace in combat, but at -1 to skill. \$20, 3 lbs.

Fletcher's Kit (TL1). Appropriate for making and repairing arrows and crossbow bolts (TL2) in the field from semi-prepared parts. Making arrows from raw materials requires the carpenter's kit (above), at minimum. Includes a small knife, a large knife, small pliers, an arrow-straightener (a stone or bone with a long groove used to check the shaft for straightness), and an abrasive stone for sanding. \$95, 4 lbs. For parts (shafts, heads, feathers, and glue), add half the cost and the full weight of the finished arrows.

Jeweler's Kit (TL1). Same gear as a smith's kit (below), only smaller for working jewelry. \$660, 8.75 lbs.

Knitting Needles (TL3). Per pair. \$5.

Lathe (TL1). A lathe spins a piece of wood with a back-and-forth motion so that it can be shaved down or have carvings applied evenly around it. It requires either an assistant or a foot pump with an attachment to a spring to provide motion. \$235, 40 lbs.

Lock-picks (TL3). Basic equipment for Lockpicking skill. \$50.

Loom, Treadle/Flying (TL3). A full-frame loom that automatically adjusts sheds for faster weaving of fabric up to 6' wide. \$440, 60 lbs.

Pickaxe (TL2). Improves digging speed. \$15, 9 lbs.

Plow, Iron (TL2). Works rough soils. \$220, 120 lbs.

Plow, Wooden (TL1). Pulled by oxen. \$55, 60 lbs.

Printing Press (TL4). A rugged design that requires nothing more than a weighty box of movable type, a large hand screw, and a wooden frame. Can turn out 250 pages per hour on a critical success; usually puts out about 1,000 pages per day. With typecase box: \$2,500, 1,000 lbs.

Saw (TL1). A small saw for single-person use. Does sw-3(2) cut per second. \$20, 3 lbs.

Shovel (TL1). Speeds up digging. \$12, 6 lbs.

Smith's Kit (TL1). Everything a metalsmith needs except the anvil. Includes three hammers, tongs, four chisels, shears, and a file (TL2). \$330, 17.5 lbs.

Spinning Wheel (TL3). Produces yarn six times as fast as a spindle.

\$100, 40 lbs.

Stoneworker's Kit (TL2). A large hammer, a small hammer, six chisels of different shapes, a large crowbar, a small crowbar, a square, a level, and an auger. \$551, 42.5 lbs.

Tailor's Kit (TL0). Appropriate to working with any cloth or leather. An awl, a pair of small knives (TL0) or scissors (TL1), four needles with different size eyes, 20 pins, a measuring rod (TL1), a thimble (TL2), and 100 feet of thread. \$95, 2.75 lbs.

Telescope (TL4). Gives Telescopic Vision 1. \$500, 6 lbs.

Wheelbarrow (TL2). Holds 350 lbs. Divide effective weight of load by 4. \$60, 18 lbs.

Writing Gear

Ink, Black (TL1). Liquid ink is most common in the west, while Gehong dries the ink into sticks that are ground into an ink stone and have water added. Pint: \$2.50, 1 lb. Stick: \$2.50, 1 oz. Double price for red ink.

Ink Stone (TL1). A small dish, used in Gehong, into which a small amount of water is poured and then an ink stick is ground into until the desired shade of ink is achieved. \$20, 2 lbs.

Paper (TL3). 100 sheets, \$3, 1 lb.

Parchment (TL2). 20 sheets, \$12, 1 lb.

Pen (TL1). Cheap quill that will last 20 pages: \$0.25, neg. High quality quill that can be resharpened every 20 pages, good for 100 pages: \$0.75, neg. Metal pen that doesn't require sharpening: \$4, neg.

Pumice (TL1). Lightweight volcanic stone used as an eraser. \$3, 0.5 lb.

Scribal Kit (TL3). A set of tools for keeping writing aligned: a ruler, a square, and adjustable calipers. \$24, 3 lbs.

Vellum (TL2). 50 sheets, \$60, 1 lb.

Writing Box (TL4). Portable table that provides a sloping surface on which to write and drawers on the sides to hold paper, ink, and writing tools, but closes up into a small rectangular case. \$50, 2 lbs.

Melee Weapons

Table 6-1: Melee Weapons

AXE/MACE (DX-5, Flail-4, or Two-Handed Axe/Mace-3)									
TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	LC	Notes
0	Axe	sw+2 cut	1	0U	\$50	4	11	3	
0	Hatchet	sw cut	1	0	\$40	2	8	4	
0	Knobbed Club	sw+1 cr	1	0	\$20	2	8	4	
0	Round Mace	sw+2 cr	1	0U	\$35	5	12	3	
0	Small Axe	sw+1 cut	1	0U	\$45	3	10	3	
0	Small Round Mace	sw+1 cr	1	0U	\$25	3	10	3	
0	Small Throwing Axe	sw+1 cut	1	0U	\$50	3	10	3	
0	Throwing Axe	sw+2 cut	1	0U	\$60	4	11	3	
1	Sickle	sw cut	1	0	\$40	2	8	4	
	or	sw imp	1	0U			8		
	or	thr-2 cut	1	0U			8		Hook
2	Mace	sw+3 cr	1	0U	\$50	5	12	2	
2	Small Mace	sw+2 cr	1	0U	\$35	3	10	3	
3	Pick	sw+1 imp	1	0U	\$70	3	10	3	
BOXING, BRAWLING, KARATE, or DX									
TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	LC	Notes
1	Brass Knuckles	thr cr	C	0	\$10	0.25		1	
2	Cestus	thr cr	C	0	\$50	1		3	

BRAWLING or DX									
TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	LC	Notes
1	Blackjack	thr cr	C	0	\$20	1	7	1	
3	Combat Fan	thr cr	C	0	\$40	1	7	2	Gehong
	<i>or</i>	thr-2 cut	C	0			6		-2 to hit
3	Hilt Punch	thr-1 cr	C	0	var.	var.			
3	Hilt Punch, Bladed	thr-1 cut	C	0	var.	var.			Gehong
BRAWLING, KARATE, or DX									
TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	LC	Notes
3	Bladed Hand	sw-2 cut	C	0	\$100	1	6	3	
	<i>or</i>	thr imp	C	0			6		
3	Mae Sun-Sawk (Tonfa)	thr cr	C	0	\$40	1.5		3	Butt Jab
3	Piau (Shuriken)	thr-2 cut	C	0	\$3	0.1		2	Used to Claw
BROADSWORD (DX-5, Rapier-4, Shortsword-2, or Two-Handed Sword-4)									
TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	LC	Notes
0	Light Club	sw+1 cr	1	0	\$5	3	10	4	
	<i>or</i>	thr+1 cr	1	0			10		
0	Short Staff (Jo)	sw cr	1	0	\$10	2	9	4	
	<i>or</i>	thr cr	1	0			9		
2	Broadsword	sw+1 cut	1	0	\$600	3	10	2	
	<i>or</i>	thr+2 imp	1	0			10		
2	Large Falchion	sw+2 cut	1	0U	\$625	4.5	11	2	
	<i>or</i>	thr-1 imp	1	0U			11		
2	Pata	sw cut	1	0	\$650	3.75	10	2	Umoja
	<i>or</i>	thr+3 imp	1	0			10		
3	Bastard Sword	sw+1 cut	1, 2	0U	\$750	5	11	2	
	<i>or</i>	thr+2 imp	2	0U			11		
3	Dao	sw+2 cut	1	0U	\$700	5	11	2	Gehong
	<i>or</i>	thr imp	1	0U			11		
3	Estoc	thr+2 imp	1	0	\$500	3	10	2	
	<i>or</i>	sw+1 cr	1	0			10		
3	Hook Sword	sw+1 cr	1	0	\$200	3	10	2	Gehong
	<i>or</i>	thr+1 cr	1	0			10		
	<i>or</i>	thr-2 cut	1	0			10		Hook
3	Jian	sw cut	1	0	\$700	3	10	2	Gehong
	<i>or</i>	thr+1 imp	1, 2	0	-	-	10		
3	Longsword	sw+1 cut	1	0	\$700	4	10	2	
	<i>or</i>	thr+2 imp	1, 2	0			10		
3	Scimitar (Cavalry Saber)	sw+1 cut	1	0	\$500	3	10	2	
	<i>or</i>	thr+1 imp	1	0			10		
4	Backsword	sw+1 cut	1	0	\$550	3	10	2	
	<i>or</i>	thr+1 imp	1	0			10		
4	Edged Rapier	sw cut	1, 2	0	\$1,000	3	10	3	
	<i>or</i>	thr+1 imp	1, 2	0			10		
FLAIL (DX-6, Axe/Mace-4, or Two-Handed Flail-3)									
TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	LC	Notes
0	Bola Perdida	sw cr	1	-2U	\$10	1	6	4	
0	Bolas	sw+1 cr	1	-2U	\$20	2	7	4	
0	Thonged Club	sw-1 cr	1	-2U	\$5	0.5	5	4	
0	Weighted Scarf	sw cr	1	-2U	\$10	1	6	4	
3	Morningstar	sw+3 cr	1	0U	\$80	6	12	2	
3	Sang-Jyel-Bong (Nunchaku)	sw+1 cr	1	0U	\$20	2	7	3	Gehong
GARROTE (DX-4)									
TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	LC	Notes
0	Garrote	spec.	C	No	\$2	neg.		1	
0	Weighted Scarf	spec.	C	No	\$10	1		4	

JITTE/SAI (DX-5, Main-Gauche-4, or Shortsword-4)									
TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	LC	Notes
3	Sai	sw cr	1	0	\$60	1.5	7	3	Gehong
	<i>or</i>	thr imp	1	0			7		
KNIFE (DX-4, Main-Gauche-3, or Shortsword-3)									
TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	LC	Notes
0	Large Knife	sw-2 cut	C, 1	-1	\$40	1	6	4	
	<i>or</i>	thr imp	C	-1			6		
0	Short Baton	sw-1 cr	C, 1	-1	\$10	0.5	5	4	
	<i>or</i>	thr cr	C	-1			5		
0	Small Knife	sw-3 cut	C, 1	-1	\$30	0.5	5	4	
	<i>or</i>	thr-1 imp	C	-1			5		
0	Wooden Stake	thr (0.5) imp	C	-1	\$4	0.4	5	4	
1	Dagger	thr-1 imp	C	-1	\$20	0.25	5	4	
1	Long Knife	sw-1 cut	C, 1	0	\$120	1.5	7	4	
	<i>or</i>	thr imp	C, 1	0			7		
2	Katar	sw-3 cut	C, 1	-1	\$50	1	6	4	Umoja
	<i>or</i>	thr+1 imp	C	-1			6		
2	Kukri	sw-1 cut	C, 1	0	\$50	1.5	7	4	Umoja
	<i>or</i>	thr-1 imp	C	0			7		
3	Balisong	sw-3 cut	C, 1	-1	\$50	1.5	7	3	+1 to Holdout
	<i>or</i>	thr-1 imp	C	-1			5		Gehong
3	Deer Antlers	thr+1 cut	C	0	\$75	1.5	5	3	Gehong
3	Haladie	sw-2 cut	C, 1	-1	\$80	1.5	6	4	Umoja, -1 to skill
	<i>or</i>	thr imp	C	-1			6		
3	Knife-Wheel	thr+1 cut	C	0	\$75	1.2	5	3	Gehong
	<i>or</i>	thr-1 imp	C	0			5		
3	Rondel Dagger	thr imp	C	-1	\$40	1	6	3	
3	Slashing Wheel	thr+1 cut	C	0	\$60	1	5	3	Gehong
3	Stiletto	thr-1 imp	C	-1	\$20	0.25	5	2	
4	Bayonet	sw-2 cut	C, 1	-1	\$40	1	6	4	
	<i>or</i>	thr imp	C	-1			6		
4	Main-Gauche	sw-3 cut	C, 1	0	\$50	1.25	6	3	
	<i>or</i>	thr imp	C	0			6		
KUSARI (DX-6, Two-Handed Flail-4, or Whip-3)									
TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	LC	Notes
2	Rope Dart	sw-1 cr	1-4	-2U	\$30	0.5	5†	4	
	<i>or</i>	thr-21 imp	1-4	-2U			5†		
3	Chain Whip	sw+(1-4) cr	1-4*	-2U	\$50/yd	3/yd	var†	3	
3	Weighted Chain	sw+2 cr	1-4*	-2U	\$70	5	11	3	
	<i>or</i>	thr+2 cr	1-4*	-2U			11		
LANCE (DX-5 or Spear-3)									
TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	LC	Notes
2	Lance	thr+3 imp	4	No	\$60	6	12	2	
MAIN-GAUCHE (DX-5, Jitte/Sai-4, Knife-4, Rapier-3, or Smallsword-3)									
TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	LC	Notes
3	Deer Antlers	thr+1 cut	C	0F	\$75	1.5	5	3	Gehong
3	Knife-Wheel	thr+1 cut	C	0F	\$75	1.5	5	3	Gehong
	<i>or</i>	thr-1 imp	C	0F			5		
3	Rondel Dagger	thr imp	C	0F	\$40	1	6	3	
3	Sai	sw cr	1	0F	\$60	1.5	7	3	Gehong
	<i>or</i>	thr imp	1	0F			7		
3	Slashing Wheel	thr+1 cut	C	0F	\$60	1	5	3	Gehong
3	Stiletto	thr-1 imp	C	0F	\$20	0.25	5	2	
4	Main-Gauche	sw-3 cut	C, 1	0F	\$50	1.25	6	3	
	<i>or</i>	thr imp	C	0F			6		

POLEARM (DX-5, Spear-4, Staff-4, or Two-Handed Axe/Mace-4)									
TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	LC	Notes
0	Oar	sw+3 cr	1, 2*	0U	\$40	8	12‡	-	
1	Glaive	sw+3 cut	2, 3*	0U	\$100	8	11‡	3	
	<i>or</i>	thr+3 imp	1-3*	0U			11†		
2	Ngao (Naginata)	sw+2 cut	1, 2*	0U	\$100	6	9†	3	Gehong
	<i>or</i>	thr+3 imp	2	0			9†		
3	Bill	sw+3 cut	2, 3*	0U	\$125	8	11‡	3	
	<i>or</i>	thr+3 imp	1-3*	0U			11†		
	<i>or</i>	thr-1 cut	1-3*	0U			11†		Hook
3	Dueling Bill	sw+2 cut	1, 2*	0U	\$100	6	9†	3	
	<i>or</i>	thr+3 imp	1, 2*	0			9†		
	<i>or</i>	thr-1 cut	1, 2*	0U			9†		Hook
3	Dueling Glaive	sw+2 cut	1, 2*	0U	\$80	6	9†	3	
	<i>or</i>	thr+3 imp	1, 2*	0			9†		
3	Dueling Halberd	sw+4 cut	1, 2*	0U	\$120	10	12†	3	
	<i>or</i>	sw+3 imp	1, 2*	0U			12†		
	<i>or</i>	thr+3 imp	1, 2*	0			11†		
3	Halberd	sw+5 cut	2, 3*	0U	\$150	12	13‡	3	
	<i>or</i>	sw+4 imp	2, 3*	0U			13‡		
	<i>or</i>	thr+3 imp	1-3*	0U			12†		
3	Heavy Pudao	sw+5 cut	2, 3*	0U	\$150	12	13‡	3	Gehong
	<i>or</i>	thr+3 imp	1-3*	0U			12†		
3	Lajatang	sw+2 cut	1, 2*	0U	\$100	7	10†	3	Gehong
	<i>or</i>	thr+2 cut	1, 2*	0			10†		
3	Light Pudao	sw+4 cut	1, 2*	0U	\$120	8	11‡	3	Gehong
	<i>or</i>	thr+3 imp	1, 2*	0U			11†		
3	Monk's Spade	sw+1 cut	1, 2*	0U	\$100	6	9†	3	Gehong
	<i>or</i>	sw+2 cr	1, 2*	0U			9†		
	<i>or</i>	thr+2 cut	1, 2*	0			9†		
3	Poleaxe	sw+4 cut	2, 3*	0U	\$120	10	12‡	3	
	<i>or</i>	sw+4 cr	2, 3*	0U			12‡		
3	Pollaxe	sw+4 cr	1, 2*	0U	\$120	10	12†	3	
	<i>or</i>	sw+3 imp	1, 2*	0U			12†		
	<i>or</i>	thr+3 imp	1, 2*	0			11†		
RAPIER (DX-5, Broadsword-4, Main-Gauche-3, or Smallsword-3)									
TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	LC	Notes
3	Jian	sw cut	1	0F	\$700	3	10	2	Gehong
	<i>or</i>	thr+1 imp	1, 2	0F			10		
4	Edged Rapier	sw cut	1, 2	0F	\$1,000	3	10	3	
	<i>or</i>	thr+1 imp	1, 2	0F			10		
4	Light Edged Rapier	sw-1 cut	1	0F	\$700	2.25	8	3	
	<i>or</i>	thr+1 imp	1	0F			8		
4	Light Rapier	thr+1 imp	1	0F	\$400	2	8	3	
4	Rapier	thr+1 imp	1, 2	0F	\$500	2.75	9	3	
SHIELD (DX-4)									
TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	LC	Notes
0	Shield Bash	thr cr	1	No	var	var			
1	Shield Bash w/ Long Spike	thr+1 imp	1	No	var	var			
1	Shield Bash w/ Sharp Edge	sw+2 cut	1	No	var	var			
1	Shield Bash w/ Spike	thr+1 cr	1	No	var	var			

SHORTSWORD (DX-5, Broadsword-2, Jitte/Sai-3, Knife-4, Smallsword-4, or Tonfa-3)									
TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	LC	Notes
0	Baton	sw cr	1	0	\$20	1	6	4	
	<i>or</i>	thr cr	1	0			6		
0	Short Baton	sw-1 cr	C, 1	0	\$10	0.5	5	4	
	<i>or</i>	thr cr	C	0			5		
1	Long Knife	sw-1 cut	1	0	\$120	1.5	7	4	
	<i>or</i>	thr imp	C, 1	0			7		
1	Shortsword	sw cut	1	0	\$400	2	8	3	
	<i>or</i>	thr+1 imp	1	0			8		
2	Dusack/Waster	sw cr	1	0	\$30	1.5	7	4	
	<i>or</i>	thr cr	1	0			7		
2	Falchion	sw+1 cut	1	0	\$400	3	10	3	
	<i>or</i>	thr-2 imp	1	0			10		
2	Large Katar	sw-1 cut	1	0	\$400	2	8	3	Umoja
	<i>or</i>	thr+2 imp	1	0			8		
2	Small Falchion	sw cut	1	0	\$200	2	8	3	
	<i>or</i>	thr-2 imp	1	0			8		
4	Cutlass	sw cut	1	0	\$500	2	8	3	
	<i>or</i>	thr+1 imp	1	0			8		
SMALLSWORD (DX-5, Main-Gauche-3, Rapier-3, or Shortsword-4)									
TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	LC	Notes
0	Baton (Short Staff)	sw cr	1	0F	\$20	1	6	4	
	<i>or</i>	thr cr	1	0F			6		
SPEAR (DX-5, Polearm-4, or Staff-2)									
TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	LC	Notes
0	Spear	thr+2 imp	1*	0	\$40	4	10	3	
	<i>two hands</i>	thr+3 imp	1, 2*	0			9†		
1	Heavy Spear	thr+4 imp	2, 3*	0U	\$90	6	11†	3	
	<i>or</i>	thr+3 cut	3	0U	\$0	0	11†		Tip Slash
1	Javelin	thr+1 imp	1	0	\$30	2	6	3	
1	Short Spear	thr+1 imp	1	0	\$30	2	6	3	
	<i>or</i>	thr cut	1	0			6		Tip Slash
2	Long Spear	thr+2 imp	2, 3*	0U	\$60	5	11	3	
	<i>two hands</i>	thr+3 imp	2, 3*	0			10†		
2	Pike	thr+3 imp	4, 5*	0U	\$80	13	12†	2	
2	Trident	thr+3 (0.5) imp	1*	0U	\$80	5	11	4	
	<i>or</i>	thr+4 (0.5) imp	1, 2*	0			10†		
3	Ahlspeiss	thr+2 imp	1*	0	\$40	4	10	3	
	<i>two hands</i>	thr+3 imp	1, 2*	0			9†		
STAFF (DX-5, Polearm-4, or Spear-2)									
TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	LC	Notes
var	Dueling Polearm	sw+2 cr	1, 2	0U	var	var	var†	3	Blunt Pole
	<i>or</i>	thr+2 cr	1, 2	0			var†		Blunt Tip
0	Long Staff	sw+2 cr	2, 3	+2	\$15	5	10†	4	
	<i>or</i>	thr+2 cr	2, 3	+2			10†		
0	Quarterstaff	sw+2 cr	1, 2	+2	\$10	4	7†	4	
	<i>or</i>	thr+2 cr	1, 2	+2			7†		
0	Short Staff (Jo)	sw+1 cr	1	+2	\$10	2	6†	4	
	<i>or</i>	thr+1 cr	1	+2			6†		
3	Qian Kun Ri Yue Dao	sw+1 cut	1	+2	\$250	3	7†	3	Gehong
	<i>or</i>	thr+1 imp	1	+2			7†		
	<i>or</i>	thr cut	1	+2			7†		
3	Ri Yue Jian	sw+1 cut	1	+2	\$1,100	7	9†	3	Gehong
	<i>or</i>	thr+1 imp	1	+2			9†		

TONFA (DX-5 or Shortsword-3)									
TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	LC	Notes
3	Mae Sun-Sawk (Tonfa)	sw cr	1	0	\$40	1.5	7	4	Gehong
	<i>or</i>	thr cr	C, 1	0			7		
TWO-HANDED AXE/MACE (DX-5, Axe/Mace-3, Polearm-4, or Two-Handed Flail-4)									
TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	LC	Notes
0	Axe	sw+3 cut	1	0U	\$50	4	10†	3	
0	Maul	sw+5 cr	1, 2*	0U	\$80	12	13‡	3	
0	Round Mace	sw+3 cr	1	0U	\$35	5	11†	3	
0	Throwing Axe	sw+3 cut	1	0U	\$60	4	10†	3	
1	Gada	sw+6 cr	1, 2*	0U	\$100	15	16‡	3	Umoja
	<i>or</i>	thr+2 cr	1*	0			15†	-	
1	Great Axe	sw+4 cut	1, 2*	0U	\$100	8	12‡	2	
1	Scythe	sw+3 cut	1	0U	\$15	5	11‡	4	
	<i>or</i>	sw+1 imp	1	0U			11‡	-	
	<i>or</i>	thr-1 cut	1	0U			11†	-	
2	Long Axe	sw+3 cut	1, 2*	0U	\$75	6	11‡	3	
2	Mace	sw+4 cr	1	0U	\$50	5	11†	2	
3	Warhammer	sw+4 imp	1, 2*	0U	\$100	7	12‡	2	
TWO-HANDED FLAIL (DX-6, Flail-3, Kusari-4, or Two-Handed Axe/Mace-4)									
TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	LC	Notes
2	Flail	sw+4 cr	1, 2*	0U	\$100	8	13†	2	
2	Three-Part Staff	sw+3 cr	1-3	0U	\$60	5	11†	3	Gehong
	<i>or</i>	sw+1 cr	1	0U			11†	-	
TWO-HANDED SWORD (DX-5, or Broadsword-4)									
TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	LC	Notes
0	Quarterstaff	sw+2 cr	1, 2	0	\$10	4	9†	4	
	<i>or</i>	thr+1 cr	2	0			9†	-	
0	Short Staff (Jo)	sw+1 cr	1	0	\$10	2	8†	4	
	<i>or</i>	thr+1 cr	1	0			8†	-	
2	Ngao (Naginata)	sw+3 cut	2	0U	\$100	6	9†	3	Gehong
	<i>or</i>	thr+3 imp	2	0			9†	-	
3	Bastard Sword	sw+2 cut	1, 2	0	\$750	5	10†	2	
	<i>or</i>	thr+3 imp	2	0			10†	-	
3	Greatsword	sw+3 cut	1, 2	0	\$900	7	12†	2	
	<i>or</i>	thr+3 imp	2	0			12†	-	
3	Longsword	sw+1 cut	1	0	\$700	4	9†	2	
	<i>or</i>	thr+3 imp	1, 2	0			9†	-	
3	Bastard Falchion	sw+3 cut	1, 2	0U	\$950	7.5	12†	2	
	<i>or</i>	thr+2 imp	2	0U			12†	-	
3	Great Falchion	sw+4 cut	1, 2	0U	\$1,125	10.5	14†	2	
	<i>or</i>	thr+2 imp	2	0U			14†	-	
WHIP (DX-5 or Kusari-3)									
TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	LC	Notes
1	Light Whip	sw-5 (0.5) cr	1-7*	-2U	\$20/yd	0.5/yd	var	4	
1	Whip	sw-2 (0.5) cr	1-7*	-2U	\$20/yd	2/yd	var	4	
3	Belt Sword	sw-2 cr	1, 2	-3U	\$300	2	7	3	Umoja. +1 to Holdout
	<i>or</i>	sw-2 (0.5) cut	1, 2	-3U			7		
3	Urumi	sw-1 cr	1-3	-2U	\$400	4	8	3	Umoja
	<i>or</i>	sw-1 (0.5) cut	1-3	-2U			8		

The following weapons are commonly encountered among soldiers, guardsmen, mercenaries, adventurers, and bandits across the known world. Items listed in SMALL CAPITALS have stats in the **Basic Set**, **Martial Arts**, or **Low-Tech**. Other weapons exist, but are not as common.

