

VHRAEDEN:

BLOOD, STEEL AND IRON WILL



FILM NOIR ROLE PLAYING IN DARK SCIENCE FANTASY WORLD



WRITTEN BY:
SHANE AGUERO
AMBER K. AGUERO

EDITOR:
AMBER K. AGUERO

ART DIRECTOR:
IRVIN L. JACKSON

ARTISTS:
IRVIN L. JACKSON
JOE MINNS
KEVIN YANCEY
[HTTP://DRAWNBLUD.DEVIANTART.COM/](http://DRAWNBLUD.DEVIANTART.COM/)
PATRICIO SOLERO
SCOTT PURDY

PLAY TESTERS:
AMBER K. AGUERO
RAYNA A. AGUERO
ELIJAH E. AGUERO
SHAWN EVAN MUDER
JAMES MATTHEW FISK
JONATHAN CALEB DEAYER
JOSEPH WAYNE THOMPSON
MICAH JOHN OSER
SAMANTHA THOMPSON

SPECIAL THANKS TO:
TRIFLETRAXOR
BASIC ROLEPLAYING CENTRAL
[HTTP://BASICROLEPLAYING.COM/](http://BASICROLEPLAYING.COM/)
FORUMS OF THE MEGEVERSE®
[HTTP://FORUMS.PALLADIUM-MEGEVERSE.COM/](http://FORUMS.PALLADIUM-MEGEVERSE.COM/)
CHRISTIAN CONKLE
[HTTP://WWW.MECHA.COM/~CONKLE/EVILGAMES.HTML](http://WWW.MECHA.COM/~CONKLE/EVILGAMES.HTML)
CHRIS DIAS
[HTTP://WWW.SERENADAWN.COM](http://WWW.SERENADAWN.COM)

VHRAEDEN: BLOOD, STEEL AND IRON WILL IS A FREE ROLE PLAYING GAME
THAT USES THE BRP RULES SET, PUBLISHED BY CHAOSIUM INC.

BASIC ROLEPLAYING IS COPYRIGHT CHAOSIUM INC.
[HTTP://WWW.CHAOSIUM.COM](http://WWW.CHAOSIUM.COM)

STRIKING INTO DARKNESS

The 15 elves of Strike Team 144 joined hands inside a ritual circle. They were members of the Veid Krusus, the feared Black Hands. Standing in their midst was Sar'Than Valanthian, a wizard who specialized in the creation of portals and teleportation. His eyes shown with an electric blue light, otherworldly in origin and frightening to behold. His power was absolutely palpable in the room. His melodious voice chanted the ancient rites of the Lanthian sages; rites as old as the world itself and more terrible than the gods.

Flinging his thinly muscled arms outward from his body, Sar'Than called down the mystic energies that began to coalesce around the circle. Light burst forth from him and filled the inside of the room, painting the damp, stone walls a pale aquamarine. His eyes were shining bright, though his pupils and irises were lost in a blinding sea of blue power. The voices of the other elves in the strike team were suddenly deafened by a loud, snapping and crackling boom. Everyone instinctively ducked their heads as if a blow were about to fall and their eyes flinched shut. Only their training kept them from answering the fearful desire to run or to draw weapons. Instead, they clinched their teeth hard and held tight to one another's hands. The circle could not be broken or the spell would be lost.

The sharp odor of ozone like the smell of the air after a thunderstorm assailed their noses. The nauseating sensation of warped time and the whooshing feeling of trans-spatial travel filled their heads with spinning waves of vertigo. Their stomachs lurched and threatened to bathe everyone in the meal they had last shared. Someone briefly wailed in dismay for what seemed like an hour, but was merely a millisecond in magic space and twisted time. Teleportation was wearing on the soul, hard on the mind, and worse for the inexperienced or the very old.

Though the spell probably lasted only a minute, it seemed an eternity before the screaming sounds of hurried time and flying space was finished. The darkness that replaced the blinding blue light and the silence that met the aching ears of the travelers was almost as horrible as the spell had been. It was a sudden stop that allowed the inertia of moving spirit to continue while the body no longer moved at all. The head wheeled. The heart beat erratically in the chest. The soul desperately reached out to cling to something familiar.

This is why it was not completely unknown for healthy individuals to drop dead after a teleportation of this magnitude. It was, also, why it was so very important that the Strike Team hold tight to one another's hands. Those hands were the lifeline. No one lost his or herself in the time void as long as their brethren had hold of their hand.

Saemael opened his eyes, though his body demanded to keep them shut. He knew very well that danger could be lurking just on the other side of the darkness shield that had been magically constructed to protect them from prying eyes. The darkness couldn't hold the danger away for long. It simply allowed them a moment's respite to recover from the teleportation sickness.

He forced his labored breathing to slow and using the techniques taught him by ancient masters, he slowed his own heartbeat to a more gentle pace. He did all of this in less than a minute's time and yet, he still felt that it had taken too long. He needed to make it second nature. He chided himself for a second as the veil of darkness fell from

around himself and the other Strike Team members.