AXE – A wedge-shaped blade on a wooden handle, for use in one hand and not balanced for throwing. It has a sufficiently long handle to

be comfortably wielded two-handed. A SMALL AXE, which is only slightly larger than a HATCHET, cannot be used two-handed; the LONG AXE must be wielded two-handed.

BACKSWORD – A single edged THRUSTING BROADSWORD with a basket hilt, common in Marach and Ered-Dûm.

BASTARD SWORD – A sword manageable enough to wield one-handed but with a grip long enough for two. It can be wielded two-

handed normally. Most are THRUSTING BASTARD SWORDS.

Bayonet – Presently, the only style of bayonet currently in existence is the plug bayonet, which fits in the end of the musket or rifle. Use in this manner converts the musket or rifle into an effective two-handed SPEAR doing thr+3 impaling damage; when removed from the firearm, it can be wielded as an unthrowable LARGE KNIFE. Fixing a bayonet to a firearm takes four Ready maneuvers: one to draw the bayonet, one to change grips, one to mount the blade, and one to ready the firearm as a melee weapon. Fast-Draw (Knife) can reduce this to three seconds. Cost and weight are as a Large Knife.

BROADSWORD – A common one-handed straight sword. Most are THRUSTING BROADSWORDS. Also referred to as an "arming sword" or simply just "sword" in common usage.

CAVALRY SABER – A curved one-handed sword commonly used from the saddle, ubiquitous across the known world.

CESTUS – A metal covering for the hand and occasionally the forearm, commonly made of iron or lead, used to protect the hands and increase damage dealt in boxing matches.

CUTLASS – The cutlass is the main melee weapon used on board ocean-going ships. It is a single-edged, broad bladed shortsword with a sharpened tip and a basket hilt for protecting the hand during combat. Treat a hilt punch as hitting with a loaded fist.

DAO – A heavy sword from the Gehong region with a large, curved blade and an extra-long handle used one-handed for chopping and stabbing.

FALCHION – A curved, broad-bladed chopping sword common with the Desert Nomads, wielded one-handed. Most are shortsword sized, but the Large Falchion is broadsword size.

JIAN – A straight, one-handed sword from the Gehong region with a long, narrow blade. While commonly used similarly to a Thrusting Broadsword, it is light enough for fencing.

Machete – A cheap-quality, broad-bladed SMALL FALCHION common in the Umojan Jungle region, most commonly used for clearing underbrush.

PIKE – A 10-foot long Heavy Spear with Reach 4, commonly used to brace against cavalry charges. Not normally suitable for melee use; when broken following a charge, can be used as a SPEAR of the appropriate size. Pikes are common among infantry forces. Modern infantry usually uses a shield wall with pikes sticking forward through them, with archers, crossbowmen, and musketeers behind them.

QIAN KUN RI YUE DAO – The name of this weapon roughly translates into "heaven and earth, sun and moon sword." It is a 4' to 5' metal bar with a sickle-like blade at either end, curved towards the user. The wielder holds it across his body with his hands inside a pair of metal handguards – each with another crescent-shaped blade on it, these pointing away from him. The weapon is complex to wield, giving a -1 to attack with it, but see the Exotic Weapon Training Perk (*Martial Arts*, p. 50).

RAPIER – Considered by many to be the weapon of the aristocracy, the rapier is the primary civilian weapon favored by young nobles and those who emulate them. Also common is the EDGED RAPIER (*Martial Arts*, p. 229), which allows for slashing as well as thrusting attacks. The LIGHT RAPIER and LIGHT EDGED RAPIER also exist. All are suitable for use with the various fencing styles listed in Chapter I.

Ri Yue Jian – A double-bladed sword out of Gehong with straight blades. Treat as a JO, using the Staff skill, except that swing damage is cutting, and thrust damage is impaling. It requires a slightly different

grip than a quarterstaff, and cannot be wielded using the Two-Handed Sword skill.

Scimitar – A curved slashing sword similar to a cavalry saber used by the Desert Nomads, occasionally used from horseback as well as on foot. Use the THRUSTING BROADSWORD stats for a lightly curved blade, or CAVALRY SABER stats for one sharply curved.

Modifying Melee Weapons

The following reflect various means of adapting melee weapons. Each gives a Cost Factor (CF), as described above.

Balanced: +1 to skill with any melee weapon. When applied to any weapon with a "U" in the Parry statistic, it essentially removes the "U". +4 CF.

*Cheap**: Any weapon can be made cheaply, being mass-produced for armies or produced by inexperienced weaponsmiths. Cheap weapons are +2 to break, and thrown weapons are -1 Acc (minimum 0). -0.6 CF.

Darkmetal†: Darkmetal is immune to magic – Steelwraith, Turn Blade, etc, will not stop it, and Shape Metal, Shatter, and the like will not affect it. Of course, it cannot benefit from enchantments, weapon-enhancing spells, or magical repairs. +49 CF.

*Fine**: -1 to odds of breakage, and +1 to any cutting or impaling damage. Crushing- or impaling-only melee or thrown weapons: +2 CF. Fencing weapons and swords: +3 CF. Other cutting/thrown weapons: +9 CF.

Ironwood†: Any wooden weapon, such as a quarterstaff or baton, can be made of ironwood, giving it a +1 per die to all crushing damage. If a normally metal weapon is made out of ironwood, effects are as Wooden, below, but with the +1 per die bonus to crushing damage. +9 CF.

Mithryl†: Mithryl weapons are half as light as their steel counterparts. +19 CF.

Ornate: Gold, silver, jewels, etchings, etc. have been added to the weapon to make it more decorative, giving a reaction bonus to buyers, gullible hirelings, etc. +1 to reactions for +1 CF, +2 for +4 CF, +3 for +9 CF, etc.

Orichalcum†: Orichalcum weapons won't break! Non-orichalcum weapons have +2 to odds of breakage when parrying heavy orichalcum ones. Any metal weapon, but popular for light fencing weapons: +29 CF.

*Silver**†: Metal weapons can be made of solid silver to exploit various Vulnerabilities, but have +2 to odds of breakage; +19 CF. Silver-coating these weapons doesn't worsen breakage, but may not be as effective in exploiting Vulnerabilities; +2 CF.

*Very Fine**: -2 to odds of breakage and +2 to damage. Fencing weapons and swords only. +19 CF.

Wooden†: Any weapon can be made of wood, but with various effects. Cutting weapons become crushing, and impaling weapons get an Armor Divisor (0.5). -0.9 CF Note that some weapons, such as the quarterstaff and wooden stake, are already made of wood and don't need this modifier.

* Cheap, Fine, solid Silver, and Very Fine are mutually exclusive.

† Darkmetal, Ironwood, Mithryl, Orichalcum, solid Silver, and Wooden weapons are mutually exclusive.

Muscle-Powered Ranged Weapons

Table 6-2: Muscle-Powered Ranged Weapons

BLOWPIPE (DX-6)												
TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	Cost	ST	Bulk	LC	Notes
0	Blowpipe	1d-3 pi-	1	×4	1/0.05	1	1(2)	\$30	2	-6	4	
BOLAS (No default)												
TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	Cost	ST	Bulk	LC	Notes
0	Bola Perdida	sw cr	0	×6/×10	1	1	T(1)	\$10	6	-2	4	
0	Bolas	thr-1 cr	0	×3	2	1	T(1)	\$20	7	-2	4	
BOW (DX-5)												
TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	Cost	ST	Bulk	LC	Notes
0	Longbow	thr+2 imp	3	×15/×20	3/0.1	1	1(2)	\$200	11†	-8	3	
0	Regular Bow	thr+1 imp	2	×15/×20	2/0.1	1	1(2)	\$100	10†	-7	3	
0	Short Bow	thr imp	1	×15/×20	1.5/0.1	1	1(2)	\$50	7†	-6	3	
1	Reflex Bow	thr+3 imp	3	×20/×25	2.25/0.1	1	1(2)	\$900	10†	-7	3	
1	Straight Compound Bow	thr+2 imp	2	×15/×20	2.25/0.1	1	1(2)	\$600	10†	-7	3	
4	Tubular Bow	thr+2 imp	2	×20/×25	2/0.1	1	1(2)	\$900	8†	-6	3	
CLOAK (DX-5, Net-4, or Shield-4)												
TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	Cost	ST	Bulk	LC	Notes
1	Heavy Cloak	spec.	1	2	5	1	T(1)	\$50	8	-6	4	
1	Light Cloak	spec.	1	2	2	1	T(1)	\$20	5	-4	4	
CROSSBOW (DX-4)												
TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	Cost	ST	Bulk	LC	Notes
2	Crossbow	thr+4 imp	4	×20/×25	6/0.06	1	1(4)	\$150	7†	-6	3	
2	Repeating Crossbow	thr+1 imp	1	×7/×15	10/0.6	1	10(3i)	\$500	8†	-5	3	
3	Composite Crossbow	thr+5 imp	4	×25/×30	7/0.06	1	1(4)	\$950	8†	-6	3	
3	Pistol Crossbow	thr+2 imp	1	×15/×20	4/0.06	1	1(4)	\$150	7	-4	2	
3	Prodd	thr+4 pi	2	×20/×25	6/0.06	1	1(4)	\$150	7†	-6	3	
3	Slurbow	thr+3 imp	1	×25/×30	8/0.06	1×2	1(2i)	\$1,000	9†	-6	3	
	<i>or</i>	thr+2 imp	1	×15/×20	8/0.1	1×5	1(2i)		9†	-6		
4	Fowling Crossbow	thr+5 imp	4	×25/×30	9/0.06	1	1(8)	\$450	8†	-6	3	
4	Hunting Crossbow	thr+5 imp	4	×25/×30	12/0.06	1	1(13)	\$600	10†	-7	3	
4	Military Crossbow	thr+5 imp	4	×25/×30	15/0.06	1	1(32)	\$750	12†	-8	2	
4	Siege Crossbow	thr+5 imp	4	×25/×30	18/0.06	1	1(50)	\$900	14M†	-10	1	
LASSO (No default)												
TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	Cost	ST	Bulk	LC	Notes
1	Lariat	spec.	0	spec.	3/0.1	1	T(spec)	\$40	7†	-2	4	
NET (Cloak-5)												
TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	Cost	ST	Bulk	LC	Notes
0	Large Net	spec.	1	spec.	20	1	T(1)	\$40	11	-6	4	
2	Melee Net	spec.	1	spec.	5	1	T(1)	\$20	8	-4	4	
SLING (DX-6)												
TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	Cost	ST	Bulk	LC	Notes
0	Bola Perdida	sw cr	0	×6/×10	1	1	T(1)	\$10	6	-2	4	
0	Heavy Sling	sw+2 cr	1	×3/×6	1/1	1	1(2)	\$20	8†	-5	3	
0	Sling	sw pi	0	×6/×10	0.5/0.05	1	T(1)	\$20	6	-4	4	
1	Dart Sling	sw imp	1	×6/×10	0.5/0.25	1	1(2)	\$20	6	-4	3	
1	Staff Sling	sw+1 pi	1	×10/×15	2/0.05	1	1(2)	\$20	7†	-6	3	
SPEAR THROWER (DX-5 or Thrown Weapn (Spear)-4)												
TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	Cost	ST	Bulk	LC	Notes
0	Dart-Launcher				1	1	1(1)	\$20			3	
	<i>w/ Dart</i>	sw-1 imp	1	×3/×4	1			\$20	5	-3	3	
	<i>w/ Javelin</i>	sw+1 imp	3	×2/×3	2			\$30	6	-4	3	

0	Spear-Launcher				2	1	1(1)	\$40			3	
	w/ <i>Spear</i>	sw+3 imp	2	×1.5/×2	4			\$40	9	-6	3	
0	Stone-Launching Stick	sw-1 cr	0	×2/×3	1/0.25	1	1(1)	\$20	5	-2	3	
THROWN WEAPON (AXE/MACE) (DX-4)												
TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	Cost	ST	Bulk	LC	Notes
0	Hatchet	sw cut	1	×1.5/×2.5	2	1	T(1)	\$40	8	-2	4	
0	Round Mace	sw+2 cr	1	×0.5/×1	5	1	T(1)	\$35	12	-4	3	
0	Small Round Mace	sw+1 cr	1	×1/×1.5	3	1	T(1)	\$25	10	-3	3	
0	Small Throwing Axe	sw+1 cut	1	×1/×1.5	3	1	T(1)	\$50	10	-3	3	
0	Throwing Axe	sw+2 cut	1	×1/×1.5	4	1	T(1)	\$60	11	-3	3	
2	Large Hungamunga	sw+2 cut	2	×1/×1.5	4	1	T(1)	\$60	11	-3	3	Umoja
2	Mace	sw+3 cr	1	×0.5/×1	5	1	T(1)	\$50	12	-4	3	
2	Small Mace	sw+2 cr	1	×1/×1.5	3	1	T(1)	\$35	10	-3	3	
THROWN WEAPON (DART) (DX-4 or Throwing-2)												
TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	Cost	ST	Bulk	LC	Notes
2	Throwing Dart	thr imp	1	×2.5/×3.5	1	1	T(1)	\$20	6	-2	4	
THROWN WEAPON (DISC) (DX-4 or Throwing-2)												
TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	Cost	ST	Bulk	LC	Notes
1	Discus	thr+2 cr	2	×4/×6	2	1	T(1)	\$40	6	-3	4	
1	Chakram	thr+1 cut	1	×4/×6	1.5	1	T(1)	\$50	6	-2	3	Gehong
THROWN WEAPON (HARPOON) (DX-4 or Thrown Weapon (Spear)-2)												
TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	Cost	ST	Bulk	LC	Notes
2	Harpoon	thr+5 imp	2	×1/×1.5	6	1	T(1)	\$60	11	-6	3	
THROWN WEAPON (KNIFE) (DX-4)												
TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	Cost	ST	Bulk	LC	Notes
0	Large Knife	thr imp	0	×0.8/×1.5	1	1	T(1)	\$40	6	-2	4	
0	Small Knife	thr-1 imp	0	×0.5/×1	0.5	1	T(1)	\$30	5	-1	4	
0	Wooden Stake	thr (0.5) imp	0	×0.5/×1	0.5	1	T(1)	\$4	5	-2	4	
1	Dagger	thr-1 imp	0	×0.5/×1	0.25	1	T(1)	\$20	5	-1	4	
2	Hungamunga	sw-1 cut	1	×0.8/×1.5	1	1	T(1)	\$40	6	-3	3	
2	Large Throwing Knife	thr imp	1	×1/×2	1	1	T(1)	\$40	6	-1	3	
2	Small Throwing Knife	thr-1 imp	1	×0.8/×1.5	0.5	1	T(1)	\$30	5	0	3	
3	Sai	thr imp	0	×0.8/×1.5	1.5	1	T(1)	\$60	7	-3	3	Gehong
THROWN WEAPON (SHURIKEN) (DX-4 or Throwing-2)												
TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	Cost	ST	Bulk	LC	Notes
3	Spike Piau	thr-2 imp	1	×0.5/×1	0.1	1	T(1)	\$3	5	0	2	
3	Star Piau	thr-1 cut	1	×0.5/×1	0.1	1	T(1)	\$3	5	0	2	
THROWN WEAPON (SPEAR) (DX-4, Spear Thrower-4, or Thrown Weapon (Harpoon)-2)												
TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	Cost	ST	Bulk	LC	Notes
0	Spear	thr+3 imp	2	×1/×1.5	4	1	T(1)	\$40	9	-6	3	
0	Spear w/ Thong	thr+3 imp	3	×1.25/×1.75	4	1	T(1)	\$45	9	-6	3	
1	Javelin	thr+1 imp	3	×1.5/×2.5	2	1	T(1)	\$30	6	-4	3	
1	Javelin w/ Thong	thr+1 imp	4	×1.75/×2.75	2	1	T(1)	\$35	6	-4	3	
THROWN WEAPON (STICK) (DX-4)												
TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	Cost	ST	Bulk	LC	Notes
0	Throwing Stick	sw-1 cr	1	×4/×6	1	1	T(1)	\$10	6	-2	4	

HUNGAMUNGA – An iron or steel throwing weapon from Umoja used as a LARGE KNIFE or a SMALL AXE, but at a -2 penalty to skill due with a number of sharp edges along the various sides, enabling it to do damage regardless of which side hits when thrown. In melee, it can be to its awkward design – but see the Exotic Weapon Training Perk (*Martial Arts*, p. 50).

Firearms

Table 6-3: Firearms

GUNS (MUSKET) (DX-4 or most other Guns-2)													
TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC	Notes
4	Caliver, .59	3d+1 pi+	2	85/870	6.6/0.07	1	1 (60)	9†	-5	4	\$135	3	
4	Carbine, .69	3d pi++	2	80/800	6.5/0.08	1	1 (40)	9†	-4	4	\$290	3	
4	Carbine, Double, .69	3d pi++	2	80/800	13/0.16	1	2 (40i)	11†	-4	4	\$350	3	
4	Musket, .80	4d+2 pi++	2	120/1,200	21/0.15	1	1 (60)	12R†	-7	4	\$175	3	
4	Wall Gun, 1.06	5d+1 pi++	2	120/1,200	27.5/0.3	1	1 (40)	13M†	-7	3	\$425	2	
GUNS (PISTOL) (DX-4 or most other Guns-2)													
TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC	Notes
4	Pocket Pistol, .33	1d pi	1	25/300	0.7/0.008	1	1 (20)	6	-1	2	\$190	2	
4	Belt Pistol, .53	2d-1 pi+	1	50/550	2/0.035	1	1 (20)	9	-3	3	\$260	3	
4	Horse Pistol, .55	2d-1 pi+	1	50/500	2.75/0.04	1	1 (20)	10	-4	3	\$250	3	
4	Petronel, .60	2d+2 pi+	2	60/630	7.75/0.04	1	1 (40)	11	-7	3	\$280	3	
4	Dueling Pistol, .53	2d-1 pi+	2	50/550	2/0.035	1	1(20)	9	-3	3	\$455	3	
GUNS (RIFLE) (DX-4 or most other Guns-2)													
TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC	Notes
4	Rifle, .65	3d+1 pi+	3	65/650	11/0.06	1	1 (60)	10†	-6	3	\$300	3	
4	Rifle, Double, .65	3d+1 pi+	3	65/650	20/0.12	1	2 (60i)	10†	-7	2	\$500	3	
4	Kalthoff Repeater, .60												
GUNS (SHOTGUN) (DX-4 or most other Guns-2)													
TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC	Notes
4	Blunderbuss, .62	1d pi	2	45/810	11.2/0.06	1×7	1 (40)	7†	-6	1	\$165	3	
4	Fowling Piece, Single, 12G	1d+1 (0.5) pi-	2	15/330	9.5/0.1	1×175	1 (40)	7†	-7	1	\$135	3	
4	Fowling Piece, Double, 12G	1d+1 (0.5) pi-	2	15/330	17/0.2	1×175	2 (40i)	8†	-8	1	\$170	3	

The spread of firearms throughout the world of Ranoc has been slow, much slower than people expected. The reasons for the slow diffusion of this new technology are as follows:

First, the leaders of Ritaegno, Marach, and Rinkasae have an unspoken agreement to keep the formula for gunpowder to themselves. The knowledge for making the powder is considered a state secret in all three nations; this has led to a number of chemists and alchemists attempting to duplicate it, with mixed and often damaging results.

Second, the Magic Guilds of Ranoc see gunpowder as a threat to their power, as it places the damage potential once wielded only by wizards in the hands of the common folk. These Guilds work to prevent its spread outside the three nations; the more ambitious members of the Magic Guilds attempt to convince the leaders of Marach and Ritaegno to give up the use of the powder.

Finally, the fear from the nobles of what would happen should the powder be duplicated by the peasantry prevents the proliferation of firearms even inside the two human nations that use it. As can be expected, the nobles don't want to lose their power over their subjects, so they prevent their subjects from learning how to produce the powder.

Despite these efforts, many believe that it is only a matter of time before the secret of making the powder gets out and firearms become ubiquitous across the known world.

Where it is available, gunpowder runs two silvers (\$24) per pound; usually sold in ox-horns which hold a single pound of powder or in 25-pound barrels. A one-pound powder horn has enough powder for 40 shots. (This is a slightly higher price than what is indicated in High-Tech, page 163; the increase in price is accounted for by its relative scarcity.)

Firearms come in various types and sizes, and are classified by both their firing mechanism and their configuration. There are two firing mechanisms common in Ranoc and in numerous configurations:

Firing Mechanisms

Matchlock – Matchlock weapons work by lighting a fuse or pressing a lit flame against the powder. This is the oldest form of firearm. This adds 5 seconds to the firing of any weapon due to having to prepare the fuse (usually already accounted for in the cannon and bombard stat-blocks). Matchlocks are still popular for cannon, but are increasingly rare for small arms.

Wheel-lock – Wheel-lock weapons make their own fire. When the trigger is pulled, the powder pan is opened while a clockwork wheel spins against a piece of pyrites, creating a spark which then ignites the powder in the firearm. These "self-sparking" weapons still need to be reloaded after every shot; however, the pyrites only has to be replaced once every ten to twenty shots (in game-play, assume the pyrites needs to be replaced on the first failed roll above a 15 or the gun's Malfunction rating, should those rules be used). Replacing the pyrites takes 20 seconds; a successful Fast-Draw (Ammo), Armoury (Small Arms)+3, or Soldier roll reduces this to 15 seconds. The cost of the pyrites is negligible; they are usually sold in packs of a dozen pieces for a single half-copper piece, or can be found in five minutes with a successful roll against Scrounging+2. This mechanism is common on small arms.

Snaphaunce – Designed by and named after Lord Snaphaunce of Ritaegno, this firing mechanism is much simpler than the complicated wheel-lock mechanism. However, because Lord Snaphaunce refuses to release the design to the public, very few firearms are equipped with it. This mechanism has a piece of flint or pyrites on a cocked lever, which is released by the trigger. A spring on the lever throws the flint or pyrites against a piece of steel; the sparks then hit the powder pan. (This is essentially a primitive flintlock.) All firearms listed as wheel-lock in their descriptions may have snaphaunce locks instead for no

additional charge; the difference in cost because of the simplicity of the design is compensated by its relative rarity.

Configurations

POCKET PISTOL – A small, easily concealable wheel-lock pistol designed for self-defense, used primarily by nobles, con artists, and assassins.

BELT PISTOL – The standard wheel-lock pistol carried by young nobles and wannabes, it easily fits into a sash or belt without encumbering the user. Most come with a lanyard ring on the grip, through which a leather or chain lanyard is used to keep the pistol from falling to the ground.

HORSE PISTOL – A wheel-lock pistol designed for cavalry use, with a larger round and slightly longer barrel than the belt pistol. The barrel is sometimes wider at the mouth, to aid reloading from horseback. Once fired, however, it can be gripped by the barrel and used as a Knobbed Club. Most cavalry carry at least two of these.

PETRONEL – A two-handed wheel-lock pistol with a barrel roughly the same length as a carbine, used by cavalry forces; reloading takes the same time as a long-arm.

DUELING PISTOL – A rifled wheel-lock pistol designed for dueling, more accurate than the belt or horse pistol, and considered Fine quality for Accuracy purposes (already factored into the price). Most are ornately decorated and sold as a matched pair; the price in the table above gives the minimum price for a single dueling pistol.

CALIVER – A lighter musket for use by ordinary soldiers who aren't strong enough to handle the heavier muskets. This happens to be the most common type of longarm seen.

CARBINE – A shorter-barreled wheel-lock musket designed for cavalry use. Often comes with multiple barrels for a faster rate of fire before reloading. The double-barrel carbine is most common, but some have been built with up to six barrels.

MUSKET – The standard wheel-lock musket used by troops in the Teyoth region. Its price doubles outside Marach, Ritaegno, and Rinkasae, due to its scarcity. It is a heavy weapon, requiring a musket rest to use the weapon effectively. Musketeers tend to be large, strong men because of this.

WALL GUN – A wheel-lock weapon even heavier than the musket, usually mounted on a tripod on top of a city wall for use in defensive fire. This weapon is also sometimes used as a longarm or even sidearm by those of the giant races who may acquire a firearm.

BLUNDERBUSS – A short-barreled, smoothbore, wheel-lock firearm that fires small pellets instead of a single bullet. The mouth of the barrel is wider than the barrel itself; this wide mouth aids in loading the weapon, but contrary to popular belief does not aid in spreading the pellets. It is also quite intimidating, and may add a slight bonus to Intimidation checks (+1 is common, but may reach +3, depending on how "trigger-happy" the wielder appears). The flared barrel also makes it exempt from the Guns-2 roll to reload on horseback or a moving vehicle.

FOWLING PIECE – A very long-barreled shotgun designed for hunting, customarily loaded with birdshot (reflected in the RoF stats).

RIFLE – A wheel-lock rifle with a longer barrel, used by nobles for hunting large game and by military forces, primarily Marach and Rinkasae, as a sharpshooter's weapon. A number of them have been smuggled down to New Hope, where they have become very popular.

Kalthoff Repeater – A style of musket made exclusively by the Kalthoff family of gunsmiths in Ritaegno; this musket is a lever-action repeater capable of firing up to thirty rounds between reloading, taking

a second between shots to work the lever. A finicky weapon, misfires happen on a roll of 14 or more, even when that roll would normally be a success.

Reloading a Firearm

Reloading a musket, smooth-bore carbine, or blunderbuss takes 40 seconds. A successful Fast-Draw (Ammo) roll reduces this to 30. A double-barreled weapon doubles the time required.

Reloading a rifle takes 60 seconds due to the rifling. A successful Fast-Draw (Ammo) roll reduces this to 50.

Reloading a smooth-bore pistol action takes 20 seconds. Fast-Draw (Ammo) reduces this to 16 seconds.

Reloading a rifled pistol takes 30 seconds. Fast-Draw (Ammo) reduces this to 24 seconds.

Using a self-measuring powder flask removes 5 seconds from the final time.

Loading a muzzle-loading shoulder arm – not a pistol – in any position other than standing increases the loading times by 50% (round up). Loading while mounted requires a roll against the lower of Guns-3 or Riding-3; loading on a moving vehicle (such as a wagon or carriage) requires a roll against Guns-2.

Modifying Ranged Weapons

The following adjustments can be made to various firearms and other missile weapons (such as bows and crossbows) to improve their usefulness. Each modifier is "stackable" unless otherwise specified. Following the method from *Dungeon Fantasy 1: Adventurers and Low-Tech*, each modifier lists a Cost Factor (CF). To find the final cost, add up the various Cost Factors, and multiply the list price by (1 + total CF).

Note that some of these modify only the ammunition, not the weapon themselves.

Balanced: +1 to skill with a thrown weapon, or +1 to Acc of any firearm, blowgun, bow, or crossbow. +4 CF.

Darkmetal†: Darkmetal bullets and projectiles cannot be affected by magic! Spells, such as Reverse Missiles, Steelwraith, etc, will not stop it, and Shape Metal, Shatter, and the like cannot affect it. Of course, they can't benefit from enchantments or projectile-enhancing spells, either. Note that this only covers the projectiles and ammunition; the weapon itself can still be enchanted, unless also made of Darkmetal. +49 CF.

*Fine**: -1 to odds for breakage, and +20% to Range for a blowgun, bow, crossbow, or firearm. +3 CF.

Ornate: Gold, silver, jewels, etchings, etc. have been added to the weapon to make it more decorative, giving a reaction bonus to buyers, gullible hirelings, etc. +1 to reactions for +1 CF, +2 for +4 CF, +3 for +9 CF, etc.

Orichalcum‡: Orichalcum weapons won't break, which makes it a useful metal from which to make guns. In addition, orichalcum weapons are easier to enchant. +29 CF.

Silver‡*: Metal arrows, bolts, and bullets can be made of solid silver to exploit various Vulnerabilities, and, in the case of bullets from firearms, have an Armor Divisor of (0.5) (treat as Hollow Point for any firearm). +19 CF.

* Fine and Silver are mutually exclusive.

† Darkmetal, Orichalcum, and Silver are mutually exclusive; however, a Darkmetal bullet can be fired from an Orichalcum firearm without affecting any enchantment on the firearm itself.

Heavy and Siege Weapons

Table 6-4: Heavy Weapons:

ARTILLERY (CANNON) (IQ-5)													
TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC	Notes
3	Bombard	13d+2 pi++	1	80/550	1,550/50	1	1 (60)	55M†	-12	5	\$21,000	0	
3	Bombard	6d×5 pi++	1	130/740	16,000/430	1	1 (60)	92M†	-16	5	\$220,000	0	
3	Crapaudau	1d+2 pi++	1	20/170	32/0.12	1	1 (60)	17M†	-8	2	\$440	1	
3	Vauglaire	4d+2 pi++	1	40/340	700/2.5	1	1 (60)	36M†	-12	2	\$9,600	1	
ARTILLERY (CATAPULT) (IQ-5)													
TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC	Notes
2	Onager	12d-1 cr	1	440/550	3,800/15	1	1 (60)	138M†	-15/-20	2	\$95,000	1	
3	Trebuchet, Small	12+2 cr	1	480/660	17,500/25	1	1 (300)	295M†	-19/-24	3	\$70,000	0	
3	Trebuchet, Large	17d cr	1	510/660	44,000/80	1	1 (450)	470M†	-21/-26	3	\$210,000	0	
ARTILLERY (ROCKETS) (IQ-5)													
TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC	Notes
4	Hwacha	3d imp	1	500	200/25	20	100 (5i)	20M†	-12	1	\$12,000	1	
	<i>plus</i>	3d cr ex [1d+1]											
GUNNER (CANNON) (DX-4 or other Gunner-4)													
TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC	Notes
4	Cannon, 3-lb	14d+1 pi++	2	210/1,800	1,000/4.5	1	1 (60)	39M†	-13	2	\$14,000	1	1 loader
4	Cannon, 12-lb.	6d×4 pi++	2	310/2,400	3,750/18	1	1 (60)	55M†	-15	2	\$50,000	1	5 loaders
4	Cannon, 24-lb.	6d×5 pi++	2	370/2,700	6,900/36	1	1(70)	64M†	-16	2	\$95,000	0	7 loaders
4	Ship's Gun, 4-lb.	6d×3 pi++	2	270/2,300	1,000/7.5	1	1 (60)	40M†	-12	2	\$14,000	2	2 loaders
4	Ship's Gun, 9-lb.	6d×4 pi++	2	310/2,400	2,900/16.5	1	1 (60)	50M†	-14	2	\$39,000	2	4 loaders
4	Ship's Gun, 18-lb.	7d×4 pi++	2	340/2,600	5,000/28	1	1(70)	60M†	-15	2	\$65,000	1	6 loaders
4	Ship's Gun, 42-lb.	6d×5 pi++	2	380/2,800	7,300/60	1	1(90)	75M†	-16	4	\$180,000	1	11 loaders
4	Swivel-Gun	6d+1 pi++	1	90/900	140/2.5	1	1 (20)	27M†	-8	3	\$1,900	2	
GUNNER (CATAPULT) (DX-4 or other Gunner-4)													
TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC	Notes
2	Scorpion, 27"	3d imp	4	220/275	65/0.5	1	1 (10)	17M†	-9	1	\$1,600	2	
2	Scorpion, 36"	4d imp	4	240/300	160/1.2	1	1 (15)	21M†	-10	1	\$4,000	2	
2	Scorpion, 45"	5d imp	4	250/315	290/2.25	1	1 (24)	38M†	-11	1	\$7,200	2	
2	Scorpion, 54"	6d-1 imp	4	250/315	515/4	1	1 (35)	51M†	-12	1	\$12,800	2	
2	Scorpion, 72"	7d+1 imp	4	275/345	1,190/10	1	1 (30)	77M†	-14	1	\$30,000	2	
3	Arbalest	3d-1 imp	4	360/450	37/0.5	1	1 (30)	15M†	-9	1	\$15,000	3	
3	Springald	5d+3 imp	1	90/110	216/2	1	1 (20)	33M†	-11/-14	2	\$5,400	2	
GUNNER (ROCKETS) (DX-4 or other Gunner-4)													
TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC	Notes
3	Rocket	2d+2 cr ex	0	810	1.15	1	1 (15)	6M	-5	1	\$23	1	

ARBALEST – A weapon that resembles a large crossbow, usually mounted but occasionally used by minotaurs, ogres, and trolls as a crossbow. Uses a built-in winch for reloading.

BOMBARD – Older gunpowder artillery, usually mounted on massive wooden frames or built into vehicles or buildings. Fires huge stone balls.

CANNON – These are cannon which are mounted on a carriage and towed to the battlefield using draft animals.

CRAPAUDAU – A long-barreled, small-caliber breechloader firing small stones.

HWACHA – The hwacha is a matchlock device which originated in the Gehong region, in the nation of Tsiu: a battlefield support weapon, usually mounted on a cart, which can fire two hundred rocket-propelled explosive-tipped arrows at once. What most rockets lack in accuracy, the hwacha makes up for with massed fire. The hwacha's existence predates the use of black powder in the Teyoth region.

ONAGER – A simple design, the onager has one arm, one torsion

spring, and no string; the sling pouch or basket is fastened directly to the end of the arm. The arm swings from horizontal to vertical, hits a cushion, and stops, releasing the missile. The name "onager" is derived from its recoil, which is often compared to the kick of a wild ass. Useful for launching bombs – and the occasional adventurer! It is operated by a crew of two.

ROCKET – An unguided explosive which uses its own exhaust to propel it. Most use a wooden pole to stabilize its flight; however, the majority of rockets are horribly inaccurate (-5 to hit and maximum effective skill 9 regardless). It takes three seconds to reach full range and explode.

SCORPION – A ballista that throws a bolt, rated for the length of the shaft it propels, used primarily as direct-fire weapons when cannon are not available. Use Artillery (Catapult) for indirect fire.

SHIP'S GUN – A cannon mounted on a carriage carried on board a ship, rated for the size of the ball it fires. Barrel length is 9' to 10' for the larger sizes, and 7' for the 4-pounder.

SWIVEL-GUN – A small cannon that can be mounted on a ship's gunwale or a city wall, and swing about to engage attackers. Most are breechloaders.

TREBUCHET – The classic catapult, designed to smash fortification walls with huge rocks. It uses a counterweight to propel the arm

forward. Like the onager, it is often used to launch bombs. A small trebuchet has a crew of 25; a large one a crew of 30.

VAUGLAIRE – A fairly small breechloader with a moderately long barrel, firing stones somewhat larger than the crapaudeau's.

Clothing and Armor

The most common materials used for clothing in the western regions are wool, felt, linen, leather, and fur, with a number of items also made from silk imported from Gehong or cotton imported from Umoja. A recent fabric among the middle and lower classes is a mix of linen and wool, commonly known as linsey-woolsey. Clothing made from this fabric provides some protection from cold weather like wool, but is lighter and lets warmer air flow through it like linen. On the downside, it is also somewhat uncomfortable when worn for long periods of time, as it has a tendency to itch.

Armor is a necessity among soldiers, city guards, mercenaries, and "professional adventurers". Even those who don't normally face life-threatening combat may wish to invest in some minor, inconspicuous armor. The armor table, below, lists common pieces of armor found in Ranoc. Custom armor may be made using Low-Tech: Instant Armor.

Listed below the table are the most common combinations of armor that are found in Ranoc. Most armorers build these armors as sets, not as pieces. The cheaper sets, particularly the leather, scale, segmented plate, and mail armors, are normally produced to generic designs in standard sizes (in some areas, particularly New Hope, an adventurer may be able to buy some of these armors "off the rack"), while those armors incorporating larger pieces of plate are generally custom built on commission and fitted to their original wearer. The Mail and Heavy Mail sets come standard with a cotton or linen tabard and belt worn over the armor; these provide no additional cost or protection, but are often decorated with heraldry. All armor sets heavier than leather come with lightweight cloth padding underneath for comfort at no extra price (or protective benefit).

Table 6-5: Armor Table

Torso Armor							
TL	Armor	Locations	DR	Cost	Weight	LC	Notes
0	Padded Cloth Haubergeon	torso	1*	\$50	6	4	
0	Padded Cloth Hauberk	torso, thighs	1*	\$73	8.7	4	
0	Light Layered Cloth Haubergeon	torso	2*	\$150	12	4	
0	Light Layered Cloth Hauberk	torso, thighs	2*	\$218	17.4	4	
0	Layered Cloth Haubergeon	torso	3	\$350	20	3	
0	Layered Cloth Hauberk	torso, thighs	3	\$508	29	3	
0	Heavy Layered Cloth Haubergeon	torso	4	\$600	28	3	
0	Heavy Layered Cloth Hauberk	torso, thighs	4	\$870	40.6	3	
0	Leather Jacket	torso, arms, sans groin	1/0*	\$126	4.8	-	[1]
0	Leather Greatcoat	torso, limbs	1/0*	\$225	8.3	-	[1]
0	Leather Haubergeon	torso	2/1*	\$100	12	3	[2]
0	Leather Hauberk	torso, thighs	2/1*	\$145	17.4	3	[2]
0	Leather Buff Coat	torso, limbs	2/1*	\$250	30	4	[2]
0	Heavy Leather Haubergeon	torso	3/2	\$200	20	3	[2]
0	Heavy Leather Hauberk	torso, thighs	3/2	\$290	29	3	[2]
1	Light Leather Scale Haubergeon	torso	2*	\$120	15	3	
1	Light Leather Scale Hauberk	torso, thighs	2*	\$174	21.75	3	
1	Leather Scale Haubergeon	torso	3	\$220	26	3	
1	Leather Scale Hauberk	torso, thighs	3	\$319	37.7	3	
1	Heavy Leather Scale Haubergeon	torso	4	\$525	35	3	
1	Heavy Leather Scale Hauberk	torso, thighs	4	\$761	50.75	3	
1	Hardened Leather Cuirass	chest	2	\$94	11.3	3	
1	Hardened Leather Fauld	abdomen	2	\$31	3.7	3	
1	Heavy Hardened Leather Cuirass	chest	3	\$188	18.8	3	
1	Heavy Hardened Leather Fauld	abdomen	3	\$62	6.2	3	
1	Light Scale Haubergeon	torso	3/2	\$320	16	3	[3]
1	Light Scale Hauberk	torso, thighs	3/2	\$464	23.2	3	[3]
1	Light Star Scale Haubergeon	torso	3	\$640	16	3	
1	Light Star Scale Hauberk	torso, thighs	3	\$928	23.2	3	
1	Scale Haubergeon	torso	4/3	\$550	28	3	[3]
1	Scale Hauberk	torso, thighs	4/3	\$798	40.6	3	[3]
1	Star Scale Haubergeon	torso	4	\$1,100	28	3	

1	Star Scale Hauberk	torso, thighs	4	\$1,595	40.6	3	
1	Heavy Scale Haubergeon	torso	5	\$1,100	40	2	
1	Heavy Scale Hauberk	torso, thighs	5	\$1,595	58	2	
2	Light Mail Haubergeon	torso	3/1*	\$500	12	2	[3]
2	Light Mail Hauberk	torso, thighs	3/1*	\$725	17.4	2	[3]
2	Mail Haubergeon	torso	4/2*	\$900	15	2	[3]
2	Mail Hauberk	torso, thighs	4/2*	\$1,305	21.75	2	[3]
2	Heavy Mail Haubergeon	torso	5/3*	\$1,200	18	2	[3]
2	Heavy Mail Hauberk	torso, thighs	5/3*	\$1,740	26.1	2	[3]
2	Light Segmented Plate Cuirass	chest	3	\$450	12	2	
2	Light Segmented Plate Fauld	abdomen	3	\$150	4	2	
2	Segmented Plate Cuirass	chest	4	\$675	18	2	
2	Segmented Plate Fauld	abdomen	4	\$225	6	2	
2	Heavy Segmented Plate Cuirass	chest	5	\$900	24	2	
2	Heavy Segmented Plate Fauld	abdomen	5	\$300	8	2	
3	Mail and Plates Haubergeon	torso	5/4	\$1,000	20	2	[3]
3	Mail and Plates Hauberk	torso, thighs	5/4	\$1,450	29	2	[3]
3	Jousting Mail Haubergeon	torso	6	\$1,500	30	1	[4]
3	Jousting Mail Hauberk	torso, thighs	6	\$2,175	43.5	1	[4]
3	Light Plate Codpiece	groin	3	\$50	0.4	3	
3	Plate Codpiece	groin	6	\$125	1	3	
4	Arming Doublet	torso	0*	\$160	3	1	[5]
4	Light Brigandine Cuirass	chest	3	\$675	7.5	2	
4	Light Brigandine Fauld	abdomen	3	\$225	2.5	2	
4	Brigandine Cuirass	chest	5	\$1,350	15	2	
4	Brigandine Fauld	abdomen	5	\$450	5	2	
4	Light Plate Cuirass	chest	3	\$750	6	1	
4	Light Plate Breastplate	chest	3F	\$375	3	2	
4	Plate Cuirass	chest	6	\$1,875	15	1	
4	Plate Breastplate	chest	6F	\$937.50	7.5	2	
4	Heavy Plate Cuirass	chest	9	\$3,000	24	1	
4	Heavy Plate Breastplate	chest	9F	\$1,500	12	2	
4	Heavy Plate Codpiece	groin	9	\$200	1.6	2	

Arm Armor

TL	Armor	Locations	DR	Cost	Weight	LC	Notes
0	Padded Cloth Sleeves	arms	1*	\$25	3	4	
0	Light Layered Cloth Sleeves	arms	2*	\$75	6	4	
0	Layered Cloth Sleeves	arms	3	\$175	10	3	
0	Leather Sleeves	arms	2/1*	\$50	6	3	[2]
0	Heavy Leather Sleeves	arms	3/2	\$100	10	3	[2]
1	Light Leather Scale Sleeves	arms	3	\$60	7.5	3	
1	Leather Scale Sleeves	arms	4	\$110	13	3	
1	Hardened Leather Arms	arms	2	\$63	7.5	3	
1	Hardened Leather Pauldrons	shoulders	2	\$13	1.5	3	
1	Hardened Leather Rerebraces	upper arms	2	\$13	1.5	3	
1	Hardened Leather Couters	elbows	2	\$6	0.7	3	
1	Hardened Leather Bracers	forearms	2	\$31	3.8	3	
1	Heavy Hardened Leather Arms	arms	3	\$125	12.5	3	
1	Heavy Hardened Leather Pauldrons	shoulders	3	\$25	2.5	3	
1	Heavy Hardened Leather Rerebraces	upper arms	3	\$25	2.5	3	
1	Heavy Hardened Leather Couters	elbows	3	\$12	1.2	3	
1	Heavy Hardened Leather Bracers	forearms	3	\$63	6.3	3	
1	Light Scale Sleeves	arms	3/2	\$160	8	3	[3]
1	Light Star Scale Sleeves	arms	3	\$232	11.6	3	
1	Scale Sleeves	arms	4/3	\$275	14	3	[3]
1	Star Scale Sleeves	arms	4	\$275	14	3	
2	Light Mail Sleeves	arms	3/1*	\$250	6	2	[3]

2	Mail Sleeves	arms	4/2*	\$450	7.5	2	[3]
2	Heavy Mail Sleeves	arms	5/3*	\$600	9	2	[3]
2	Light Segmented Plate Arms	arms	3	\$300	8	2	
2	Light Segmented Plate Pauldrons	shoulders	3	\$60	1.6	2	
2	Light Segmented Plate Rerebraces	upper arms	3	\$60	1.6	2	
2	Light Segmented Plate Couters	elbows	3	\$30	0.8	2	
2	Light Segmented Plate Bracers	forearms	3	\$150	4	2	
2	Segmented Plate Arms	arms	4	\$450	12	2	
2	Segmented Plate Pauldrons	shoulders	4	\$90	2.4	2	
2	Segmented Plate Rerebraces	upper arms	4	\$90	2.4	2	
2	Segmented Plate Couters	elbows	4	\$45	1.2	2	
2	Segmented Plate Bracers	forearms	4	\$225	6	2	
2	Light Plate Bracers	forearms	3	\$250	2	2	
2	Plate Bracers	forearms	6	\$625	5	2	
3	Light Plate Couters	elbows	3	\$50	0.4	2	
3	Plate Couters	elbows	6	\$125	1	2	
4	Light Brigandine Arms	arms	3	\$450	5	2	
4	Light Brigandine Pauldrons	shoulders	3	\$90	1	2	
4	Light Brigandine Rerebraces	upper arms	3	\$90	1	2	
4	Light Brigandine Couters	elbows	3	\$45	0.5	2	
4	Light Brigandine Bracers	forearms	3	\$225	2.5	2	
4	Brigandine Arms	arms	5	\$900	10	2	
4	Brigandine Pauldrons	shoulders	5	\$180	2	2	
4	Brigandine Rerebraces	upper arms	5	\$180	2	2	
4	Brigandine Couters	elbows	5	\$90	1	2	
4	Brigandine Bracers	forearms	5	\$450	5	2	
4	Light Plate Arms	arms	3	\$500	4	1	
4	Light Plate Pauldrons	shoulders	3	\$100	0.8	1	
4	Light Plate Rerebraces	upper arms	3	\$100	0.8	1	
4	Plate Arms	arms	6	\$1,250	10	1	
4	Plate Pauldrons	shoulders	6	\$250	2	1	
4	Plate Rerebraces	upper arms	6	\$250	2	1	

Leg Armor

TL	Armor	Locations	DR	Cost	Weight	LC	Notes
0	Leather Pants	legs, groin	1/0*	\$94.50	3.5	-	[1]
0	Padded Cloth Leggings	legs	1*	\$50	6	4	
0	Padded Cloth Skirt	thighs, knees, groin	1*	\$28	3.3	4	
0	Light Layered Cloth Leggings	legs	2*	\$150	12	4	
0	Light Layered Cloth Skirt	thighs, knees, groin	2*	\$83	6.6	4	
0	Layered Cloth Leggings	legs	3	\$350	20	3	
0	Layered Cloth Skirt	thighs, knees, groin	3	\$193	11	3	
0	Leather Leggings	legs	2/1*	\$100	12	3	[2]
0	Leather Skirt	thighs, knees, groin	2/1*	\$55	6.6	3	[2]
0	Heavy Leather Leggings	legs	3/2	\$200	20	3	[2]
0	Heavy Leather Skirt	thighs, knees, groin	3/2	\$110	11	3	[2]
1	Light Leather Scale Leggings	legs	2*	\$120	15	3	
1	Light Leather Scale Skirt	thighs, knees, groin	2*	\$66	8.25	3	
1	Leather Scale Leggings	legs	3	\$220	26	3	
1	Leather Scale Skirt	thighs, knees, groin	3	\$121	14.3	3	
1	Hardened Leather Legs	legs	2	\$125	15	3	
1	Hardened Leather Cuisses	thighs	2	\$56	6.8	3	
1	Hardened Leather Poleyns	knees	2	\$6	0.7	3	
1	Hardened Leather Greaves	shins	2	\$63	7.5	3	
1	Heavy Hardened Leather Legs	legs	3	\$250	25	3	
1	Heavy Hardened Leather Cuisses	thighs	3	\$113	11.3	3	
1	Heavy Hardened Leather Poleyns	knees	3	\$12	1.2	3	
1	Heavy Hardened Leather Greaves	shins	3	\$125	12.5	3	

1	Light Scale Leggings	legs	3/2	\$320	16	3	[3]
1	Light Scale Skirt	thighs, knees, groin	3/2	\$176	8.8	3	[3]
1	Light Star Scale Leggings	legs	3	\$464	23.2	3	
1	Light Star Scale Skirt	thighs, knees, groin	3	\$255	12.8	3	
1	Scale Leggings	legs	4/3	\$550	25	3	[3]
1	Scale Skirt	thighs, knees, groin	4/3	\$303	13.75	3	[3]
1	Star Scale Leggings	legs	4	\$798	36.25	3	
1	Star Scale Skirt	thighs, knees, groin	4	\$439	19.9	3	
2	Light Mail Leggings	legs	3/1*	\$500	12	2	[3]
2	Light Mail Skirt	thighs, knees, groin	3/1*	\$275	6.6	2	[3]
2	Mail Leggings	legs	4/2*	\$900	15	2	[3]
2	Mail Skirt	thighs, knees, groin	4/2*	\$495	8.25	2	[3]
2	Heavy Mail Leggings	legs	5/3*	\$1,200	18	2	[3]
2	Heavy Mail Skirt	thighs, knees, groin	5/3*	\$660	9.9	2	[3]
2	Light Segmented Plate Legs	legs	3	\$600	16	2	
2	Light Segmented Plate Cuisse	thighs	3	\$270	7.2	2	
2	Light Segmented Plate Poleyns	knees	3	\$30	0.8	2	
2	Light Segmented Plate Greaves	shins	3	\$300	8	2	
2	Light Segmented Plate Skirt	thighs, knees, groin	3	\$330	8.8	2	
2	Segmented Plate Legs	legs	5	\$900	24	2	
2	Segmented Plate Cuisse	thighs	5	\$405	10.8	2	
2	Segmented Plate Poleyns	knees	5	\$45	1.2	2	
2	Segmented Plate Greaves	shins	5	\$450	12	2	
2	Segmented Plate Skirt	thighs, knees, groin	5	\$495	13.2	2	
2	Light Plate Greaves	shins	3	\$500	4	2	
2	Plate Greaves	shins	6	\$1,250	10	2	
3	Light Plate Poleyns	knees	3	\$50	0.4	2	
3	Plate Poleyns	knees	6	\$125	1	2	
4	Light Brigandine Legs	legs	3	\$900	10	2	
4	Light Brigandine Cuisse	thighs	3	\$405	4.5	2	
4	Light Brigandine Poleyns	knees	3	\$45	0.5	2	
4	Light Brigandine Greaves	shins	3	\$450	5	2	
4	Brigandine Legs	legs	5	\$1,800	20	2	
4	Brigandine Cuisse	thighs	5	\$810	9	2	
4	Brigandine Poleyns	knees	5	\$90	1	2	
4	Brigandine Greaves	shins	5	\$900	10	2	
4	Light Plate Legs	legs	3	\$1,000	8	1	
4	Light Plate Cuisse	thighs	3	\$450	3.6	1	
4	Plate Legs	legs	6	\$2,500	20	1	
4	Plate Cuisse	thighs	6	\$1,125	9	1	

Neck Armor

TL	Armor	Locations	DR	Cost	Weight	LC	Notes
0	Padded Cloth Neck Guard	neck	1*	\$3	0.3	4	
0	Light Layered Cloth Neck Guard	neck	2*	\$8	0.6	4	
0	Layered Cloth Neck Guard	neck	3	\$18	1	3	
0	Leather Neck Guard	neck	2/1*	\$5	0.6	3	[2]
0	Heavy Leather Neck Guard	neck	3/2	\$10	1	3	[2]
1	Light Leather Scale Aventail	neck	2*	\$6	0.8	3	
1	Leather Scale Aventail	neck	3	\$11	1.3	3	
1	Hardened Leather Gorget	neck	2	\$6	0.8	3	
1	Heavy Hardened Leather Gorget	neck	3	\$13	1.3	3	
1	Light Scale Aventail	neck	3/2	\$16	0.8	3	[3]
1	Scale Aventail	neck	4/3	\$28	1.4	3	[3]
1	Light Mail Aventail	neck	3/1*	\$25	0.6	2	[3]
1	Mail Aventail	neck	4/2*	\$45	0.8	2	[3]
1	Heavy Mail Aventail	neck	5/3*	\$60	0.9	2	[3]
2	Light Segmented Plate Gorget	neck	3	\$30	0.8	2	

2	Segmented Plate Gorget	neck	4	\$45	1.2	2	
4	Light Brigandine Gorget	neck	3	\$45	0.5	2	
4	Brigandine Gorget	neck	5	\$90	1	2	
4	Light Plate Gorget	neck	3	\$50	0.4	1	
4	Plate Gorget	neck	6	\$125	1	1	
Headgear							
TL	Armor	Locations	DR	Cost	Weight	LC	Notes
0	Horn Pot Helm	skull	3	\$50	5	4	
0	Horn Bascinet	skull, face	3	\$63	6.3	4	[6]
0	Padded Cloth Skullcap	skull	1*	\$10	1.2	4	
0	Padded Cloth Bascinet	skull, face	1*	\$13	1.5	4	[5]
0	Light Layered Cloth Skullcap	skull	2*	\$30	2.4	4	
0	Light Layered Cloth Bascinet	skull, face	2*	\$38	3	4	[6]
0	Layered Cloth Skullcap	skull	3	\$70	4	4	
0	Layered Cloth Bascinet	skull, face	3	\$88	5	4	[6]
0	Heavy Layered Cloth Skullcap	skull	4	\$120	5.6	4	
0	Leather Hood	skull, neck	1/0*	\$23	0.9	-	[1]
0	Leather Skullcap	skull	2/1*	\$20	2.4	4	[2]
0	Leather Bascinet	skull, face	2/1*	\$25	3	4	[2, 6]
0	Heavy Leather Skullcap	skull	3/2	\$40	4	4	[2]
0	Heavy Leather Bascinet	skull, face	3/2	\$50	5	4	[2, 6]
1	Light Leather Scale Skullcap	skull	2*	\$24	3	3	
1	Light Leather Scale Bascinet	skull, face	2*	\$30	3.8	3	[6]
1	Leather Scale Skullcap	skull	3	\$44	5.2	3	
1	Leather Scale Bascinet	skull, face	3	\$55	6.5	3	[6]
1	Heavy Leather Scale Skullcap	skull	4	\$105	7	3	
1	Hardened Leather Pot Helm	skull	2	\$25	3	3	
1	Hardened Leather Bascinet	skull, face	2	\$31	3.8	3	[6]
1	Hardened Leather Full Helm	head	2	\$38	4.5	2	
1	Heavy Hardened Leather Pot Helm	skull	3	\$50	5	3	
1	Heavy Hardened Leather Bascinet	skull, face	3	\$63	6.3	3	[6]
1	Heavy Hardened Leather Full Helm	head	3	\$75	7.5	2	
1	Light Scale Skullcap	skull	3/2	\$64	3.2	3	[3]
1	Light Scale Bascinet	skull, face	3/2	\$80	4	3	[3, 6]
1	Scale Skullcap	skull	4/3	\$110	5.6	3	[3]
1	Scale Bascinet	skull, face	4/3	\$138	7	3	[3, 6]
1	Heavy Scale Skullcap	skull	5	\$220	8	3	
2	Light Mail Coif	skull, neck, face	3/1*	\$150	3.6	2	[3, 6]
2	Mail Coif	skull, neck, face	4/2*	\$270	4.5	2	[3, 6]
2	Heavy Mail Coif	skull, neck, face	5/3*	\$360	5.4	2	[3, 6]
2	Light Plate Pot Helm	skull	3	\$200	1.6	2	
2	Plate Pot Helm	skull	6	\$500	4	2	
3	Jousting Mail Coif	skull, neck, face	6	\$450	9	2	[4, 6]
3	Light Plate Bascinet	skull, face	3	\$250	2	2	[6]
3	Light Plate Full Helm	head	3	\$300	2.4	2	
3	Light Greathelm	head, neck	3	\$350	2.8	1	
3	Plate Bascinet	skull, face	6	\$625	5	2	[6]
3	Plate Full Helm	head	6	\$750	6	2	
3	Greathelm	head, neck	6	\$875	7	1	
4	Light Brigandine Pot Helm	skull	3	\$180	2	2	
4	Light Brigandine Bascinet	skull, face	3	\$225	2.5	2	[6]
4	Brigandine Pot Helm	skull	6	\$360	4	2	
4	Brigandine Bascinet	skull, face	6	\$450	5	2	[6]
4	Heavy Plate Pot Helm	skull	9	\$800	6.4	2	
4	Heavy Plate Bascinet	skull, face	9	\$1,000	8	2	[6]
4	Heavy Plate Full Helm	head	9	\$1,200	9.6	1	
4	Heavy Greathelm	head, neck	9	\$1,400	11.2	1	

Gloves							
TL	Armor	Locations	DR	Cost	Weight	LC	Notes
0	Mittens	hands	1/0*	\$4	0.5	-	[1, 7, 8]
1	Cloth Gloves	hands	1/0*	\$7.50	0.5	-	[1, 7, 9]
1	Leather Gloves	hands	1/0*	\$7.50	0.5	-	[1, 7, 9]
1	Padded Cloth Mittens	hands	1*	\$20	1	4	[7, 8]
1	Padded Cloth Gauntlets	hands	1*	\$5	0.6	4	[9]
1	Hardened Leather Gauntlets	hands	2	\$13	1.5	3	[8]
1	Light Scale Gauntlets	hands	3/2	\$32	1.6	3	[3, 8]
2	Light Mail Gauntlets	hands	3/1*	\$50	1.2	2	[3, 8]
2	Mail Gauntlets	hands	4/2*	\$90	1.5	2	[3, 8]
2	Heavy Mail Gauntlets	hands	5/3*	\$120	1.8	2	[3, 8]
3	Light Segmented Plate Gauntlets	hands	3	\$60	1.6	2	[8]
3	Segmented Plate Gauntlets	hands	4	\$90	2.4	2	[8]
4	Light Plate Gauntlets	hands	3	\$100	0.8	2	[8]
4	Plate Gauntlets	hands	6	\$250	2	2	[8]
Footgear							
TL	Armor	Locations	DR	Cost	Weight	LC	Notes
0	Moccasins	feet	1*	\$40	1	-	[10]
0	Sandals	feet	1*	\$25	0.5	-	[11]
1	Sandals, Hobnailed	feet	1*	\$50	1.5	-	[11, 12]
1	Shoes	feet	1/0*	\$40	2	-	[1]
1	Shoes, Hobnailed	feet	1/0*	\$65	3	-	[1, 12]
1	Leather Shoes	feet	2/1*	\$45	2.5	-	[2]
1	Boots	feet, shins	1/0*	\$50	1.5	-	[1]
1	Boots, Leather	feet, shins	2/1*	\$80	3	-	[2]
1	Light Scale Solerets	feet	3/2	\$32	1.6	3	[3]
2	Light Mail Solerets	feet	3/1*	\$50	1.2	2	[3]
2	Mail Solerets	feet	4/2*	\$90	1.5	2	[3]
2	Heavy Mail Solerets	feet	5/3*	\$120	1.8	2	[3]
3	Light Segmented Plate Sabatons	feet	3	\$60	1.6	2	
3	Segmented Plate Sabatons	feet	4	\$90	2.4	2	
4	Light Plate Sabatons	feet	3	\$100	0.8	1	
4	Plate Sabatons	feet	6	\$250	2	1	

Notes:

- [1] Split DR; use higher number vs cutting only
 [2] Split DR; use lower number vs impaling only
 [3] Split DR; user lower number vs crushing only
 [4] Gives -1 to DX, except for the Lance skill
 [5] Required for a suit of plate; light mail protects the armpits and inside the elbows
 [6] Only protects from the front.
 [7] Protects the face on a 1/6.

- [8] Only worn over another helm, typically a pot or full helm.
 [9] Only protects from the back.
 [10] Protects from heat, cold, and contact poisons, but gives Bad Grip 1
 [11] Gives Ham-Fisted 2
 [12] Gives Ham-Fisted 1
 [13] Gives +1 to Stealth
 [14] DR applies to underside of foot.

Armor Sets

Civilian (\$158, 7.1 lbs., not counting footwear) This is considered part of the standard wardrobe everyone of Status -1 or better gets for free; price is given for comparisons and in case of replacement.
 Leather Jacket; DR 1 (vs. cutting only), \$37, 2 lbs.
 Leather Pants; DR 1 (vs. cutting only), \$76, 2.1 lbs.
 Heavy Woolen Cloak; DR 1 (vs cutting only), \$45, 3 lbs.
 Add your choice of: Sandals (DR 1* (undersides only), \$25, 0.5 lb), Moccasins (DR 1*, \$40, 1 lb), Shoes (DR 1* (-1 vs. impaling only), \$40, 2 lbs.), or Light Leather Boots (DR 1* (vs. cutting only), \$50, 2.5 lbs.)

Padded Suit (\$125, 15.6 lbs.)

Padded Cloth Hauberk; DR 1*, \$50, 6 lbs.
 Padded Cloth Sleeves; DR 1*, \$25, 3 lbs.
 Padded Cloth Leggings; DR 1*, \$50, 6 lbs.
 Padded Cloth Gauntlets; DR 1*, \$5, 0.6 lb.

Note: Bezanting the hauberk adds \$13, 1.5 lbs.; bezanting the limbs adds \$19, 2.25 lbs.

D&D Players' Note: This is equivalent to the suit of Padded armor in the PHB.

Light Layered Cloth Suit (\$380, 30.6 lbs.)

Light Layered Cloth Hauberk; DR 2*, \$150, 12 lbs.

Light Layered Cloth Sleeves; DR 2*, \$75, 6 lbs.

Light Layered Cloth Leggings; DR 2*, \$150, 12 lbs.

Padded Cloth Gauntlets; DR 1*, \$5, 0.6 lb.

Note: Bezanting the hauberk adds \$38, 3 lbs; bezanting the limbs adds \$57, 4.5 lbs.**Layered Cloth Suit** (\$880, 50.6 lbs.)

Layered Cloth Hauberk; DR 3, \$350, 20 lbs.

Layered Cloth Sleeves; DR 3, \$175, 10 lbs.

Layered Cloth Leggings; DR 3, \$350, 20 lbs.

Padded Cloth Gauntlets; DR 1*, \$5, 0.6 lb.

Note: Bezanting the hauberk adds \$88, 5 lbs; bezanting the limbs adds \$132, 7.5 lbs.**Heavy Layered Cloth Suit** (\$1,130, 58.6 lbs.)

Heavy Layered Cloth Hauberk; DR 4, \$600, 28 lbs.

Layered Cloth Sleeves; DR 3, \$175, 10 lbs.

Layered Cloth Leggings; DR 3, \$350, 20 lbs.

Padded Cloth Gauntlets; DR 1*, \$5, 0.6 lb.

Note: Bezanting the hauberk adds \$150, 7 lbs; bezanting the limbs adds \$132, 7.5 lbs.**Leather Suit** (\$343, 34.5 lbs.)

Leather Cuirass; DR 2/1*, \$100, 12 lbs.

Leather Sleeves; DR 2/1*, \$50, 6 lbs.

Leather Leggings; DR 2/1*, \$100, 12 lbs.

Hardened Leather Gauntlets; DR 2, \$13, 1.5 lbs.

Leather Boots; DR 2/1*, \$80, 3 lbs.

Notes: Bezanting the cuirass adds \$25, 3 lbs; bezanting the limbs adds \$38, 4.5 lbs.**D&D Players' Note:** The bezainted version of this suit is equivalent to the suit of Studded Leather armor in the PHB.**Heavy Leather Suit** (\$593, 54.5 lbs.)

Heavy Leather Cuirass; DR 3/2, \$200, 20 lbs.

Heavy Leather Sleeves; DR 3/2, \$100, 10 lbs.

Heavy Leather Leggings; DR 3/2, \$200, 20 lbs.

Hardened Leather Gauntlets; DR 2, \$13, 1.5 lbs.

Leather Boots; DR 2/1*, \$80, 3 lbs.

Notes: Bezanting the cuirass adds \$50, 5 lbs; bezanting the limbs adds \$75, 7.5 lbs.**Hardened Leather Suit** (\$437, 45.5 lbs.)

Hardened Leather Cuirass; DR 2, \$125, 15 lbs.

Hardened Leather Sleeves; DR 2, \$63, 7.5 lbs.

Hardened Leather Leggings; DR 2, \$125, 15 lbs.

Hardened Leather Bascinet; DR 2, \$31, 3.8 lbs.

Hardened Leather Gauntlets; DR 2, \$13, 1.5 lbs.

Leather Boots; DR 2/1*, \$80, 3 lbs.

Notes: Bezanting the cuirass adds \$31, 3.75 lbs; bezanting the limbs adds \$47, 5.63 lbs.**D&D Players' Note:** This is equivalent to the suit of Leather armor in the PHB.**Heavy Hardened Leather Suit** (\$781, 73.3 lbs.)

Heavy Hardened Leather Cuirass; DR 3, \$250, 25 lbs.

Heavy Hardened Leather Sleeves; DR 3, \$125, 12.5 lbs.

Heavy Hardened Leather Leggings; DR 3, \$250, 25 lbs.

Heavy Hardened Leather Bascinet; DR 3, \$63, 6.3 lbs.

Hardened Leather Gauntlets; DR 2, \$13, 1.5 lbs.

Leather Boots; DR 2/1*, \$80, 3 lbs.

Notes: Bezanting the cuirass adds \$63, 6.25 lbs; bezanting the limbs adds \$94, 9.38 lbs.**D&D Players' Note:** This is equivalent to the suit of Hide armor in the PHB.**Light Leather Scale Suit** (\$423, 45.8 lbs.)

Light Leather Scale Hauberk; DR 2*, \$120, 15 lbs.

Light Leather Scale Sleeves; DR 2*, \$60, 7.5 lbs.

Light Leather Scale Leggings; DR 2*, \$120, 15 lbs.

Light Leather Scale Bascinet; DR 2*, \$30, 3.8 lbs.

Hardened Leather Gauntlets; DR 2, \$13, 1.5 lbs.

Leather Boots; DR 2/1*, \$80, 3 lbs.

Leather Scale Suit (\$698, 76 lbs.)

Leather Scale Hauberk; DR 3, \$220, 26 lbs.

Leather Scale Sleeves; DR 3, \$110, 13 lbs.

Leather Scale Leggings; DR 3, \$220, 26 lbs.

Leather Scale Bascinet; DR 3, \$55, 6.5 lbs.

Hardened Leather Gauntlets; DR 2, \$13, 1.5 lbs.

Leather Boots; DR 2/1*, \$80, 3 lbs.

Heavy Leather Scale Suit (\$1,003, 85 lbs.)

Heavy Leather Scale Hauberk; DR 4, \$525, 35 lbs.

Leather Scale Sleeves; DR 3, \$110, 13 lbs.

Leather Scale Leggings; DR 3, \$220, 26 lbs.

Leather Scale Bascinet; DR 3, \$55, 6.5 lbs.

Hardened Leather Gauntlets; DR 2, \$13, 1.5 lbs.

Leather Boots; DR 2/1*, \$80, 3 lbs.

Light Scale Suit (\$944, 47.2 lbs.)

Light Scale Hauberk; DR 3/2, \$320, 16 lbs.

Light Scale Sleeves; DR 3/2, \$160, 8 lbs.

Light Scale Leggings; DR 3/2, \$320, 16 lbs.

Light Scale Bascinet; DR 3/2, \$80, 4 lbs.

Light Scale Gauntlets; DR 3/2, \$32, 1.6 lbs.

Light Scale Sollerets; DR 3/2, \$32, 1.6 lbs.

Medium Scale Suit (\$1,577, 80.2 lbs.)

Scale Hauberk; DR 4/3, \$550, 28 lbs.

Scale Sleeves; DR 4/3, \$275, 14 lbs.

Scale Leggings; DR 4/3, \$550, 28 lbs.

Scale Bascinet; DR 4/3, \$138, 7 lbs.

Light Scale Gauntlets; DR 3/2, \$32, 1.6 lbs.

Light Scale Sollerets; DR 3/2, \$32, 1.6 lbs.

D&D Players' Note: This is equivalent to the suit of Scale Mail in the PHB.**Heavy Scale Suit** (\$2,127, 92.2 lbs.)

Heavy Scale Hauberk; DR 5/4, \$1,100, 40 lbs.

Scale Sleeves; DR 4/3, \$275, 14 lbs.

Scale Leggings; DR 4/3, \$550, 28 lbs.

Scale Bascinet; DR 4/3, \$138, 7 lbs.

Light Scale Gauntlets; DR 3/2, \$32, 1.6 lbs.

Light Scale Sollerets; DR 3/2, \$32, 1.6 lbs.

Mail Suit (\$2,700, 45 lbs.)

Mail Hauberk; DR 4/2*, \$900, 15 lbs.

Mail Sleeves; DR 4/2*, \$450, 7.5 lbs.

Mail Leggings; DR 4/2*, \$900, 15 lbs.

Mail Coif; DR 4/2*, \$270, 4.5 lbs.

Mail Gauntlets; DR 4/2*, \$90, 1.5 lbs.

Mail Sollerets; DR 4/2, \$90, 1.5 lbs.

D&D Players' Note: This is equivalent to the suit of Chainmail armor in the PHB.**Heavy Mail Suit** (\$3,600, 54 lbs.)

Heavy Mail Hauberk; DR 5/3*, \$1,200, 18 lbs.

Heavy Mail Sleeves; DR 5/3*, \$600, 9 lbs.

Heavy Mail Leggings; DR 5/3*, \$1,200, 18 lbs.

Heavy Mail Coif; DR 5/3*, \$360, 5.4 lbs.

Heavy Mail Gauntlets; DR 5/3*, \$120, 1.8 lbs.

Heavy Mail Sollerets; DR 5/3*, \$120, 1.8 lbs.

Light Segmented Plate Suit (\$1,620, 43.2 lbs.)

Light Segmented Plate Cuirass; DR 3, \$600, 16 lbs.

Light Segmented Plate Sleeves; DR 3, \$300, 8 lbs.

Light Segmented Plate Leggings; DR 3, \$600, 16 lbs.

Light Segmented Gauntlets; DR 3, \$60, 1.6 lbs.

Light Segmented Sabatons; DR 3, \$60, 1.6 lbs.

Segmented Plate Suit (\$2,430, 64.8 lbs.)

Segmented Plate Cuirass; DR 4, \$900, 24 lbs.

Segmented Plate Sleeves; DR 4, \$450, 12 lbs.

Segmented Plate Leggings; DR 4, \$900, 24 lbs.

Segmented Gauntlets; DR 4, \$90, 2.4 lbs.

Segmented Sabatons; DR 4, \$90, 2.4 lbs.

Heavy Segmented Plate Suit (\$2,730, 72.8 lbs.)

Heavy Segmented Plate Cuirass; DR 5, \$1,200, 32 lbs.

Segmented Plate Sleeves; DR 4, \$450, 12 lbs.

Segmented Plate Leggings; DR 4, \$900, 24 lbs.

Segmented Gauntlets; DR 4, \$90, 2.4 lbs.

Segmented Sabatons; DR 4, \$90, 2.4 lbs.

Light Breastplate Suit (\$2,525, 41.8 lbs.)

Light Mail Hauberk; DR 3/1*, \$500, 12 lbs.

Light Breastplate; DR 3F, \$375, 3 lbs.

Light Mail Sleeves; DR 3/1*, \$250, 6 lbs.

Light Steel Bracers; DR 3, \$250, 2 lbs.

Light Mail Leggings; DR 3/1*, \$500, 12 lbs.

Light Plate Greaves; DR 3F, \$250, 2 lbs.

Light Steel Full Helm; DR 3, \$300, 2.4 lbs.

Light Mail Gauntlets; DR 3/1*, \$50, 1.2 lbs.

Light Mail Sollerets; DR 3/1*, \$50, 1.2 lbs.

Note: The design of this suit gives the wearer a -1 to DX due to layering.**Breastplate Suit** (\$3,588, 49.5 lbs.)

Light Mail Hauberk; DR 3/1*, \$500, 12 lbs.

Breastplate; DR 6F, \$938, 7.5 lbs.

Light Mail Sleeves; DR 3/1*, \$250, 6 lbs.

Light Steel Bracers; DR 3, \$250, 2 lbs.

Light Mail Leggings; DR 3/1*, \$500, 12 lbs.

Light Plate Greaves; DR 3F, \$250, 2 lbs.

Steel Full Helm; DR 6, \$750, 6 lbs.

Light Plate Gauntlets; DR 3, \$100, 0.8 lb.

Light Mail Sollerets; DR 3/1*, \$50, 1.2 lbs.

D&D Players' Note: This is equivalent to the suit of Breastplate armor in the PHB.**Note:** The design of this suit gives the wearer a -1 to DX due to layering.**Heavy Breastplate Suit** (\$6,250, 69.5 lbs.)

Mail Hauberk; DR 4/2*, \$900, 15 lbs.

Heavy Breastplate; DR 9F, \$1,500, 12 lbs.

Mail Sleeves; DR 4/2*, \$450, 7.5 lbs.

Steel Bracers; DR 6, \$625, 5 lbs.

Mail Leggings; DR 4/2*, \$900, 15 lbs.

Steel Greaves; DR 6F, \$625, 5 lbs.

Steel Full Helm; DR 6, \$750, 6 lbs.

Plate Gauntlets; DR 6, \$250, 2 lbs.

Plate Sabatons; DR 6, \$250, 2 lbs.

Note: The design of this suit gives the wearer a -1 to DX due to layering.**Light Half-Plate Suit** (\$2,650, 33.2 lbs.)

Light Plate Corselet; DR 3, \$1,000, 8 lbs.

Light Mail Sleeves; DR 3/1*, \$250, 6 lbs.

Light Steel Bracers; DR 3, \$250, 2 lbs.

Light Mail Leggings; DR 3/1, \$500, 12 lbs.

Light Steel Greaves; DR 3F, \$250, 2 lbs.

Light Pot Helm; DR 3, \$200, 1.6 lbs.

Light Plate Gauntlets; DR 3, \$100, 0.8 lb.

Light Plate Sabatons; DR 3, \$100, 0.8 lb.

Half-Plate Suit (\$5,000, 52 lbs.)

Plate Corselet; DR 6, \$2,500, 20 lbs.

Light Mail Sleeves; DR 3/1*, \$250, 6 lbs.

Light Steel Bracers; DR 3, \$250, 2 lbs.

Light Mail Leggings; DR 3/1, \$500, 12 lbs.

Light Steel Greaves; DR 3F, \$250, 2 lbs.

Steel Full Helm; DR 6, \$750, 6 lbs.

Plate Gauntlets; DR 6, \$250, 2 lbs.

Plate Sabatons; DR 6, \$250, 2 lbs.

D&D Players' Note: This is equivalent to the suit of Half-Plate armor in the PHB.**Heavy Half-Plate Suit** (\$7,700, 73.6 lbs.)

Heavy Plate Corselet; DR 9, \$4,000, 32 lbs.

Light Mail Sleeves; DR 3/1*, \$250, 6 lbs.

Steel Bracers; DR 6, \$625, 5 lbs.

Light Mail Leggings; DR 3/1, \$500, 12 lbs.

Steel Greaves; DR 6F, \$625, 5 lbs.

Heavy Steel Full Helm; DR 9, \$1,200, 9.6 lbs.

Plate Gauntlets; DR 6, \$250, 2 lbs.

Plate Sabatons; DR 6, \$250, 2 lbs.

Light Brigandine Suit (\$2,550, 30.2 lbs.)

Light Brigandine Cuirass; DR 3, \$900, 10 lbs.
 Light Brigandine Sleeves; DR 3, \$450, 5 lbs.
 Light Brigandine Leggings; DR 3, \$900, 10 lbs.
 Light Brigandine Pot Helm; DR 3, \$180, 2 lbs.
 Light Segmented Gauntlets; DR 3, \$60, 1.6 lbs.
 Light Segmented Sabatons; DR 3, \$60, 1.6 lbs.

Brigandine Suit (\$5,040, 58.8 lbs.)

Brigandine Cuirass; DR 5, \$1,800, 20 lbs.
 Brigandine Sleeves; DR 5, \$900, 10 lbs.
 Brigandine Leggings; DR 5, \$1,800, 20 lbs.
 Brigandine Pot Helm; DR 5, \$360, 4 lbs.
 Segmented Gauntlets; DR 4, \$90, 2.4 lbs.
 Segmented Sabatons; DR 4, \$90, 2.4 lbs.

Light Plate Suit (\$3,460, 29.4 lbs.)

Arming Doublet; DR 0*, \$160, 3 lbs.
 Light Plate Corselet; DR 3, \$1,000, 8 lbs.
 Light Plate Arms; DR 3, \$500, 4 lbs.
 Light Plate Legs; DR 3, \$1,000, 8 lbs.
 Light Steel Pot Helm; DR 3, \$200, 1.6 lbs.
 Light Steel Great Helm; DR 3, \$350, 2.8 lbs.
 Light Gorget; DR 3, \$50, 0.4 lb.
 Light Plate Gauntlets; DR 3, \$100, 0.8 lb.
 Light Plate Sabatons; DR 3, \$100, 0.8 lb.

Modifying Armors

The following reflect various means of altering armors. Each gives a Cost Factor (CF), as described above under Modifying Firearms.

Bronze†: Any plate armor may be made out of bronze. This lowers the TL of the plate armor to 1, but increases cost. This armor is not normally sold any more, being anachronistic, but may be on display in a nobleman's abode. On the plus side, it is easily decorated and does not rust. +3 CF.

*Cheap**: This armor is a result of mass production, not fitted for any one user, or the work of an inexperienced armorer, or made from low-grade materials. As a result, it has -1 DR. -0.6 CF; weight is unchanged. Most commonly applied to padded, layered cloth, leather scale, scale, star scale, segmented plate, and mail when produced as munitions armor.

Dragonhide†*: Any leather armor can be made from dragon hide. This provides from +1 to +4 DR, depending on the dragon's age. (Ancient dragonhide has up to +7 DR, but isn't for sale!) It also gives -3 reactions from dragons, with no result better than "neutral"! Weight and cost depend on DR bonus (treat "neg." weight as 0.1 lb to begin with): +1 DR is 1.25 times weight and +37 CF; +2 DR is 1.5 times weight and +44 CF; +3 DR is 1.75 times weight and +52 CF; and +4 DR is 2 times weight and +59 CF (expand logically for greater DR).

Medium Plate Suit (\$8,410, 69 lbs.)

Arming Doublet; DR 0*, \$160, 3 lbs.
 Plate Corselet; DR 6, \$2,500, 20 lbs.
 Plate Arms; DR 6, \$1,250, 10 lbs.
 Plate Legs; DR 6, \$2,500, 20 lbs.
 Steel Pot Helm; DR 6, \$500, 4 lbs.
 Steel Great Helm; DR 6, \$875, 7 lbs.
 Gorget; DR 6, \$125, 1 lb.
 Plate Gauntlets; DR 6, \$250, 2 lbs.
 Plate Sabatons; DR 6, \$250, 2 lbs.

D&D Players' Note: This is equivalent to the suit of Full Plate armor in the PHB.

Jousting Plate Suit (\$11,135, 90.8 lbs.)

Arming Doublet; DR 0*, \$160, 3 lbs.
 Heavy Plate Corselet; DR 9, \$4,000, 32 lbs.
 Plate Arms; DR 6, \$1,250, 10 lbs.
 Plate Legs; DR 6, \$2,500, 20 lbs.
 Heavy Steel Pot Helm; DR 9, \$1,200, 9.6 lbs.
 Heavy Steel Great Helm; DR 9, \$1,400, 11.2 lbs.
 Gorget; DR 6, \$125, 1 lb.
 Plate Gauntlets; DR 6, \$250, 2 lbs.
 Plate Sabatons; DR 6, \$250, 2 lbs.

Darkmetal†: Resists magic as for the weapon modifier (above).

Cannot be enchanted! Any metal armor: +49 CF.

*Fine**: Expertly fitted, with no waste material. Offers full DR at 3/4 the usual weight. Only fits wearers whose height and build match the original owner's exactly! Any armor: +9 CF.

Mithryl†: Mithryl scale and mail uses the higher DR listed for the base armor against all damage – don't reduce its DR vs. crushing blows. Also, any mithryl armor weighs half the listed weight. Any metal armor: +9 CF.

Orichalcum†: Any plate armor, +2 DR, can be enchanted at 2/3 the usual energy: +29 CF.

Ornate: Dress to impress, exactly as for the weapon modifier (above). Any armor: +1 to reactions for +1 CF, +2 for +4 CF, and +3 for +9 CF. Often, but not always, combined with Fine.

Spiked: Lets the wearer roll DX-4 to stab each foe in close combat with him for 1d-2 imp, once per turn, as a free action. Anyone who strikes him with an unarmed attack is hit immediately and automatically – and a bite, slam, or Constriction Attack means that attacker suffers maximum damage (4 points). Any plate armor: +2 CF.

* Cheap, Dragonhide, and Fine are mutually exclusive.

† Bronze, Dragonhide, Darkmetal, Mithryl, and Orichalcum are mutually exclusive.

Vehicles

Ground Vehicles

Carriage: The mark of the well-to-do, drawn by a single horse or a pair of horses, and used to travel throughout the cities and sometimes into the country. It is not uncommon for city carriages to be pulled by ogres instead of horses.

Dogsled: Common in the Northern Frontier, a sled drawn by a team of trained dogs (commonly huskies) or tamed wolves, used to ferry cargo across the frozen tundra.

Rickshaw: Common in Gehong and uncommon everywhere else, a

rickshaw is a one- or two-person conveyance similar to a carriage, drawn by a single person (most centaurs flat out refuse to pull one). Unlike carriages, rickshaws have a single axle with two large wheels; most are also open to the weather, though most have the ability to erect a cloth or leather tarp over the passenger seat. Gehong cities often have for-hire rickshaw services.

Wagon: A larger conveyance, possessing four wheels and drawn by a team of horses, oxen, or ogres, used primarily for cargo rather than people.

Watercraft

Brig: Also known as a sloop, is a small ocean-going ship with two masts fitted with square sails, used for both warfare and commerce. They are relatively fast and maneuverable ships, capable of carrying up to 18 6-pound guns, 9 on each side, but only on the top deck. The most common ships run 100 feet long with a beam of 30 feet and a draft of 9 feet, and worked by a crew of 130. Due to its small size, the brig is a popular pirate vessel. Brigs are popular with the Northern Raiders, who mount scorpions and ballistae instead of cannon.

Caravel: A small, maneuverable sailing ship used as an exploration and trading vessel. Most have a weight of around 100 tons, three masts with lateen sails, an overall length of 100 feet, and a beam of 20 feet. Often, particularly when making long ocean voyages, the foresail and mainsail will be outfitted with square sails rather than lateen.

Carrack: A larger vessel than the caravel, intended for carrying a lot of cargo while making ocean-crossing journeys and occasionally pressed into service as a warship. The most common carracks are around 85 feet long with a beam of 28 feet, a draft of 7.5 feet, and have a loaded weight of 178 tons. Most have a crew of around 60 sailors and officers; the officers and ship specialists are generally housed in the forecastle and aftcastle, with the crew bunking in the cargo hold. The relatively large forecastle makes the ship somewhat unwieldy at sea, particularly during storms. When pressed into service as warships for Marach and Ritaegno, they tend to be armed with 20 cannon; 6 in each of the castles and 8 on the lower quarterdeck. Redwater, Gor Ansat, and Zitheral all mount scorpions and ballistae instead of cannon.

The Drakkar: This is (roughly translated: Sea-Dragon) the personal vessel of Grome the Horrible. To date, it is the largest ship ever built by the Northern Raider Clans. The front and rear of the Drakkar are decorated with the maws of dragons. The Drakkar is built along line combining those of the longships of the earlier age and more modern carracks; it is estimated to be over 100 feet long, with a beam of 20 feet, a draft of 9 feet, and a freeboard of 18 feet, possessing three

masts and a large tower aft. The lower deck mounts twelve ballistae.

Galleon: New ships that have been developed by Marach and Ritaegno. Unlike the brig, caravel, and carrack, galleons are intended to be used as warships. They developed from the carrack, becoming longer, lower, and narrower than their forebearers, which increased their stability and maneuverability in the water. The ship has three to five masts with a full rigging. The cannon were removed from the castles, and in some cases the forecastle is removed altogether, called "race-built".

Junk: The most common ship design of the Gehong region. These are perhaps the largest ships in the world, with as many as nine masts available on the largest ships. The largest junks are around 400 feet long and 165 feet wide; these ships always cause a stir among the locals when they arrive in western ports. The most common junks have five masts, and are 165 feet long and 70 feet wide, weighing an estimated 2,000 tons. In all cases, the sails, which are made from pressed bamboo rather than canvas, are painted red, often with Hong writing on them. The sails of a junk are not square or lateen, but a unique melding of the two. While ocean-going ships of the Teyoth region often have square sails in the front of the vessel and lateen sails near the rear to help steer, junks reverse this arrangement; the larger lateen sails are kept forward, and smaller square sails are placed towards the rear to provide additional thrust.

Karve: A general purpose ship mainly used for fishing and trade by the Northern Raider Clans. The most common design is around 75 feet long and 16 feet wide, with a single mast fitted with a rectangular sail and 16 rowing positions, 8 on each side. These ships are capable of ocean crossings; in addition, the karve's low draft enables makes it capable of traveling upriver, often as far inland as Evalon.

Snekkja: The most common of the Northern Raider longships. A typical snekkja might have a length of 56 ft, a width of 8 ft, and a draft of only 1.6 ft. It can carry a crew of around 41 men (40 oarsmen and one coxwain). Snekkjas are so light that they have no need of ports – they can simply be beached, and even carried across a portage. Their low draft enables them to travel upriver to engage in trade – and the occasional raid.

CHAPTER VII

RELIGION

Several major religions are known in the world of Ranoc. The first religion is the most widespread, the pantheon of deities that are worshiped in most civilized areas (and several areas that aren't). The second has already been discussed in earlier sections, the monotheistic religion that's come to dominate in Redwater. A third religion originated in Rochlad, and is spreading. A fourth religion, not as widespread or popular as the others, is the small group of deities worshiped by the desert nomads of the Vast Expanse. The fifth is the religion that dominates Gehong. On Umoja, two religions are dominant: one which is the official religion of the kobold nation of Shakdran, and the animistic beliefs of the nomadic Mohani.

The first religion is a pantheon of closely-related deities who can be considered a tight dual-natured pantheon, consisting of both loyal and rebel sides. There is a definite structure to the loyalist side, while Ekchhar and Vy dominate the rebel side with iron fists. Priests may choose to serve either a single deity or one side of the pantheon.

The second religion is a relatively new monotheistic religion, which came into being in the Redwater province of the Great Empire of Man only two generations before the start of its collapse. The two events are generally considered to be coincidental to each other. Known as the Church of the One True God, it is a highly structured, male-dominated church that currently has a 100% human priesthood. For roughly the last hundred years, the Church has been violently human-centric; prior to that, non-humans were welcomed into the priesthood. As it is, there are still defrocked priests of the One True God among the elven and dwarven populations, who were driven from their home in Redwater.

The Northern Clans worship a loose-knit group of deities who appear mainly in brother-sister and/or husband-wife pairs. The Clans also worship or revere a plethora of minor gods or spirits, many of whom are limited to a small locale, often a village but sometimes a house or natural formation such as a lone fjord, river, or forest grove.

The Rochlada religion worships a close-knit "herd" of deities who are commonly pictured as being horses. Each horse in the pantheon represents a virtue of the culture that worships them. This religion, like the nation that spawned it, is matriarchial in nature, with women in positions of power within the church.

Within the temples of the Teyoth pantheon and in the Redwater Church, a hierarchy has evolved which is outlined below. The temples of the Rochlad pantheon follow a similar hierarchy.

Cardinal – International head of the church. *Religious Rank 7.*

Archbishop – National head of the church. *Religious Rank 6.*

Bishop – Head of the various cathedrals in cities over 100,000 people. *Religious Rank 5.*

High Priest(ess) – Head of the various cathedrals and temples in

cities over 10,000 people. *Religious Rank 3.*

Priest(ess) – An ordained minister of the church, usually presiding in churches and temples of smaller towns, villages, and hamlets; they also aid the High Priest in larger towns and cities. Depending on the religion, female priests may exist. *Religious Rank 3.*

Deacon – A lesser minister of the church, typically assigned to assist the priests.

Abbot/Abbess – The leader of a monastery.

Acolyte – A priest-in-training, usually actively assisting the priest and deacons in the performance of religious rites.

Lector – An unordained minister in the church, whose primary purpose is to read the religious texts out loud to the congregation during services.

Monk, Friar, Nun – Many holy orders exist separate from the main churches. Monks are those men and women who cloister themselves away in monasteries to engage in deep contemplation, while friars and nuns are men and women, respectively, who attend to the needs of the populace without being tied to any particular church. These friars and nuns are the ones most likely to possess divine power. *Religious Rank 0.* (If necessary, use **GURPS Social Engineering: Pulling Rank** for PC friars and nuns who are able to call upon the Church for assistance.)

A Note On Ranoc's Deities

The gods of Ranoc take a very "hands-off" approach to the world, in essence letting the world run itself without their direct interference. It has been several millennia since a deity has reportedly manifested themselves in the world, usually only appearing in the dreams of their chosen agents, those few they grant powers and spells to. The most frequent intervention of a deity is the appearance of an angel (sometimes a demon) in the god's service, and even this only occurs during times of world-threatening disaster (at most, this happens once every two hundred years), unless summoned by a mage or cleric.

Powers: Divine Favor is the preferred method for creating clerics and prophets in Ranoc, although the spell lists in **Dungeon Fantasy 7: Clerics** are valid for those who want to use the Clerical Magic variant of spells from **Magic** in their games. Most gods will **NOT** grant a spell or miracle to resurrect the deceased; the only exception is Galsus, and then only to select followers.

Table 7-1: Religious Ranks

Rank	Position
7	Cardinal
6	Archbishop
5	Bishop
4	High Priest
3	Priest
2	Deacon, Abbot, Abbess
1	Acolyte, Lector
0	Monk, Friar, Nun

The Teyothi Religion

Overview

The worship of the Teyoth Pantheon is highly regimented, with temples dedicated to the entire pantheon where the gods are worshipped together. This pantheon has been worshipped for millennia, and was the official religion of the Great Empire of Man, becoming the official religion of its successor states, with the sole exception of Redwater, and has spread into the Wyrmspire Mountains, the Rochladastacht, and the northern Umojan jungles, and temples can be seen even as far east as Freehold in the Vast Expanse. The pantheon has a single Cardinal who is held as the ultimate authority on the will

of the gods; the Cardinal serves from the day he is elected from among the archbishops until he retires, dies, or is replaced following the Conjunction.

There are two opposed sides to the pantheon; one side associated with the natural order of things, and another side associated with the forces of corruption and those who seek to overthrow the natural order to impose their own. The first side is openly worshipped, mostly in temples dedicated to the entire pantheon. While shrines dedicated to individual deities appear in various locations, only rarely are entire temples built dedicated to an individual deity. In addition, several

monasteries and convents have been built for those seeking a more contemplative form of worship, as opposed to the public service of the priests.

The opposed side of the pantheon is worshipped in secret, with only a few notable exceptions. The worship of most of these gods is outlawed in most nations of the Teyoth and surrounding regions; priests of these gods often pass themselves off as worshippers of other gods in order to hide in plain sight.

From a philosophical point of view, public side of the pantheon represents the virtues of the society that spawned the religion, while the secretive side of the pantheon represents its vices and aspects of the society that it would rather refuse to acknowledge.

Selected Mythology Passages

Creation of the Gods and the World

Galsus is the oldest of the gods, and is in fact considered the father of many of the other gods. It is said by some that Galsus came into being with the birth of the world, but others credit him with the world's creation. What is known is that Galsus's life is tied to that of the world, and the prophecies read that when one dies, the other will quickly follow suit.

Not long after the creation of the world, Galsus decided he needed help in running the place. To create a companion, he formed a woman from the very dirt of the world, set her head with a headdress made of leaves of every tree in every shade, and breathed life into her. Because of her creation, being from the very nature of the world, she was named Hassann, and elevated to godhood.

Hassann was Galsus's first wife, but the two were very different in their approach to running the world. She created beautiful landscapes, forest groves, and rolling grass-covered hills. Galsus, on the other hand, created the first animals, starting with the simplest to the most complex. Together, they shaped the world and made it a beautiful place.

Hassann, however, grew lonely, and soon gave birth to her first children: Fehrest, the goddess of women; Kaimana, the god of the seas; Nyysan, goddess of the hearth and home; Ekchhar, god of law; and Golma, the god of life. All of the gods and goddesses were eager to aid their parents, save Ekchhar. He saw the world his parents had created, but desired it for himself. Seeking to disillusion his father with ruling the world, he fashioned the first sword and killed his brother Golma, who was Galsus's favorite.

Galsus was enraged by the death of his favorite son, and fashioned a sword of his own, seeking to end the life of his rebellious son. He was stopped, however, when Hassann sacrificed her own life to bring Golma back from the dead. Having been touched with death, the resurrected Golma became the benign god of death, whose only goal in life is to judge the recently deceased, sending them to whatever rewards and punishments they earned in their lives. His first act was to send his mother's soul back to another body; she became known as Hannass following her rebirth. His second act was to refuse to accept his brother's soul; Ekchhar would continue to live, regardless of how deadly the wounds he received.

Galsus took his daughter Fehrest as his second wife, and with her fathered numerous other gods: Ryl, goddess of wisdom; the twins Navor and Vy, god and goddess of light, knowledge, and all of its related fields; Gessa, goddess of woodlands and the hunt; Suthre, the hard-working god of the forge; Vilhelmo, the new god of valiant war; Akanksha, the goddess of love; and Kael, the dour god of justice, among numerous others.

The Teyothi Gods at a Glance

The various gods of the Teyoth Pantheon all have their own portfolios. While reading through the entire section is recommended, this can sometimes be a chore when trying to remember which god has what folio and place in society.

The Gods

- Galsus** – King of the gods; god of storms, sky, law, nobility, and lightning.
- Fehrest** – Queen of the gods; goddess of women, children, devotion, kitchens, and taverns.
- Kaimana** – God of the sea, oceans, marine life, and sea storms.
- Hannass** – Goddess of nature, agriculture, fertility, life, restoration, rebirth, and reincarnation.
- Nyysan** – Goddess of the home, hearth, family, diplomacy, and warmth.
- Golma** – God of the dead, funerals, judgement, and fighting undead.
- Ryl** – Goddess of wisdom, intuition, oracles, and divination; knowing without knowing.
- Navor** – God of light, knowledge, magic, astronomy, astrology, art, science, music, and medicine.
- Gessa** – Goddess of woodlands, nighttime, and the hunt.
- Akanksha** – Goddess of love, passion, creation of life, and sex.
- Suthre** – God of artifice, crafting, and the forge.
- Vilhelmo** – God of war, valor, righteousness, and self-discipline.
- Kenen** – God of the sun, light, and fighting against undead; drives the sun chariot.
- Ynnada** – Goddess of the moons, watchfulness, and occult knowledge.
- Kael** – God of justice and discipline.
- Trys** – Goddess of luck, cunning, pranks, laughter, thieves, and fortune hunters.
- Grangre** – Goddess of order, science, mathematics, and medicine.
- Ha'all** – God of chaos, freedom, music, art, and tavern brawls.
- Barsus** – God of merchants, travelers, roads, and commerce.
- Kesuul** – God of lycanthropes, hunting, untamed wilderness, and wildlife.
- Ricnalis** – Demi-goddess of announcements and divorce.

The Renegades

- Ekchhar** – God of evil, tyranny, and power.
- Vy** – Goddess of darkness, knowledge, magic, power, chaos, and corruption.
- Su'kal** – Goddess of death and the undead.
- Rallos** – God of war, destruction, slaughter, rage, and mindless fury.
- Hiini** – Goddess of deception and betrayal.
- Nolkus** – God of disease, plagues, and famine.
- Bri'ney** – Goddess of lust, temptation, jealousy, envy, desire, and obsession.
- Volsh** – Goddess of depravity and unnecessary torture.
- Rilke** – Goddess of insanity and madmen.
- Lukryz** – God of murder, stealth, and assassination.
- Brosa** – God of gluttony and cannibalism.
- Hessen** – God of vengeance and retribution.
- Myrg** – God of greed and miserliness.
- Kakotatos** – Arch-demon.

Creation of the Mortal Races

Galsus decreed that the world be populated, but the gods could not decide what type of race should exist. Each god and goddess had his or her own ideas on what constituted the ideal race.

Navor was the first, creating the elves, at that time an immortal

race and who have a long oral tradition able to recall events in great detail for thousands of years. Suthre was the next, creating the dwarves, great craftsmen, miners, and warriors. Gessa, the ranger goddess, fashioned the centaurs. Nyysan claims credit for creating the halflings. But it was the race crafted by Vy, before her fall from grace, that most pleased Galsus: the humans, the most adaptable of the races.

The evil god Ekchhar, having the backing of several other gods and goddesses who desired to present races of their own, stole a number of each race from the other deities and twisted their bodies. Thus were created the "savage" humanoids: orcs, goblins, hobgoblins, ogres, and the giants. Because of their original natures, however, these beings retain the same capacity for good and evil as their original counterparts.

Galsus

King of the Gods, The Supreme Creator, The Bringer of Life, The Law-Giver

Symbol: Royal scepter.

Home Plane: Wandering Mountains.

Portfolio: Sky, storms, law, nobility, lightning.

Worshippers: Nobility, common folk.

Galsus's Nature and Deeds

Galsus is the first among the gods, being the oldest among them and father to several. He is credited with having created the world, and is known as the God of the Sky, from where he surveys the world with an ever watchful eye. He is also credited with codifying the first laws. He is the lord of the gods, bringer of light, and patron of all life in the world.

Galsus is generally a just, if somewhat stern, ruler who is immensely proud of his children and grandchildren. His sole disappointments are his son, Ekchhar, and favorite daughter, Vy, both of who turned away from his light and embraced the darkness.

He has fathered more than other deities. Several epic heroes in the past have been sired by Galsus, and he has been and remains the patron of many others, some of whom are still active. As yet, none of these mortal children have been elevated to godhood.

Every Conjunction, Galsus abdicates his rule of the gods to his granddaughter Grangre, the goddess of order, in order to engage in an unarmed fight against his rebel son Ekchhar. This combat is then organized and judged by Grangre, who then by law must abdicate the throne to the winner of the fight. To date, Galsus has always bested his rebel son; although, in the last few Conjunctions the calls were extraordinarily close. The gods who follow Galsus fear that Ekchhar might one day be able to overthrow his father.

Worship

Galsus is commonly worshipped in large temples dedicated to the entire pantheon, rather than individually. His priests have informal authority over the priests of the individual deities – being the priest of the head of the pantheon is often translated into being a priest of the entire pantheon. His priests preside over the pantheon-wide festivals and communal prayer-rites held weekly in the pantheon's central urban temples. Smaller villages, hamlet, and thorps often don't have a communal temple, often a temple or church dedicated to a more localized deity (commonly Hannass, Kaimana, Barsus, or Suthre), but when one of Galsus's priests shows up they have the right to preside over any services.

The one day this authority is ignored is the day of the Conjunction.

Fehrest

Protector of Children, Queen of the Gods, Celestial Midwife

Symbol: Rolling pin lying diagonally across a frying pan.

Home Plane: Wandering Mountains.

Portfolio: Women, children, childbirth, devotion, kitchens, taverns.

Worshippers: Midwives, children, cooks, innkeepers.

Fehrest's Nature and Deeds

Fehrest is the goddess of women and the protector of children. She is the wife of Galsus, and is generally depicted as a mature woman with regal features and shoulder-length brown hair. She is the mother of many of the gods and goddesses: Ryl, Navor, Vy, Gessa, Suthre, Vilhelmo, Akanksha, and Kael.

As the queen of the gods, she is often seated to her husband's left hand. As the goddess of women, she is often invoked during childbirth, lending strength to the mother, the child, and the midwife.

Fehrest is happiest in the kitchen, and has the secondary aspect of being the patron goddess of taverns and kitchens. Her kitchen is her domain, and none may enter without her permission. Even Galsus does not dare enter her kitchen without first announcing himself and waiting for her invitation. The first and last time he dared, she literally attacked him with her rolling pin and frying pan, one in each hand. Trys witnessed the scene, and was spreading its tale, with embellishments of course, throughout the pantheon within moments.

In times past, Galsus has proven rather indiscriminate in whom he shared his bed with. Fehrest has granted him more children than most others, as his passion dwindled after each extra-marital affair. A number of his dalliances were not romantic, but part of a plan, and Fehrest has grudgingly accepted these; she finds she is more hurt by his flings that were not romantic in nature. She has opened her home to many of her husband's conquests, and has consoled both mortal and immortal many times over. She remains loyal to her husband, and loves him with all her heart.

Worship

While Fehrest has her place in temples dedicated to the entire pantheon or to those dedicated primarily to her husband, Galsus, the majority of Fehrest's shrines are seen in taverns, kitchens, and nurseries across the Teyoth region. Of all the Teyothi deities, Fehrest has the strongest hold amongst the populace of Redwater; the Redwater Church has tried – and failed – several times to snuff out her worship. She rarely has priests dedicated solely to her, although she has been known to grant favors to her faithful.

Fehrest does not have any festival days dedicated solely to her. However, she is praised at every festival.

Kaimana

Lord of the Deep

Symbol: Trident.

Home Plane: Elemental Plane of Water.

Portfolio: Seas, oceans, marine life, sea storms.

Worshippers: Sailors, undersea inhabitants, fishermen.

Kaimana's Nature and Deeds

Kaimana is the god of the seas, and his very nature reflects this. He can be as calm as the calm sea, or as dangerous as the strongest hurricane. Those who live on, near, or under the sea generally worship him.

Unlike the other gods, Kaimana is said to dwell on the Elemental Plane of Water, but is believed to visit the depths of the oceans of Ranoc quite often.

Kaimana is known for teaching the mortal races how to harvest the

sea. He taught them to fish using the hook-and-line and the net. He inspired the elves to create the first boats. His teachings also include a strict warning to not take more than is needed, for while the sea can renew its bounty, such renewal takes time.

He is also known for his fierce rage. Many a storm has been caused by the slightest hint of displeasure. Those who take more from the sea than they need and those who needlessly dump their garbage into the sea displease him. And Kaimana's wrath is fearsome.

When it comes to disputes involving the mortals, Kaimana rarely takes sides. He is angry at the nation of Redwater, however, for their slaughter of non-humans, and has been accused of subtly encouraging the Northern Raider Clans to attack the nation. Part of his anger stems from the fact that the capital city was founded on the site of his greatest battle.

Millennia ago, before the Fall of Vy, Kaimana came ashore at what is now the city of Veloria in order to do battle with the baalrog Ghaz'thraka. During the battle, which spread up and down the entire Red River and lasted an entire month, both Kaimana and Ghaz'thraka were severely wounded, turning the river blood red, which it remains to this day. Ghaz'thraka died just off the coastline, giving the bay the same reddish tint as the river and creating the island that sits just a mile off the river's mouth. Kaimana survived, but barely.

Worship

Kaimana has temples and shrines dedicated to him in every town and city in the Teyoth region that engages in ocean-going trade or deep-sea fishing. Even in Redwater, where the religion has been outlawed, it is not uncommon to find his shrines in the docks districts of coastal cities or in small fishing villages.

Kaimana's primary festival is held on the tenth of every month at sundown, consisting of a festive meal followed by music, dancing, and song lasting well into the night.

Hannass

Twice-Born, Restorer of Life, Careless Soul-Keeper, Mother Nature

Symbol: A rising Phoenix.

Home Plane: Wandering Mountains.

Portfolio: Nature, agriculture, fertility, life, restoration, rebirth, reincarnation.

Worshippers: Farmers, nature-lovers.

Hannass' Nature and Deeds

Hannass is the twice-born goddess of nature, and represents the natural cycle of life, death, and rebirth. Formed as Hassann by Galsus when the world was first formed as both a partner and a mate, Hannass can claim motherhood over the first full "generation" of gods. As related elsewhere, she was killed by Ekchhar and reborn through Golma's actions. As such, the world annually goes through a similar cycle: nature blooms in the spring, flourishes in the summer, and effectively dies in the winter, only to be reborn again the following spring.

She is the only immortal to claim two fathers: Galsus and Golma. At first, she was Galsus's wife, but now considers herself Golma's daughter. Her marriage to Galsus was legally annulled when she was reborn in another body. Fehrest claims to have carried her to term, but even then claims she was only the midwife. As such, Fehrest is the only goddess who can claim to be both mother and daughter to Hannass.

Hannass is typically represented as a humanoid with both human and elven features – often referred to as the only half-elf goddess – with bright green eyes and golden hair, dressed in simple flowing green gowns and sandals. Her older form, that of a humanoid with

long green hair and bark-like skin, is no longer used, having been killed ages ago.

Hannass is the goddess of agriculture. She taught the mortal races the basics of growing food, irrigation, and conservation. She introduced crop rotation to the men who used to live in what is now Gor Ansat.

As the goddess of rebirth, decreed upon her at the time of her own rebirth, Hannass is responsible for finding new bodies for the souls that have left their old ones. Her second father Golma occasionally rejects souls of the dead, and it falls to Hannass to find these rejected souls new homes. She is usually quite chaotic about her placement of souls; many a noble knight's soul has screamed when placed in the body of one of the "monster" races.

Ekchhar, the god of evil, has long desired Hannass, and in times past sought to make her his mate. She resisted, fleeing across the face of the world in many animal forms. He caught up to her near the Barrier Mountains, where he forcibly laid with her as she changed forms to try and get away. Ekchhar matched her form for form the entire time. She managed to flee while he was asleep, and secretly gave birth on the island of Athrin, where men cast no shadows.

This child she presented to Galsus as Kesuul, who became the god of lycanthropes. She declined to answer when asked of his parentage, although Ekchhar later made it public during the next Conjunction by taunting Galsus about it.

Worship

Hannass has two main festivals, held on the Spring and Autumn Equinoxes. These often indicate the start of the planting season and the start of the harvest season. Her priestesses and temples are primarily rural in location; she has only female priests.

Hannass also has a mystery cult, centered around her death and rebirth. Only women are initiated into her mysteries. Those initiated into her mysteries are given lead medallions to wear; those that progress further into the mysteries have their replaced with other materials: iron, bronze, silver, gold, and then finally obsidian. The higher into the mysteries of Hannass one gets, the more they're held in esteem by others. At present, only seven women alive wear obsidian medallions.

Those who are initiated into her mysteries generally have the medallions buried or burned on pyres with them.

Nyysan

The Peace-Bringer

Symbol: Handshake.

Home Plane: Wandering Mountains.

Portfolio: Hearth, home, family, diplomacy, heat/warmth.

Worshippers: Commoners, diplomats.

Nyysan's Nature and Deeds

Nyysan is the goddess of the home and hearth. Her domain is the family, and every home has a small altar near the central fireplace with which to offer prayers and sacrifices.

Nyysan doesn't ask for much from her worshippers. She has no official priests or priestesses, although priests do sometimes take up the call in her name. She teaches that, while all families may have their good times and their bad times, blood will always be thicker than water, and that families are to stick together, regardless.

Because of her stance, she holds no ill towards her brother Ekchhar. She refuses to take sides in any arguments between the deities, preferring to try and mediate between them. Because of this, she is recognized as the patron deity of judges, referees, mediators, and arbitrators.

Worship

As noted above, Nyysan has no official priests, and every home has a small altar or shrine near the central fireplace in her honor.

One notable exception to the 'no official priests' is the organization calling itself the Divine Diplomats. These Diplomats all honor Nyysan, working to spread peace and understanding through talking over problems and getting people to compromise when opinions differ significantly. Even Redwater has been known to grant the Divine Diplomats greater leeway than other pagan priests.

Golma

God of the Dead, Judge of Souls, The Final Judge

Symbol: Measuring scales.

Home Plane: Realm of the Dead.

Portfolio: Death, funerals, judgment.

Worshippers: Judges, gravediggers.

Golma's Nature and Deeds

Golma was once the god of life. As the god of life, he taught that all life is precious, to be cherished and celebrated, and wherever possible created.

Then he was killed. Through the actions of his mother, Hassann, he was brought back to life, but the taste of death changed him. Death, he teaches, is a normal part of life, and should not be feared. Some say it was he who convinced Navor to strip all elves of their immortality.

In the past, Golma has manifested himself in one of two forms. The first is that of a skeletal figure draped in black robes and carrying a scythe, his favored weapon; this form is his best-known, the image from which many statues of him are made. The other manifestation is that of a dark-skinned, dark-haired woman of indeterminate race wearing loose-fitting white robes, his/her eyes glowing bright white. Some believe that Golma, having become the embodiment of death, has transcended the concept of genders, and takes the latter form as a whim. Others believe that Golma was always a woman; the oldest extant accounts which refer to Golma use ancient unisex pronouns, further obscuring the issue.

Golma's responsibilities are to judge the souls of the dead, balancing their ends against their means, and sending the souls to their punishments or rewards. He also often holds souls in stasis, should he sense that a resurrection spell will be cast to return them to life. It is his right to reject any soul whose death, he states, was not yet time. Sometimes he will send those souls back to their original bodies; other times he will send them to Hannass for reincarnation.

Upon descending into Golma's realm, the average person comes across a wide plain with a sun that sits low on the horizon but never shifts. A castle sits in the center of the plain, with one road entering it from the front, and two exiting the castle from the rear. Crossing over the drawbridge into the castle, one is met by the celestial harpy Ricnalis, who announces the visitor's presence. The deceased are then brought before Golma's court, where he reads off the actions and intentions of the deceased. The virtuous are sent to a grove via the northern road, where the heroes of legend are said to forever retell their stories of heroism. Those who led neither virtuous nor villainous lives are sent to wander the plains aimlessly. And those who led villainous lives are sent down the southern road to the land of Ylcor, where they are to be punished by various means for all eternity.

Golma doesn't care for the undead, and teaches that the undead are an abomination, a break in the cycle of life, death, and rebirth. While he is willing to tolerate skeletons and zombies to a point (because the soul has already left the body when these are made), intelligent undead such as vampires, wights, and lichs are anathema to him. Priests of Golma are encouraged to destroy any intelligent undead they come

across, freeing the souls trapped in the body.

Golma's sole offspring is his daughter Su'kal.

Worship

Golma's priests preside at funerals and often act as impartial judges in cases that deal with religious sects. For the most part, his priests are male, but there is no discrimination between male and female priests.

Golma is also known to have a mystery cult. This cult tends to refer to Golma by the ancient Corcoranese unisex gender pronoun zhe, if they use a pronoun at all for the god. Rumor has it that one of the initiation rites into the mystery cult reveals Golma's true form and gender, and that the initiates are forbidden from referring to Golma as either gender in order to avoid accidentally revealing the truth to non-initiates.

One of the most disturbing facets of this mystery cult is that all initiates are said to have come face to face with the god of death and then sent back. What is known is that some of the initiates do not survive this particular trial. The inner circle of Golma's mystery cult are said to possess the ability to bring someone back to life after they have died, a feat that clerics of other gods – even those of other pantheons – have never successfully accomplished.

Ryl

The Wise

Symbol: An owl's face behind a longsword, point up.

Home Plane: Wandering Mountains.

Portfolio: Wisdom, intuition, oracles, divination.

Worshippers: Diviners.

Ryl's Nature and Deeds

Ryl, daughter of Galsus and Fehrest, is the wisest of all gods. It is said that she sees beyond the present into the future, and acts as the oracle of the gods.

She is able to see into a person's soul at birth, and can divine from there whether a person is destined for greatness. She is often called upon by rulers who look for wisdom beyond knowledge. Her insight has been invaluable to everyone who asks for it.

Ryl's actions often seem to be rather chaotic, as her intuition often seems to come to a conclusion long before anyone else has thought things through. She often chastises her brother Navor for his preoccupation with knowledge, while he often chastises her for not gathering all the information before coming to a conclusion. Despite this difference of opinion, or perhaps because of it, the two married some time ago.

It is said that Ryl aided the epic hero Sinia Noroth when she encountered a labyrinth of mirrors. Sinia had accepted a mission of entering the labyrinth to slay the demon that lived there; with Ryl's aid she was able to enter the labyrinth blindfolded, slay the demon, and return. The mirrors had an enchantment that caused anyone who looked into them to lose their sense of direction; being blindfolded, Sinia was unable to trigger the enchantment.

Worship

While normally worshipped in conjunction with the rest of the pantheon in their communal temples, Ryl's priests have sought out natural sites which can amplify their link with the goddess. Several of these locations have become renowned as oracular sites; there is at least one in every nation in the Teyoth region. The oracles of these sites take vows of chastity and blindness, walking around blindfolded and spending most of their time in deep meditation.

Navor

The Lightbringer

Symbol: Golden disc.

Home Plane: Wandering Mountains.

Portfolio: Light, knowledge, magic, astronomy, astrology, art, science, music, and medicine.

Worshippers: Artisans, musicians, bards, scholars, diviners, oracles, wizards, healers, inventors.

Navor's Nature and Deeds

Navor is the son of Galsus and Fehrest, the twin brother of Vy, and the husband of Ryl. He is the most knowledgeable of all the gods – with the possible exception of his twin sister, whose knowledge Navor is loathe to seek out. He is the creator of the elves, the inventor of music, patron god of magic, and the first to practice the healing arts.

Navor hides it well, but he still frets over his twin's fall from grace. The War of the Elves hurt him the most, when he had to actively oppose her. Although he defeated her in the contest of wits, played out by the now-mortal elves on both sides, he found himself unable to fully complete his victory, and let her go. To this day, he still wonders, should something similar happen again, if he would be able to do what he could not then. Underneath it all, he still cares for her, and works in his own ways to bring her back to the light.

Navor and Ryl share an oracle in the city of Penticon, rumored to be the best oracular site in the known world. For centuries, heroes from all over, even those from heretical Redwater, have consulted the Penticon oracle.

Recently, the gods Grangre and Ha'all, Navor's children by his wife Ryl, have taken on some of the less arcane portions of the Lightbringer's portfolio, due to the differentiating of the disciplines among the mortals. Grangre has taken it upon herself to look after science, mathematics, and medicine, while Ha'all has taken on the more creative aspects, primarily the arts.

Worship

Navor's priests are found mostly in temples dedicated to the entire pantheon or at oracular sites shared with Ryl. Shrines have been erected in other locations, however, most notably in houses of healing, public baths, and universities. As the patron deity of the accumulation of knowledge, many schools and universities hold him in high regard. There has been a rising trend in the academic world to build a temple on the university campus dedicated solely to Navor; the first such university to do so was in Rinkasae; the city has since renamed itself Navoropolis in his honor. Navor's individual temples often but not always also have shrines to Ryl and their children, Ha'all and Grangre.

The priests of Navor and Vy the Corruptor have a long-standing rivalry, and Navor's priests have occasionally gone to incredible lengths to uncover Vy's sects and hidden temples.

It is rumored that the Navoropolis Academy houses several pages from Vy's Ebony Tome under lock and key, though nothing has ever been proven; this rumor is not denied, however, with priests claiming that if it were true, the pages are in the safest place possible.

Gessa

Silent Huntress

Symbol: Crescent moon.

Home Plane: Sylvania.

Portfolio: Woodlands, hunting, nighttime.

Worshippers: Hunters, rangers.

Gessa's Nature and Deeds

Gessa is the goddess of woodlands and the hunt. She is held to be

very beautiful, with tanned skin, an athletic build, and long, wild reddish-brown hair that falls to below her waist. She is accompanied by a pair of trained wolves, and rides upon a dark steed.

Gessa forsakes the company of all other gods, preferring to spend time among the forests of the world rather than partake of the festivities of the others. She is closest to Ynnada and Hannass; the former because the moons give her light to see by, and the latter because they both share a great love of nature. She has sworn to remain a virgin until such time as she encounters anyone, mortal or god, who is able to successfully beat her on a hunt. She has a friendly rivalry with Kesuul, as he has been the most persistent in attempting this feat.

She is feared for her temper. Once, a mortal man came upon her bathing under a waterfall. Struck by her wild beauty, he attempted to ravish her. In righteous anger, she drove the man insane, and then released him into the wilds of the Northern Frontier, where he was chased and finally devoured by a pack of wolves.

Gessa teaches that mortals should not take more from nature than they need. Any animal that is slain must be used to the minutest portion. A person who throws away half a carcass in the wilderness after using part of it is not liable to draw her wrath, if that person swears in her name that he is feeding the scavengers, but someone who slaughters twenty animals and only uses one will.

Worship

Gessa doesn't have dedicated temples. Most of Gessa's adherents build shrines in temples shared with other deities, or in groves that are commonly considered "sacred". Gessa's priests are commonly female, but there are male priests as well.

Akanksha

Free-Spirited

Symbol: Ankh with rays coming from the head.

Home Plane: Wandering Mountains.

Portfolio: Love, passion, sex, creation of life.

Worshippers: Prostitutes, matchmakers, lovers.

Akanksha's Nature and Deeds

To call Akanksha a fertility goddess is to euphemize. She is the goddess of sex. Passion is her nature, a passion to create.

She holds that the ability to create life is the greatest gift bestowed by the gods on women, and that the women should not consider motherhood a duty, but a blessing. The act of creation is to be fun, not a chore.

Akanksha is an affirmed pacifist, and requires that her priestesses never raise a hand against an attacker. Self-defense is expected, but preaches that defense should never turn to offense.

Akanksha's biggest disappointment is her relationship with her daughter, Bri'ney. When Bri'ney rebelled against her mother, joining Ekchhar's dark pantheon, she attacked her mother with a spear (at this time, the most phallic object Bri'ney could come up with). This was the only time Akanksha ever fought in combat, and even then she held to her pacifistic ideals. Akanksha never struck Bri'ney; instead, she grabbed hold of Bri'ney's spear and twisted it from her grasp. During the fight, the spear fell into the Western Ocean.

Worship

Akanksha is one of the few gods to have temples dedicated solely to her in addition to her shrines in the temples dedicated to the entire pantheon.

Akanksha's temples are well-known in the Teyoth region as houses of ill repute, with her priestesses well-skilled in the erotic arts. In

addition to this, her priestesses – Akanksha has no male priests – are skilled healers; in times of crisis, her temples become houses where the sick and injured will be tended without discrimination.

During the Festival of Akanksha, which occurs monthly on the night of the primary full moon, her priestesses lead any who are willing in a full-blown orgy. As one priestess put it, "One of the most common means of communicating with the divine is by inducing an altered state of consciousness. And there is no more pleasurable means of achieving that altered state than lots of orgasms!"

Akanksha refuses anyone to be armed or armored inside her temples. Most temples have a storage room near the front doors for storing any weapons and armor a visitor may be carrying. She requires all of her priests to be affirmed pacifists, never fighting except in self-defense and always to disarm, never to kill (in game terms, the Pacifist (Self-Defense Only or Total Non-Violence) disadvantage or a similar Vow).

Suthre

Soul-Forger, Forge of the Gods

Symbol: Hammer and anvil.

Home Plane: Wandering Mountains.

Portfolio: Artifice, crafting, and the forge.

Worshippers: Blacksmiths, whitesmiths, weapon smiths, inventors, armor smiths.

Suthre's Nature and Deeds

It is said by some that Suthre was born with a blacksmith's hammer in his hand. This is not literally true, of course, but not long after birth Suthre was already building, first with wood, then with bronze and brass, and later with iron and even more exotic metals. His short and stocky stature gave him the lower center of gravity needed to work his forge, which he invented himself.

When Galsus proclaimed the world was to be populated, Suthre created the dwarves in his image. To this day most Teyothi and Wyrmspire dwarves revere Suthre as their creator.

He is constantly building and inventing. Of the many inventions he is credited with, gunpowder and clockwork automatons are the two he's proudest to have shared with mortals. Indeed, his forge is protected by a clockwork dragon of his own design, and he has created a dozen clockwork assistants for the forge to handle the menial task of smelting; his forge's bellows are automated.

Worship

Suthre rarely has temples devoted solely to him; his personal priests typically tend to shrines in temples dedicated to the entire pantheon. Many more shrines, however, are found in and around blacksmith forges, kilns, mining towns, and blast furnaces.

Vilhelmo

The Warrior, The Celestial Paladin

Symbol: Longsword, pointed straight up.

Home Plane: Wandering Mountains.

Portfolio: War, valor, righteousness, self-discipline.

Worshippers: Knights, soldiers, paladins, monks.

Vilhelmo's Nature and Deeds

Vilhelmo is held as a shining beacon of light and hope, the purest champion of light standing fast against the forces of darkness and corruption.

Vilhelmo was always a sharp fighter, perceptive and cunning. His skill with a blade has always been one of the best in the pantheon; very

few have been able to best him. Those he can't fight he out-thinks and forces to defeat themselves.

When he was younger, however, he was not a bright and honorable champion; in fact, he was a student of Ekchhar's teachings, as the god of tyranny sought to use Vilhelmo as his own champion of darkness. In his first real fight, however, Vilhelmo found himself disgusted at what he was being told to do, and rebelled against his teacher.

Seeking a new path, he visited his brother Navor, who guided Vilhelmo away from the darkness and into the light. Then and there, Vilhelmo swore to be the light shining in the darkness, standing as the shield protecting others first and the sword to smite evil second. He holds himself to a nearly impossibly high standard, one which he constantly strives to sustain.

Vilhelmo knows that mortals will falter from the path of righteousness; he believes, however, that by providing an example he can lead them back to the right path. He has little use for self-righteousness, however, as he finds the judgmental self-righteous attitude to be counter-productive.

Worship

The patron of warriors and champion of noble causes, Vilhelmo's few individual temples often resemble military barracks or monasteries. He has shrines in every town guard and militia headquarters.

Every knight and soldier in the Teyothi region, except for those of Redwater, swears their allegiance to their liege and country in his name.

Kenen

All-Seeing

Symbol: Sun chariot.

Home Plane: Wandering Mountains.

Portfolio: Sun, light, fighting undead.

Worshippers: Undead hunters.

Kenen's Nature and Deeds

Kenen, the god of the sun, is charged with only one cosmic task. Every day, he rides his golden chariot across the sky, illuminating the world.

Of all the gods, it is said that Kenen has the sharpest eyes, rivaled only by his sister Ynnada. It is said that during the day, he sees everything that happens as he passes overhead, and he can see ants on the ground if he wanted to. Thieves especially are wary of his sunlight, as are supernatural undead like vampires.

Worship

Like most of the pantheon, Kenen lacks temples dedicated solely in his name. His shrines in the primary temples are invariably set up to receive the first light of day on spring and autumn equinoxes, signaling the start of the official planting and harvest seasons by illuminating the temples through reflecting sunlight into a glass sphere which is built into the temples' ceilings.

Ynnada

Goddess of the Moons, Ever-Watchful, The Three Who Are One

Symbol: Three moons in a triangle.

Home Plane: Wandering Mountains.

Portfolio: The three moons, watchfulness, occult knowledge.

Worshippers: Oracles, diviners, wizards.

Ynnada's Nature and Deeds

Ynnada is Kenen's twin sister, and the goddess of the moons. The calendar is her creation, using her three moons as a basis for marking the passage of time.

Ynnada is called "ever-watchful". Her three moons, which move across the sky in varying cycles, enable her to view anywhere in the known world at nearly any time.

Ynnada is a triple goddess, often taking the form of a trio of women: a maiden, a matron, and a crone. These forms are said to represent the fast-moving smaller moon, the primary moon, and the slow-moving polar moon, respectively. The moons are said to be her chariots.

Worship

Ynnada rarely has temples of her own. Shrines in her name and likenesses are commonly found in border watchtowers.

Ynnada's primary festivals occur at night when the primary moon is full and the other two moons are in the sky.

Kael

The Dour God, Dealer of Justice

Symbol: Two concentric circles with a crosspiece in the inner circle.

Home Plane: Wandering Mountains.

Portfolio: Justice, discipline.

Worshippers: Judges, lawmen, city guards, paladins.

Kael's Nature and Deeds

Worship

Trys

Lady Luck, The Fickle Lady, The Laughing Bandit

Symbol: Grinning theatrical mask.

Home Plane: Wandering Mountains.

Portfolio: Luck, cunning, pranks, laughter, thieves, fortune hunters.

Worshippers: Swashbucklers, thieves, bandits, highwaymen, con artists, those seeking riches, those wishing luck.

Trys's Nature and Deeds

Trys is the quintessential trickster of the gods. She prefers to outwit her adversaries, approaching life with a laid-back carefree attitude.

Worship

Trys has no formal temples of her own, and only occasionally are shrines to her encountered outside temples dedicated to the entire pantheon. Despite this, she is a commonly invoked when seeking good fortune or wishing such to others. "Trys smile upon you," is a common phrase for wishing others good fortune.

Grangre

Lady of Order

Symbol: Three interconnected circles overlaid with a feather.

Home Plane: Wandering Mountains.

Portfolio: Order, science, mathematics, medicine.

Worshippers:

Grangre's Nature and Deeds

Worship

Ha'all

Living Chaos, Lord of Chaos, Holy Musician

Symbol: Two arms locked for arm-wrestling.

Home Plane: Wandering Mountains.

Portfolio: Chaos, freedom, music, art, and tavern brawls.

Worshippers:

Ha'all's Nature and Deeds

Ha'all, son of Ryl and Navor, is a chaotic force of nature that enjoys freedom from rules, especially society's rules. He is prone to fits of anger and destruction, particularly when he feels he is unnecessarily restrained. Despite this, he is a kindly soul, forever seeking to better the lives of others. He promotes that the chaos he brings into others' lives will ultimately result in beneficial changes. Not everyone believes as he does.

Ha'all is the longtime companion of his younger sister, Grangre, who is in many ways his opposite in temperament and beliefs. The two often work together, with Grangre curbing and guiding Ha'all's more destructive impulses.

Ha'all has recently turned his attention to the arts, as those have recently become separate from his father's pursuits of knowledge. He loves music, especially complicated baroque pieces, and artwork.

Worship

Barsus

The Wanderer

Symbol: Pile of gold coins.

Home Plane: Wandering Mountains.

Portfolio: Merchants, travelers, roads, commerce.

Worshippers: Merchants, bards, those embarking on journeys.

Barsus' Nature and Deeds

Worship

Kesuul

The Were-God, The Primal Fang, His Divine Fuzziness

Symbol: Furred claw.

Home Plane: Sylvania.

Portfolio: Lycanthropes, hunting, wildlife.

Worshippers: Lycanthropes, vulptens.

Kesuul's Nature and Deeds

As noted elsewhere, Kesuul is the son of the forced union between the goddess Hannass and the evil god Ekchhar. Due to the chaotic nature of his conception, he was born a were-creature, the Were-God, traditionally taking the form of a humanoid, wolf-headed being, otherwise known as a werewolf. When he was presented to Galsus, the great god's welcome was not a warm one, mostly because Hannass refused to name Kesuul's father. Given time, the young god was accepted into the pantheon, and Galsus warmed to his grandson.

When Ekchhar noticed how strong the connection was becoming, he attempted to destroy the familial bond by revealing Kesuul's true parentage, mocking Galsus with his crime against Hannass. The young Kesuul, enraged with his true father's remarks, sprang at him before the other gods could react, giving the god a disfiguring claw mark on his chest. Both father and son were subsequently restrained, Kesuul

being leashed by the call of Galsus' voice and cowed by the call of his mother, and Ekchhar was sent fuming from the heavens. Kesuul is not inherently evil, but neither is he usually defined as "good".

Kesuul is not the kind of god most assume. Although he is the shapechanger's god, and despite his violent origins and "rugged" appearance, Kesuul has more in common with the vulpten race than people realize. He supports loyalty, the hunt, with strictures dictating the protection of family especially. Strong companionship between sentient beings of any race and even animals is also encouraged, due to his shapechanging nature. The laws of the hunt and of the wild, of survival, strength, and balance with nature echo his mother's, and treachery or betrayal are things he frowns upon, to say the least. One of his greatest loves is chasing, competing with, and hoping some day "defeating" Gessa, though it's not likely that the two rivals could ever have a truly lasting relationship.

He has also been referred to as the "Great Dog" by Ekchhar and his kind, unkindly, for although he is the Primal Fang and the Were-God, his laid back nature, general friendliness, and above all his bond to Galsus and Hannass give him more of a domesticated dog-like personality than any priest dares note publicly. He takes the name with private amusement, although referring to him as such will generally earn some mild godly smiting.

There is a rumor that he has been called "His Divine Fuzziness". It is not encouraged to find out whether or not this is true.

Worship

Kesuul's worship began in Hrigak, being worshipped in temples dedicated to the entire Teyoth Pantheon. His worship has spread to South Ford, Ered-Dûm, and the Teyoth region, and today he is worshipped alongside the full pantheon in the central temples. Like Gessa, however, many shrines to him have appeared in rural and wilderness areas.

Clerics, priests, or other followers of his are strong, wild, cunning, and are considered the best for adventuring companions in those circles due to their loyal nature, which is hard to gain, but, once earned, can be inviolate. Unfortunately, due to the bias against were-creatures in general, not everyone will seek out their aid or trust themselves in their care. This is not entirely unexpected, given that some lycanthropes have earned their evil reputation, even though most have not. Strictly non-were followers of his, especially human ones, are considered crazier than most.

Ricnalis

The Celestial Harpy; Herald of the Dead

Symbol: Harpy with a halo around it.

Home Plane: Thanatollis.

Portfolio: Announcements, divorces.

Worshippers: None specific to her, although occasionally a cleric may be called to her service.

Ricnalis's Nature and Deeds

Worship

Ekchhar

Lord of Evil, The Rebel, Prince of Lies

Symbol: Red iron gauntlet closed in a fist.

Home Plane: Gloom Hollow.

Portfolio: Evil, tyranny, power.

Worshippers: Tyrants, warlords, evil wizards.

Ekchar's Nature and Deeds

Worship

Vy

The Corruptor, The Dark Queen

Symbol: Ebony-black disc.

Home Plane: Gloom Hollow.

Portfolio: Darkness, knowledge, magic, power, chaos, corruption.

Worshippers: Evil sorcerers, demons.

Vy's Nature and Deeds

Worship

Su'kal

The Queen of the Damned, The Black Goddess, Fallen

Symbol: Blood-red teardrop.

Home Plane: Gloom Hollow.

Portfolio: Death, undead.

Worshippers: Vampires, lichs, necromancers.

Su'kal's Nature and Deeds

Su'kal is the only daughter of Golma and his ex-wife, the celestial harpy Ricnalis. She generally appears as a very attractive woman of indeterminate race, dressed in black leather outfits that vary with her mood. She claims to be a child of a broken home, as her parents divorced when she was still an infant, but the truth is that Golma and Ricnalis parted on amiable terms.

Before her rebellion and subsequent betrayal, she was the guardian of life, as her father had been before he died. In this role, she protected many noble warriors and epic heroes of ancient times from lasting harm, or so she thought. As more and more of her favored fell, she fell into a deep depression.

"Never more," she swore, and turned to knowledge that would prolong someone's life. To this end, she sought out more and more knowledge to grant immortality to those she chose. Her cousin Navor refused to hand anyone the secret to immortality, but word reached the black ears of Vy.

Vy had discovered much obscure and best-forgotten knowledge. She shared some of this knowledge, through intermediaries, with Su'kal a little at a time. Vy promised Su'kal that, when the knowledge was complete, she'd be able to grant immortality to anyone she wished.

As with all of Vy's knowledge, there was a price. Much of the knowledge in Vy's offer came with a price, and that price – that of a blood sacrifice – ran contrary to Su'kal's beliefs. For years, Su'kal struggled with the dilemma: would she be able to kill, so that her chosen heroes could live forever?

Vy was not content to wait on the sidelines for Su'kal to respond to her price; after all, as a goddess of life, Su'kal was a challenge for the Corruptor. Each message she sent Vy was enchanted in such a way as to instill new thoughts into Su'kal's mind and taint her soul, a little at a time.

At last, as her latest champion died to a debilitating poison, Su'kal decided that she could not let her father claim his soul. She spirited away his body, with the soul still inside, before Golma even realized what was going on. She fled into deep caves – hidden away from the ever-watchful eyes of both Kenen and Ynnada, under the Barrier Mountains at the edge of the Vast Expanse – and performed the ritual intended to grant everlasting life to one whose natural life had come to

an end.

Some say her sacrifice was human, others say it was that of a giant, and others say that the sacrifice was that of an elf, the act that stripped the elves of their own immortality.

With her blood sacrifice, she forever turned her back on the tenets of a goddess of life. In that instant, as her ritual dagger killed her mortal sacrifice, she became a goddess of death, yet in a manner quite unlike her father. What happened next, it is said, sealed her fate.

Taking her sacrifice's blood, she poured it down the throat of her deceased champion while chanting the ritual designed to release him from the chains of life and death. When he awoke, he had been transformed into a vampire, an undead creature that feeds on the blood of the living. This is the first recorded case of undead being created. Because she willingly brought unholy beings neither living nor dead into the world, she became the goddess of the undead.

As with all deific falls, the changes took centuries, but were overlooked until the actual deed was done. Su'kal's whole demeanor changed, and she joined Ekchhar's growing dark pantheon, forever turning her back on life.

Today, Su'kal preaches that the way to immortal life is through the creation of the undead, and to become a vampire or lich is to be immortal. She is worshiped and revered by those who seek to create undead, via both arcane and divine means, as well as by those seeking protection against the undead. A word of warning to the latter, though: Su'kal is a fickle goddess, and her demands are often punctuated by the reality of both lesser and greater undead enforcers. He who prays to Su'kal for deliverance from undead may find himself becoming undead instead.

Worship

Su'kal's temples tend to be hidden in underground sewer systems and ancient crypts in cemeteries, both places that have lots of bodies for the creation of lesser undead.

Rallos

Lord of Slaughter

Symbol: Axe head.

Home Plane: Gloom Hollow.

Portfolio: War, destruction, slaughter, rage, mindless fury.

Worshippers: Warriors, barbarians, soldiers.

Rallos's Nature and Deeds

Rallos is a brutal god. He is a fighter, and demands that his followers be unwavering in war. Anything goes: the slaughter of women and children, the burning of crops and homes, and other atrocities are minor acts to him.

Rallos is in constant conflict with Vilhelmo. While the noble Vilhelmo accepts that sometimes you have to fight as a last resort to attain your goals, Rallos sees conflict as an end unto itself. It is said that those who die while lost in a berserk rage during combat are trained as Rallos's army in the lower planes.

Worship

Rallos is one of the few gods following Ekchhar the Rebel whose worship is open in the Teyoth Region. Many barracks have shrines to Rallos in a corner, next to shrines to other warrior gods.

Rallos's favored warriors are known as berserkers both for their tendency to lose themselves in a mindless rage during battle and their tendency to fight without armor – and in some cases bare naked. A mystery cult has grown around the art of berserking.

Rallos is one of the few Teyothi gods whose worship is common in the Northern Frontier, though he is still considered an outsider.

Hiini

The Betrayer

Symbol: Dagger dripping blood.

Home Plane: Gloom Hollow.

Portfolio: Deception, betrayal.

Worshippers: Advocates of defense for the clearly guilty, crime lords.

Hiini's Nature and Deeds

Worship

Nolkus

Rat-Headed

Symbol: Rat's head.

Home Plane: Gloom Hollow.

Portfolio: Disease, plague, famine.

Worshippers: Those living in disease-infested areas.

Nolkus' Nature and Deeds

Worship

Bri'ney

The Temptress

Symbol: Spear head.

Home Plane: Gloom Hollow.

Portfolio: Lust, temptation, envy, jealousy, desire, obsession.

Worshippers: Prostitutes, courtesans, jilted lovers, those suffering from unrequited love.

Bri'ney's Nature and Deeds

Worship

Volsh

The Depraved

Symbol: Coiled whip.

Home Plane: Gloom Hollow.

Portfolio: Depravity, unnecessary torture.

Worshippers: Nobility.

Did you know there are five types of torture. There are blunt, sharp, hot, cold, and loud.

*– Faith, **Angel**, "Five by Five."*

Volsh's Nature and Deeds

Worship

Rilke

The Deranged, The Insane Goddess

Symbol: Insane theater mask.

Home Plane: Gloom Hollow.

Portfolio: Madmen, insanity.

Worshippers: Normally none, although a cleric may be called to her service.

Rilke's Nature and Deeds

Worship

Luukryz

The Murderer

Symbol: Crossed daggers.

Home Plane: Gloom Hollow.

Portfolio: Murder, stealth, assassination.

Worshippers: Murderers, assassins.

Luukryz's Nature and Deeds

Worship

Brosa

The Rotund, The Fat-Man

Symbol: Iron cauldron.

Home Plane: Gloom Hollow.

Portfolio: Gluttony, cannibalism.

Worshippers: Cannibals.

Brosa's Nature and Deeds

Worship

Hessen

The Cold One, The Punisher

Symbol: Bloodstain.

Home Plane: Gloom Hollow.

Portfolio: Vengeance, retribution.

Worshippers: Those seeking revenge.

Hessen's Nature and Deeds

Worship

Myrg

The Miser

Symbol: Pile of gold coins.

Home Plane: Gloom Hollow.

Portfolio: Greed, miserliness.

Worshippers: Millionaires, misers, thieves, tax collectors.

Myrg's Nature and Deeds

Worship

Kakotatos

The Worst of the Worst; Lord of Demons

Symbol: Trident surrounded in hellfire.

Home Plane: Ylcor.

Portfolio: Demons.

Worshippers: None specific to him.

Kakotatos's Nature and Deeds

Worship

The Church of the One True God

Overview

Selected Mythology Passages

Creation of the World

In the beginning, The One True God created the Heavens and the Earth. In time, lesser beings came to admire His Work and Word, and set about mimicking it. But their Creations were imperfect, and unable to truly master the lands of His design. Surrounded on all sides by the children of these great spirits, some fell away to false paths, joining these false peoples. But those who remained faithful became His chosen people, and He led them out of the lands of the children and worshippers of false gods to the rich lands of Redwater.

The Familial Heresy

The Church of the One True God maintains that the One God is male, and that He created the Heavens, the angels, the world, and all life in that order by Himself. The Familial Heresy points to ancient texts deemed apocryphal by the Church to claim that the One God did not create anything alone, but was assisted by a Bride (also known as the Mother when the One God is called a Father), a Son, and a Daughter.

The heresy holds that the One God is really Two Gods of equal power, male and female, destroyer and creator, with the Mother as the Creator and the Father as the Destroyer. The Two Gods also have children, the Holy Twins, the Son and the Daughter, who maintain a balance to preserve the world.

Obviously, the Familial Heresy is not held by the Church, but its adherents live and thrive on all levels of Redwater society, as well as outside Redwater where the Church of the One True God has only the barest footholds.

The Adversarial Heresies

According to the holy texts of the Redwater Church, at the center of the Ninth Circle of Hell resides the Adversary, Duilgheadas. Once the greatest of the archangels, Duilgheadas rebelled against the One True God, seeking to overthrow the One God. Cast out, Duilgheadas was imprisoned in the lowest Circle of Hell for his crimes.

While the holy texts of the Church hold that it was the sin of pride that led to the sin of rebellion, the main Adversarial Heresy holds that the reason was much more sinister – on the One God's part. The heresy holds that One God's primary goal is to enslave the mortals he created, and that Duilgheadas rebelled in order to protect and uplift mortals to godhood, but failed in his attempt. Adherents of the Adversarial Heresy claims that the Adversary is more worthy of worship and respect than the One God.

A second Adversarial Heresy has popped up in recent years, much to the chagrin of the Church. To separate it from the main Adversarial Heresy, its adherents refer to it as the Rebel Archangel Heresy, or the Rebel Heresy. The Rebel Heresy holds that Duilgheadas and his legion of demons are loyal to the One True God, having been cast out of the Heavens by the other archangels, who have imprisoned the One God in the Seventh Heaven, preventing lower angels from speaking with the One God and manipulating events to the archangels' designs rather

than the One God's.

Yohévohé

Yove, The One True God

Symbol: Seven-pointed star inside an vertical ellipse, sword pointed down to make the 8th point.

Home Plane: The Seventh Heaven.

Portfolio: Everything (allegedly); most importantly: law, sky, storms, justice, knowledge, war, creation, and destruction.

Worshippers: Subjects of the Kingdom of Redwater.

Yohévohé's Nature and Deeds

Worship

Duilgheadas

The Adversary

Symbol: Down-pointing pentacle; alternately a goat's head.

Home Plane: The Ninth Circle of Hell.

Portfolio: Fire, wealth, the material world, darkness, knowledge.

Worshippers: Heretics inside the kingdom of Redwater.

Duilgheadas's Nature and Deeds

Worship

Naida

Mother Nature, the Holy Mother

Symbol: Honeybee.

Home Plane: The Seventh Heaven

Portfolio: Nature, agriculture, fertility; creation

Worshippers: Adherents of the Familial Heresy.

Naida's Nature and Deeds

Worship

Kapatid

The Holy Son

Symbol: Up-pointing pentacle.

Home Plane: The Seventh Heaven.

Portfolio: Commerce, hunting, smithwork

Worshippers: Adherents of the Familial Heresy.

Kapatid's Nature and Deeds

Worship

Behen

The Holy Daughter

Symbol: Caduceus.

Home Plane: The Seventh Heaven.

Portfolio: Medicine, home crafts, oaths, fire.

Worshippers: Adherents of the Familial Heresy.

Behen's Nature and Deeds

Worship

The Northern Pantheon

Overview

The Northern Pantheon is a loose-knit group of gods who are worshipped in the Northern Frontier. Most of the gods are known by many names which vary from place to place; in addition, there are dozens if not hundreds of minor gods, each of whom is only worshipped in small locales, not the region as a whole. The line between deity and spirit is looser in the Northern Frontier than it is farther south in the Teyoth region.

Selected Mythology Passages

Creation of the World

Zhiur

One-Handed, the Law-Giver

Symbol:

Home Plane:

Portfolio: Law, wisdom, war, death.

Worshippers:

Zhiur's Nature and Deeds

Worship

The Northern Gods at a Glance

Most of the Northern gods are known by by different names in different parts of the Northern Frontier. The following are the names the gods are known by in and around North Cove. The gods tend to represent forces of nature, while the goddesses they're paired with usually represent the virtues of the society, though this is not an absolute. Many other gods and spirits are known.

Zhiur – Jarl of the gods, god of law, wisdom, and death

Zhia – Zhiur's wife, goddess of wisdom, magic, love, and war.

Taistelur – God of war, the sky, lightning, thunder, and protection against chaos.

Taistelia – Goddess of fertility, home crafts, brewing, and agriculture.

Miur – God of light, driver of the largest moon chariot. Has two children who drive the other two moon chariots.

Sia – Goddess of light, driver of the sun chariot.

Likkur – God of fire, cunning, magic and mischief.

Likkia – Goddess of fidelity, magic, and the healing arts.

Valtimur – God of the sea, sailors, and storms.

Valtimia – Goddess who claims those who die at sea.

Zhia

Bright Lady

Symbol:

Home Plane:

Portfolio: Wisdom, magic, love, war.
Worshippers:

Zhia's Nature and Deeds

Worship

Taistelur

Thundering, The Thunderer

Symbol:

Home Plane:

Portfolio: War, sky, lightning, thunder, protection.

Worshippers:

Taistelur's Nature and Deeds

Worship

Taistelia

Silver-Haired

Symbol:

Home Plane:

Portfolio: Fertility, home crafts, agriculture, brewing.

Worshippers:

Taistelia's Nature and Deeds

Worship

Miur

Ever-Changing

Symbol:

Home Plane:

Portfolio: Light of the moons.

Worshippers:

Miur's Nature and Deeds

Worship

Sia

Life-Giving, Shining

Symbol:

Home Plane:

Portfolio: Light of the sun.

Worshippers:

Sia's Nature and Deeds

Worship

Likkur

Unpredictable, Silver-Tongued

Symbol:

Home Plane:

Portfolio: Fire, cunning, magic, mischief.

Worshippers:

Likkur's Nature and Deeds

Worship

Likkia

Flame-Haired; Devoted

Symbol:

Home Plane:

Portfolio: Fidelity, magic, healing.

Worshippers:

Likia's Nature and Deeds

Worship

Valtimur

Ill-Tempered, Generous

Symbol:

Home Plane:

Portfolio: Sea, sailors, storms.

Worshippers:

Valimur's Nature and Deeds

Worship

Valtimia

Cold-Hearted, Deep-Dwelling

Symbol:

Home Plane:

Portfolio: Sea, death.

Worshippers:

Valimia's Nature and Deeds

Worship

The Rochlad Pantheon

Overview

Selected Mythology Passages

In The Beginning

The World Egg drifted in the mists. The egg then split in two; the

upper half became the dome of the sky, while the lower half became the earth. Out of the egg came all of the animals, followed by the dragons, and then finally the humanoid races. But the world was still enshrouded by the mists.

Out of the mists rode a trio of divine horses, the likes of which the various races had not seen. The leader of the horses was named Remarch, a powerful black stallion who taught the dragons how to

speak. Remarch instructed the dragons in the ways of civilization, and then joined the dragons in civilizing the humanoid races.

In time, however, Remarch's sister, Raopachtat, and brother, Firracht, were dismayed at how the dragons treated the humanoids; the dragons treated the mortal races as if they were cattle, not equals. Convincing Remarch to join them, Raopachtat and Firracht led the mortals in rebellion against the dragons' rule. In a battle that lasted a hundred years, the dragons were thrown from their lofty heights, never again to attain their rule over the others. During the battle, Remarch was gravely wounded by the dragon's chief, Bragnar, becoming gelded in the process.

Following that, the three siblings briefly descended to the earth to instruct the mortals in rebuilding civilization. Because the rebellion against the dragons was her idea, Raopachtat was selected to lead the herd, with Firracht and Remarch, who now sought to maintain the balance of justice without being swayed by his emotions, as her advisers.

Raopachtat

One Above All

Symbol: Shining horse head.

Home Plane: Tambararey.

Portfolio: Wisdom, leadership.

Worshippers: Rochlad's leaders.

Raopachtat's Nature and Deeds

Worship

Firracht

The Lesser Equal

Symbol: Crossed cavalry sabers.

Home Plane: Tambararey.

Portfolio: Strength, masculinity, determination.

Worshippers: War leaders.

Firracht's Nature and Deeds

Worship

Remarch

The Gelded One

Symbol: Horse head facing forward, holding scales.

Home Plane: Tambararey.

Portfolio: Justice, balance, level-headedness.

Worshippers: Constables, judges..

Remarch's Nature and Deeds

Worship

Lechli

Fertile Mare

Symbol: Turquoise sash.

Home Plane: Tambararey.

Portfolio: Fertility, femininity.

Worshippers: Single women, pregnant women.

The Rochlad Gods at a Glance

The horse-gods of Rochlad represent the various virtues of the Rochlada people. There is the ruling triumvirate of woman, man, and neuter(ed), three goddesses representing the womanly virtues, and the male duo.

Raopachtat – First among equals, mare of wisdom and leadership.

Firracht – Stallion of strength, masculinity, determination, and all things male. (This includes machismo.)

Remarch – Gelding of justice and balance.

Lechli – Mare of fertility; the maiden of the womanly trio.

Nami – Mare of devotion and the home; the matron of the womanly trio.

Stuchal – Mare of honesty; the crone of the womanly trio.

Parth – Stallion of war.

Zecht – Stallion of speed.

Lechli's Nature and Deeds

Worship

Nali

Devoted Steed

Symbol: White flower.

Home Plane: Tambararey.

Portfolio: Marriage, devotion.

Worshippers: Married women.

Nali's Nature and Deeds

Worship

Stuchal

Most Honest

Symbol: A purple thistle.

Home Plane: Tambararey.

Portfolio: Truth, law, magic.

Worshippers: Judges.

Stuchal's Nature and Deeds

Worship

Parth

Fierce Warhorse

Symbol: Spear.

Home Plane: Tambararey.

Portfolio: War.

Worshippers: Warriors, soldiers.

Parth's Nature and Deeds

Worship

Zecht

Swiftest Wind

Symbol: Pair of Horseshoes.
Home Plane: Tambararey.
Portfolio: Speed.
Worshippers: Couriers.

Zecht's Nature and Deeds

Worship

Shaldanism (The Desert Religion)

Overview

Selected Mythology Passages

Creation of the Gods and the World

Shaldania is the first of the gods; before her there was nothing. It was the trimming of her hair that gave form to the world.

She gave her tears to create the waters of the world. Her eyes were given to create both the sun (Shala), and the moons (Volmanain). In her right hand she gathered dust and threw it into the sky to create the stars. From the mud of the newly formed world she created Vormanaith with her left hand.

Then she rested. When she awoke she saw the world was empty, and she grieved. She plucked her eyelashes and created the first people, males from her left eye, and females from her right eye. Each race was created based on the length of the lash, humans being center most, giants being the longest, and halflings and goblins of the shortest.

Again she slept, while she rested Shala, Volmanain and Vormanaith created animals to populate the world, as the races of the earth stood idle, neither procreating nor dying. They created animals by their natures; to either serve the peoples that came from Shaldania or to torment them.

When she awoke for the third and last time Shaldania decided she wanted a mate, she walked through the world and found none worthy, she looked to the sky and saw the three moons in conjuncture, she spoke unto Volmanain, "Be my mate." He accepted and from their union was born a very beautiful son, Tanalorian. This union made Vormanaith very jealous, as he felt that because she made him of her own hand he should have been chosen as her mate. When Tanalorian was born he saw not the beauty of the world, but a world in stagnation. Tanalorian went forth and granted each of the animals and peoples of the world the ability to procreate, as had Shaldania and Volmanain. As the people and the animals of the world started to increase he saw that was good.

Vormanaith only saw envy as the races of the earth reproduced, for he wanted a child of his own. Shala was too hot for his tastes and Shaldania was already mated to Volmanain. However he came across a plan, for every so often Volmanain slept and his eyes were not in the sky. Knowing that Shala was also jealous of her brother having his eyes in the sky both during the night and the day while she slept at night, Volmanain approached Shala with his plan. Vormanaith convinced Shala to use her illusions to convince Shaldania that he was indeed Volmanain. Shala agreed as it was a way she saw not only to get back at her brother, but to get back at Shaldania for not giving her the power to be awake at night also.

The next time that Volmanain slept, and none of his eyes were in the sky, Vormanaith went to Shaldania and slept with her. Vormanaith went away before Volmanain awoke, but not after begetting a child. Because the union was from deceit and envy, the child also suffered from that union. A daughter was born; she was twisted and monstrous to see. Vormanaith could not bear to look at the monstrosity and threw a cloak over her. When Tanalorian saw his sister, he didn't shy away, nor turn his back. He stated for all to hear, "This is my sister; she shall always have my hand for her protection."

Shaldania looked upon her daughter, with her blind eyes seeing neither the twisted shape nor the monstrous appearance. "You are my daughter. I name you Halnaru. There are many souls that need to be gathered to be judged. I hand you my net to gather them as one would gather birds from the trees. Bring them before me, least they be judged for their actions."

Shala, seeing the love Tanalorian gave to his hideous and twisted sister, grew in rage. Shala blasted a section of the world he loved most, reducing the vegetation to sand, forcing the peoples there to starve. Tanalorian, seeing his beloved forest destroyed, tried to resurrect the land, but not having the power of Shala could only create pockets of lush vegetation. He named these islands in the sand "Oasis", and told all peoples of the vast expanse that these are to be shared by all, and peace will prevail or he would let them dry up and become the desert once again.

Shaldania

The Blind One

Symbol: Scales.

Home Plane: The Grand Oasis.

Portfolio: Law, justice, truth.

Worshippers: The Shadian, the Sadina, the majority of the clans of the Vast Expanse.

Shaldania's Nature and Deeds

Look up into the night sky. Shaldania is not the stars, nor the moons. No, Shaldania is the darkness *between* the stars.

Shaldania judges all souls to decide whether they will be given paradise, be reborn, or cast out.

Worship

Volmanain

God of Three Eyes, the All Seeing

Symbol: The three moons in Conjunction.

Home Plane: The Sky.

Portfolio: The moons, wisdom, learning.

Worshippers: Scholars, clan leaders, teachers.

Volmanain's Nature and Deeds

Volmanain is the all seeing god; his eyes (the moons) can be seen

The Desert Gods at a Glance

The desert gods are often called a dysfunctional family.

Shaldania – Blind goddess of law, justice, and truth.

Volmanain – God of the moons, wisdom, knowledge, and learning.

Shala – Vile goddess of the sun, deception, and illusions.

Vormanaith – God of jealousy, envy, war, and destruction.

Tanalorian – God of plants, animals, children, and fertility.

Halnaru – Goddess of death and rebirth.

day and night watching over the desert. He is called before Shaldania to testify to the acts of a soul being judged. He tells all acts whether large or small that have occurred under his watchful eyes.

Worship

Shala

Vile Goddess, the Deceiver, Bright Mirage

Symbol: A dripping blade.

Home Plane: The Sky.

Portfolio: Sun, deception, illusion.

Worshippers: Thieves, murderers, adulterers.

Shala's Nature and Deeds

Shala is a vile goddess; for pleasure she sends down illusions to lost travelers. These illusions are as simple as a pond of water on still sand, or as complex as creating an oasis of poisoned water. She thrives on suffering and needles death. Only her hate for her brother Volmanain is stronger than her desire to hurt mortals. She will seek any means to turn mortals against Shaldania and Volmanain.

Shala has three servants that do her bidding while she sleeps. These servants are Ghula, a treacherous shape changer; Afrita, a diabolical spirit that brings sickness and disease; and Sala, an invisible spirit that finds joy in causing havoc and dissension within a household and between clans.

Worship

Vormanaith

God of Destruction, God of Vengeance, the Defiler

Symbol: A slashing scimitar.

Home Plane: The Great Wastes.

Portfolio: Jealousy, envy, war, destruction.

Worshippers: the Hassiem, warriors.

Vormaniath's Nature and Deeds

Worship

Tanalorean

Protector of Children, God of Peace

Symbol: Scythe.

Home Plane: The Grand Oasis.

Portfolio: Plants, animals, children, fertility.

Worshippers: Animal handlers, farmers, children.

Tanalorean's Nature and Deeds

Tanalorean looks after plants, animals, and children.

Tanalorean abhors violence in any form. He will seek a peaceful end in any confrontation. This does not mean, however, that he will refuse to fight when the lives of the innocent are at stake; indeed, to threaten the innocent is the only guaranteed way to make him angry. Tanalorean will send his will down to protect children; he has been known to even come down from the Grand Oasis to intercede on a child's behalf when no other means is available. He has been credited with the creation of all of the oases.

Worship

Halnaru

Gatherer of the Dead, the Twisted Goddess, the Cloaked One, the Defender

Symbol: A six-corner net.

Home Plane: The Great Wastes.

Portfolio: Death, rebirth.

Worshippers: Healers, midwives.

Halnaru's Nature and Deeds

Halnaru gathers the souls of the fallen dead. She takes the souls to Shaldania to be judged. Halnaru is the defender of the soul to be judged and will find the least and greatest deed a soul has completed to defend them against being cast out. Those that are judged worthy are taken to the Grand Oasis, there to live a life of ease unless called upon for further service. Those that have been found unworthy are taken out into the Great Wastes to wander unless some god or goddess calls upon them to perform a service of retribution (or revenge). There is a third class of souls, they are neither worthy of the Oasis nor unworthy enough to be cast out, these souls are sent back to be reborn so that they may redeem themselves.

When Halnaru sees a need for a soul to be reborn that requires the qualities of a wanderer she will seek the wanderer in question and offer them a chance to redeem themselves. If the soul accepts, she will send to soul into a new body. Halnaru loathes seeing anyone tormented, even the unworthy cast out to wander the Great Wastes. Halnaru seeks virtue, even in the most vile and despicable of life.

Worship

Shaktism

Overview

Practiced primarily in the kobold nation of Shakdran, in the northern jungles of the Umoja continent, Shaktism is often considered an atheistic religion. It reveres but does not promote active worship of spirits and similar entities. The religion is considered more of a philosophy by the religions of the northern Ophari continent; a philosophy for achieving a state of divinity rather than one of worshipping a deity or pantheon.

Shaktism is very accepting of the deities of other religions, seeing them all – even Yohévohé, of the Church of the One True God – as aspects of what Shaktism calls the Divine All.

Selected Mythology Passages

Basic Philosophies

The world did not begin. The world will not end. Nations and people will come and go, but the world has always existed, and will continue to exist. The world is eternal. The world is the Divine All, and the Divine All is the world.

Time moves in cycles. Water rises when heated, and falls from the sky when it cools. The stars rotate in the sky, the planets move in predetermined paths across the sky. Life starts, grows, dies, and feeds new life. So it has ever been, so it will always be. The actions of the past inform us of the future. The past and the future are ever-changing; the present does not exist.

Life exists. Life has always existed. Life will always exist. Life cannot be completely obliterated. There is life in the rocks, in the immovable mountains, in the sky above, in the earth below, in the trees, in the water. There will always be life.

Magic is the lifestream of the world. Life creates it, makes it grow. Will harnesses magic. Intellect may shape magic, but Will harnesses it. Will is what enables people to achieve oneness with the Divine All. The Divine All transcends the mortal coils. The gods of the other religions are aspects of the Divine All; give the other gods the proper reverence.

"Magic is the bloodstream of the universe! Forget all you know . . . or think you know. All that you require is your intuition."
– *The High Aldwin, Willow.*

Religious Observation

Like their philosophies, Shaktism adherents observe their religion in cycles. Every few years, unmarried adherents that have recently come of age gather for a "migration", leaving their homes to travel – usually on foot but sometimes astride a mount – to another area. This migration lasts for six days, during which time the adherent travels at his or her best speed (often at a walk, but sometimes at a jog) carrying only a knapsack with a few changes of clothes and some dried food. At the end of the week, the migrating adherents settle in whatever village, town, or city they end up closest to, being welcomed into their new communities with a large feast.

Each man who has fathered children is obligated to teach the next generation. Those they teach are not necessarily their own children; many adherents decide to teach their neighbors, particularly when their own children have moved on and there are more students than

teachers. Because the instruction is held to be one-on-one, most teachers will teach a succession of students. Many will teach groups of two or three students at once, but these are considered the exception rather than the rule.

Older adherents whose children have moved on and spouses have died often become ascetic hermits, wandering the land and living on the charity and good will of others while preaching and doing good works. Others become priests, tending to the shrines dedicated to various spirits that are scattered across areas where Shaktism is prominent. Sometimes these shrines give rise to monasteries and convents, where adherents spend most of their time in meditation.

While most adherents are expected to marry, have a career, and start a family, a number of younger adherents apprentice themselves to the wandering hermits, assisting their mentors. Many of these apprentices are younger boys and girls whose older siblings have migrated; others feel the pull of wanderlust early on and seek out a hermit to assist. After their apprenticeship, many go on to act as knights-errant.

Developed Abilities

As Shaktism lacks deities in the traditional sense, adherents do not obtain spells or powers (like those along the lines of Divine Favor). Holy men and women work to become enlightened through meditation and physical exercise.

Through their spiritual enlightenment, these Shaktics develop powers of the mind and body. Generally this means they develop chi-based abilities similar to those traditionally ascribed to Shaolin monks as well as those found in GURPS Thaumatology: Chinese Elemental Powers.

Credits

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Rochlad section by Dr. Sarah Julicher, with additions by Ted Brock.

Vast Expanse Nomads and Desert Pantheon sections by Don Peppers, revised and expanded by Ted Brock.

Iturum based on ideas put forth by Ningen Valleron. Iturum Credo originally posted on the SJGames GURPS forums by Anders (the forumite formerly known as Asta Kask).

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Special Thanks to Will Keith, Pat Stewart, Ningen Valleron, and Kevin Tyler for their input and patience.

APPENDIX Z

CITY DETAILS

Allira'el

City of Synaeda
Population: 12,250.
City Guard: 120.
Soldiers: 610.

City of Gloredhel
Population: 114,740.
City Guard: 1,140.
Soldiers: 5,730.

Northern Raider Clans

City of North Cove
Population: 14,920.
City Guard: 140.
Raiders: 740.

Standard Raider Town
Average Population: 2,000.
Town Guard: 20.
Raiders: 100.

Redwater

City of Veloria
Population: 189,670.
City Guard: 1,890.
Soldiers: 9,480.

City of Floenricia
Population: 72,820.
City Guard: 720.
Soldiers: 3,640.

City of Pira
Population: 28,970.
City Guard: 290.
Soldiers: 1,450.

City of Londuria
Population: 21,070.
City Guard: 210.
Soldiers: 1,050.

City of Thrackia
Population: 19,220.
City Guard: 190.
Soldiers: 960.

City of Maggencia
Population: 18,470.
City Guard: 180.
Soldiers: 920.

City of Jerindium
Population: 14,370.
City Guard: 140.
Soldiers: 710.

City of Serbata
Population: 9,270.
City Guard: 90.
Soldiers: 470.

Evalon

City of Riverside
Population: 42,030.
City Guard: 420.
Militia: 2,100.

City of Foothill
Population: 40,970.
City Guard: 410.
Militia: 2,040.

City of Aelfdane
Population: 34,850.
City Guard: 350.
Militia: 1,740.

City of Birkhead
Population: 16,970.
City Guard: 170.
Militia: 840.

City of Northcliff
Population: 16,660.
City Guard: 170.
Militia: 830.

City of Southampton
Population: 14,190.
City Guard: 140.
Militia: 700.

City of Easton
Population: 11,990.
City Guard: 120.
Militia: 590.

Marach

City of Sanirdon
Population: 360,760.
City Guard: 3,600.
Soldiers: 18,030.

City of Corcoran
Population: 210,860.
City Guard: 2,100.
Soldiers: 10,540.

City of Marton
Population: 186,660.
City Guard: 1,860.
Soldiers: 9,330.

City of Rachton
Population: 109,100.
City Guard: 1,090.
Soldiers: 5,450.

City of Riverwood
Population: 60,540.
City Guard: 600.
Soldiers: 3,020.

City of Riverach
Population: 53,340.
City Guard: 530.
Soldiers: 2,660.

City of Deneton
Population: 46,790.
City Guard: 460.
Soldiers: 2,330.

City of Dulwuston
Population: 45,490.
City Guard: 450.
Soldiers: 2,270.

City of Thuhiville
Population: 36,410.
City Guard: 360.
Soldiers: 1,820.

City of Ashdown
Population: 30,880.
City Guard: 300.
Soldiers: 1,540.

City of Attlboro
Population: 15,580.
City Guard: 150.
Soldiers: 770.

City of Foxboro
Population: 13,620.
City Guard: 130.
Soldiers: 680.

City of Ramona
Population: 12,840.
City Guard: 120.
Soldiers: 640.

City of Dumas
Population: 12,530.
City Guard: 120.
Soldiers: 620.

City of Yerington
Population: 11,520.
City Guard: 110.
Soldiers: 570.

City of Pahala
Population: 9,900.
City Guard: 90.
Soldiers: 500.

Ritaegno

City of Caer Nerthus
Population: 453,450.
City Guard: 4,530.
Soldiers: 22,670.

City of Caer Abrecan
Population: 189,790.
City Guard: 1,890.
Soldiers: 9,480.

City of Caer Esolthe
Population: 126,780.
City Guard: 1,260.
Soldiers: 6,330.

City of Therro
Population: 73,220.
City Guard: 730.
Soldiers: 3,660.

City of Puertalmo
Population: 64,410.
City Guard: 640.
Soldiers: 3,220.

City of Wurwe
Population: 62,490.
City Guard: 620.
Soldiers: 3,120.

City of Rantoul
Population: 47,090.
City Guard: 470.
Soldiers: 2,350.

City of Holyoke
Population: 45,900.
City Guard: 450.
Soldiers: 2,290.

City of Juarez
Population: 32,030.
City Guard: 320.
Soldiers: 1,600.

City of Wasilla
Population: 28,080.
City Guard: 280.
Soldiers: 1,400.

City of Lahaiña
Population: 17,170.
City Guard: 170.
Soldiers: 850.

City of Adelanto
Population: 16,770.
City Guard: 160.
Soldiers: 830.

City of Corona
Population: 14,190.
City Guard: 140.
Soldiers: 700.

City of Ramoña
Population: 12,930.
City Guard: 120.
Soldiers: 640.

City of Rachwood
Population: 12,590.
City Guard: 120.
Soldiers: 620.

City of Maraña
Population: 12,440.
City Guard: 120.
Soldiers: 620.

Rinkasae

City of Academopolis
Population: 197,300.
City Guard: 1,970.
Soldiers: 9,860.

City of Navoropolis
Population: 89,720.
City Guard: 890.
Soldiers: 4,480.

City of Guanoopolis
(pronounced "gwahn-oh-ah-pole-is")
Population: 84,620.
City Guard: 840.
Soldiers: 4,230.

City of Foul Sands
Population: 46,960.
City Guard: 460.
Soldiers: 2,340.

City of Twin Furnace
Population: 41,850.
City Guard: 410.
Soldiers: 2,090.

City of Char
Population: 32,920.
City Guard: 320.
Soldiers: 1,640.

City of Swampstone
Population: 12,430.
City Guard: 120.
Soldiers: 620.

City of Brown Runs
Population: 9,230.
City Guard: 90.
Soldiers: 400.

Gor Ansat

City of Ansat Tegrís
Population: 118,360.
City Guard: 1,180.
Soldiers: 9,510.

City of Alakanuk
Population: 101,900.
City Guard: 1,010.
Soldiers: 5,090.

City of Pahrump
Population: 47,700.
City Guard: 470.
Soldiers: 2,380.

City of Allakaket
Population: 46,000.
City Guard: 460.
Soldiers: 2,300.

City of Yukatat
Population: 34,700.
City Guard: 340.
Soldiers: 1,730.

City of Oneonta
Population: 30,870.
City Guard: 300.
Soldiers: 1,540.

City of Tal Ador
Population: 18,740.
City Guard: 180.
Soldiers: 930.

City of Pawkatuk
Population: 17,080.
City Guard: 170.
Soldiers: 850.

City of Wetumpka
Population: 13,950.
City Guard: 130.
Soldiers: 690.

City of Alturas
Population: 12,600.
City Guard: 120.
Soldiers: 630.

City of Orenda
Population: 11,870.
City Guard: 110.
Soldiers: 590.

City of Okahanta
Population: 11,260.
City Guard: 110.
Soldiers: 560.

Zitheral

City of Caer Jalantru
Population: 177,190.
City Guard: 1,770.
Militia: 8,850.

City of Penticon
Population: 99,680.
City Guard: 1,000.
Militia: 4,980.

City of Galendil
Population: 79,200.
City Guard: 790.
Militia: 3,960.

City of Boaz
Population: 42,150.
City Guard: 420.
Militia: 2,100.

City of Sonora
Population: 39,750.
City Guard: 400.
Militia: 1,980.

City of Aiea
Population: 38,780.
City Guard: 390.
Militia: 1,930.

City of Novato
Population: 14,380.
City Guard: 140.
Militia: 710.

City of Planada
Population: 14,230.
City Guard: 140.
Militia: 710.

City of Nenana
Population: 9,840.
City Guard: 90.
Militia: 490.

City of Nogales
Population: 9,250.
City Guard: 90.
Militia: 490.

Ered-Dûm

City of Palalomabeth
Population: 88,400.
City Guard: 880.
Soldiers: 4,420.

City of Orocelebeth
Population: 83,530.
City Guard: 830.
Soldiers: 4,170.

City of Amon Uialwen
Population: 39,950.
City Guard: 400.
Soldiers: 1,990.

City of Dagoth
Population: 20,530.
City Guard: 200.
Soldiers: 1,020.

City of Miredheldur
Population: 18,720.
City Guard: 190.
Soldiers: 930.

City of Silverpeak
Population: 18,520.
City Guard: 180.
Soldiers: 920.

City of Ramthalion
Population: 10,200.
City Guard: 100.
Soldiers: 510.

City of Signal Mountain
Population: 9,130.
City Guard: 90.
Soldiers: 450.

Rochlad

City of Ulrikunstacht
Population: 156,910.
City Guard: 1,560.
Soldiers: 7,840.

City of Mearnnacht
Population: 58,060.
City Guard: 580.
Soldiers: 2,900.

City of Kavunst
Population: 54,580.
City Guard: 540.
Soldiers: 2,720.

City of Nanstchunt
Population: 46,740.
City Guard: 460.
Soldiers: 2,330.

City of Mirustadd
Population: 18,240.
City Guard: 180.
Soldiers: 910.

City of Lannstadd
Population: 17,430.
City Guard: 170.
Soldiers: 870.

City of Griestacht
Population: 9,140.
City Guard: 90.
Soldiers: 450.

Hrigak

City of Porom
Population: 118,370.
City Guard: 1,180.
Soldiers: 5,910.

City of Savoonga
Population: 90,290.
City Guard: 900.
Soldiers: 4,510.

City of Sylacauga
Population: 66,680.
City Guard: 660.
Soldiers: 3,330.

City of Baradagoth
Population: 39,470.
City Guard: 390.
Soldiers: 1,970.

City of Conowingo
Population: 36,090.
City Guard: 360.
Soldiers: 1,800.

City of Iditarod
Population: 35,000.
City Guard: 350.
Soldiers: 1,750.

City of Abawoston
Population: 28,440.
City Guard: 280.
Soldiers: 1,420.

City of Usheldel
Population: 18,780.
City Guard: 180.
Soldiers: 930.

City of Woonsocket
Population: 18,210.
City Guard: 180.
Soldiers: 910.

City of Amber
Population: 14,620.
City Guard: 140.
Soldiers: 730.

City of Compton
Population: 13,100.
City Guard: 130.
Soldiers: 650.

City of Inglewood
Population: 10,070.
City Guard: 100.
Soldiers: 500.

City of Millwoods
Population: 9,350.
City Guard: 90.
Soldiers: 460.

South Ford

City of South Ford
Population: 113,090.
City Guard: 1,130.
Soldiers: 5,650.

City of Red Bay
Population: 38,330.
City Guard: 380.
Soldiers: 1,910.

City of Many Farms
Population: 24,660.
City Guard: 240.
Soldiers: 1,230.

City of Sandy Hook
Population: 17,720.
City Guard: 170.
Soldiers: 880.

City of Deerfield
Population: 14,840.
City Guard: 140.
Soldiers: 740.

City of Beaver Dam
Population: 12,350.
City Guard: 120.
Soldiers: 610.

City of Cave Creek
Population: 9,850.
City Guard: 90.
Soldiers: 490.

Iturnum

City of Zaphalon
Population: 168,130.
City Guard: 1,680.
Soldiers: 8,400.

City of Dicosos
Population: 100,220.
City Guard: 1,000.
Soldiers: 5,010.

City of Alithal
Population: 55,710.
City Guard: 550.
Soldiers: 2,780.

City of Lateralus
Population: 38,690.
City Guard: 380.
Soldiers: 1,930.

City of Ravennar
Population: 32,000.
City Guard: 320.
Soldiers: 1,600.

City of Sediklu
Population: 31,670.
City Guard: 310.
Soldiers: 1,580.

City of Ledorin
Population: 17,100.
City Guard: 170.
Soldiers: 850.

City of Aranath
Population: 16,010.
City Guard: 160.
Soldiers: 800.

City of Winterjade
Population: 13,950.
City Guard: 130.
Soldiers: 690.

City of Tanelan
Population: 12,620.
City Guard: 120.
Soldiers: 630.

Freehold

City of Freehold
Population: 15,920.
City Guard: 160.
Soldiers: 800.

Vast Expanse Nomads

Town of Oasis
Population: 5,920.
Town Guard: 50.
Soldiers: 290.

New Hope

City of New Hope
Population: 18,040.
City Guard: 180.
Soldiers: 900.

Shakdran

City of Kaldhet
Population: 55,160.
City Guard: 550.
Soldiers: 2,750.

City of Modth
Population: 34,670.
City Guard: 340.
Soldiers: 1,730.

City of Lohisk
Population: 29,960.
City Guard: 290.
Soldiers: 1,490.

City of Shuratika
Population: 15,440.
City Guard: 150.
Soldiers: 770.

City of Cridhad
Population: 9,150.
City Guard: 90.
Soldiers: 450.

Town of Shokgaz
Population: 7,150.
Town Guard: 70.
Soldiers: 350.

Town of Aosxar
Population: 5,370.
Town Guard: 50.
Soldiers: 260.

Town of Shohtar
Population: 5,140.
Town Guard: 50.
Soldiers: 250.

Town of Chaukmal
Population: 4,270.
Town Guard: 40.
Soldiers: 210.

Town of Kimvar
Population: 4,070.
Town Guard: 40.
Soldiers: 200.

Hong

City of Xiangyun
Population: 247,760.
City Guard: 2,470.
Soldiers: 12,380.

City of Liang
Population: 235,910.
City Guard: 2,350.
Soldiers: 11,790.

City of Xixia
Population: 227,110.
City Guard: 2,270.
Soldiers: 11,350.

City of Hedong
Population: 187,310.
City Guard: 1,870.
Soldiers: 9,370.

City of Shangdang
Population: 71,570.
City Guard: 710.
Soldiers: 3,570.

City of Peihan
Population: 38,870.
City Guard: 380.
Soldiers: 1,940.

City of Rinan
Population: 37,710.
City Guard: 370.
Soldiers: 1,880.

City of Hubei
Population: 35,500.
City Guard: 350.
Soldiers: 1,770.

City of Langya
Population: 26,610.
City Guard: 260.
Soldiers: 1,330.

City of Wuling
Population: 17,510.
City Guard: 170.
Soldiers: 870.

City of Chenliu
Population: 16,580.
City Guard: 160.
Soldiers: 820.

City of Dongping
Population: 10,700.
City Guard: 100.
Soldiers: 530.

City of Min
Population: 9,250.
City Guard: 90.
Soldiers: 460.

Peljing

City of Baipu
Population: 112,210.
City Guard: 1,120.
Soldiers: 5,610.

City of Dongzhen
Population: 75,770.
City Guard: 750.
Soldiers: 3,780.

City of Yue
Population: 52,180.
City Guard: 520.
Soldiers: 2,600.

City of Sichuan
Population: 48,060.
City Guard: 480.
Soldiers: 2,400.

City of Chaingshan
Population: 28,980.
City Guard: 280.
Soldiers: 1,440.

City of Wuzhao
Population: 23,440.
City Guard: 230.
Soldiers: 1,170.

City of Xindu
Population: 16,940.
City Guard: 160.
Soldiers: 840.

Tsiu

City of Yanmen
Population: 132,060.
City Guard: 1,320.
Soldiers: 6,600.

City of Jiangxi
Population: 69,170.
City Guard: 690.
Soldiers: 3,450.

City of Jintian
Population: 67,070.
City Guard: 670.
Soldiers: 3,350.

City of Yufufeng
Population: 38,110.
City Guard: 380.
Soldiers: 1,900.

City of Qinhuangdao
Population: 34,210.
City Guard: 340.
Soldiers: 1,710.

City of Jinan
Population: 33,900.
City Guard: 330.
Soldiers: 1,690.

City of Zuo Pingyi
Population: 28,410.
City Guard: 280.
Soldiers: 1,420.

City of Guanping Zhao
Population: 15,700.
City Guard: 150.
Soldiers: 780.

City of Daizhao
Population: 14,460.
City Guard: 140.
Soldiers: 720.

City of Yunzhong
Population: 13,250.
City Guard: 130.
Soldiers: 660.

Aldhoma

City of Kenai
Population: 210,490.
City Guard: 2,100.
Soldiers: 10,520.

City of Henai
Population: 100,000.
City Guard: 1,000.
Soldiers: 5,000.

City of Yunan
Population: 54,820.
City Guard: 540.
Soldiers: 2,740.

City of Jianzhe
Population: 36,040.
City Guard: 360.
Soldiers: 1,800.

City of Tufan
Population: 34,290.
City Guard: 340.
Soldiers: 1,710.

City of Sinkiang
Population: 32,560.
City Guard: 320.
Soldiers: 1,620.

City of Yuesui
Population: 31,730.
City Guard: 310.
Soldiers: 1,580.

City of Yingchuan
Population: 19,160.
City Guard: 190.
Soldiers: 950.

City of Jiyyin
Population: 17,130.
City Guard: 170.
Soldiers: 850.

City of Yaoyang
Population: 12,720.
City Guard: 120.
Soldiers: 630.

Dusei

City of Huaiyang
Population: 203,210.
City Guard: 2,030.
Soldiers: 10,160.

City of Taishan Population: 112,230. City Guard: 1,120. Soldiers: 5,610.	City of Bei Zhili Population: 10,250. City Guard: 100. Soldiers: 510.	City of Bohei Population: 15,010. City Guard: 150. Soldiers: 750.	City of Shaanxi Population: 30,650. City Guard: 300. Soldiers: 1,530.
City of Qiang Population: 69,400. City Guard: 690. Soldiers: 3,470.	<u>Annam</u> City of Chen Population: 139,900. City Guard: 1,390. Soldiers: 6,990.	City of Qiancheng Population: 14,870. City Guard: 140. Soldiers: 740.	City of Liaoyang Population: 30,220. City Guard: 300. Soldiers: 1,510.
City of Julu Population: 44,110. City Guard: 440. Soldiers: 2,200.	City of Tangshu Population: 85,820. City Guard: 850. Soldiers: 4,290.	City of Xianggu Population: 10,880. City Guard: 100. Soldiers: 540.	City of Jingzhaoyin Population: 20,230. City Guard: 200. Soldiers: 1,010.
City of Ningbo Population: 43,500. City Guard: 430. Soldiers: 2,170.	City of Songqi Population: 71,820. City Guard: 710. Soldiers: 3,590.	City of Daizhao Population: 10,540. City Guard: 100. Soldiers: 520.	City of Guanyang Population: 19,020. City Guard: 190. Soldiers: 950.
City of Qinghe Population: 23,420. City Guard: 230. Soldiers: 1,170.	City of Zichuan Population: 41,320. City Guard: 410. Soldiers: 2,060.	<u>Celebes</u> City of Xiaman Population: 169,720. City Guard: 1,690. Soldiers: 8,480.	City of Nonghuang Population: 13,360. City Guard: 130. Soldiers: 660.
City of Gouwu Population: 16,690. City Guard: 160. Soldiers: 830.	City of Huguang Population: 33,010. City Guard: 330. Soldiers: 1,650.	City of Nanhan Population: 95,110. City Guard: 950. Soldiers: 4,750.	City of Yaohuang Population: 12,900. City Guard: 120. Soldiers: 640.
City of Hainan Population: 13,900. City Guard: 130. Soldiers: 690.	City of Zhongshu Population: 26,460. City Guard: 260. Soldiers: 1,320.	City of Xiangjin Population: 69,850. City Guard: 690. Soldiers: 3,490.	City of Lingbei Population: 12,810. City Guard: 120. Soldiers: 640.
City of Yuan Population: 12,640. City Guard: 120. Soldiers: 630.			City of Lonhuangdong Population: 11,220. City Guard: 110. Soldiers: 560.

Bautai