Nuatha, his new bride and fellow member, blushed for a moment when the darkness dissipated and realized she had been clutching harshly to Saemael's hand like a fearful child. She composed herself quickly and Saemael smiled inwardly for it. Whenever she was most vulnerable was when she was most beautiful to him for it happened so rarely. She was known as an ice maiden for more than just her ability to cast terrifying spells of freezing might.

Saemael looked at the other team members. His eyes had already adjusted to the natural darkness of the valley that surrounded them. He quickly checked his own weapons, instinctively fingered his amulet of magical might that hung about his neck, and ran his hands over the long tail of his white hair that hung down his back. His blue eyes scanned the fourteen other elves of his team as they all followed the same type of routines themselves concerning preparation for battle.

Nuatha reached over and placed a hand on his shoulder. Saemael turned suddenly, realizing his senses were already razor sensitive. He knew he needn't fear her. Her eyes were closed and her dark lips formed silent words of magical might. A cold ache filled his arm where she touched it. The new power coursed down Saemael's arm and into his hand. He smiled again. .

Saemael accepted his lover's power into himself. Nuatha opened her eyes and grinned.

"It will allow you to call forth ice, Saem. Simply reach your hand out and touch the enemy and they will freeze." She whispered the instructions to him and pantomimed the motion.

He groaned and rolled his eyes. "I know that already," he quietly snapped at her, "How many times do we have to do this before you stop telling me that? You act like I'm still new at this...or like I'm an idiot."

She shook her head and turned away from him. He knew he had been unnecessarily harsh, but he knew, also, that she would likely forgive him after the battle was done. He swallowed hard and simply hoped she'd forget. Apologizing was not his strong point. Most would've said that the more "gentle" arts were completely out of his grasp. He accepted that this meant he would not be invited to many parties at court, but he definitely would be leading the armies. That's all that mattered to him most of the time, but when it came to Nuatha, he wished fervently that his tongue could be left in its scabbard as easily as his sword.

Solva Pe'Rial Osmet motioned with one arm for everyone to come forward to where he stood. Saemael moved silently and quickly to join the semicircle in front of Osmet that had formed out of the other members. He noticed that Nuatha did not come to stand next to him and it bothered him only for a second. He had to force her from his mind. He had to force his mind into a place of battle; a place where soft and worried thoughts of his lover could endanger his ability to survive. Nuatha would be doing the same.

Osmet's dark armor did not shine in the night. His eyes were old, though his body was still strong and muscled. His short swords hung at the ready on his slender hips. His hair was kept very short-cropped, which was unusual for Lanthian males, and a magical helm covered his head.

With a simple set of signals, Osmet gave them a quick battle formation and marching order. It was nothing new to Saemael. Only Ivben seemed unaccustomed to it which was not surprising considering his young and inexperienced nature. Osmet simply took the young Elf under his own tutelage and decided Ivben would be traveling next to him in line even before they had teleported here. Ivben took it as an insult. Osmet knew this, but considered it a necessity. He, also, knew Ivben would eventually mature enough to realize it had been the best decision. It would likely save many. One inexperienced soldier could inadvertently kill them all.

The first team lifted themselves out of their kneeling stances and began to quietly creep up out of the valley. Saemael waited until the first team had moved about one hundred paces. He then stood and motioned for the rest of his team to do likewise. They did, even though he noticed that Nuatha's eyes were still narrowed at him as she stood. As she moved away, he noticed her expertly scan her sector for enemy. Saemael looked back at his team every ten to fifteen paces as they made their way through the dense jungles. Wordlessly, he communicated with each of them through hand motions, as well as Osmet. Then, Osmet communicated with Sar'Than Valanthian back in Lanthas with a ring of telepathy he wore upon his hand.

They made good time in the cool jungle night despite the sopping wet and extremely thick vegetation and the swarming of infuriating wing-infested vermin that tormented their every step in the dark. Lamman Kievan Ghen, the leader of team one, was exceptional at effortlessly navigating through any terrain. The team had teleported into a valley a mere two hours past sunset and started traveling within two minutes to their intended destination. They halted every hour for ten minutes to verify their location, their route and to relay this information to Sar'Than, even though all of this was known. It was standard operating procedure to scry on any official operation that took place in the confines of the dangerous and abyssal jungle of the Emerald Empire.

Five hours of hard marching under load was negligible, but with the physically enhancing magics the team were currently bestowed with, there was no issue of strain or fatigue. The team was just as capable as they were five hours ago. They crested a ridge line and the city of Shera'vien spread out before them. This was where the operation became much more risky.

They began the descent into the rugged valley floor. They knew that their target was in city, and with a fair degree of certainty which building. The issue was that the infernal Ss'Vash's power grew more intense nearer his temples. The entire realm was coterminous with his planar home which made magic extremely difficult within his borders and simple scrying almost impossible. For this reason, only special operations teams and exitus-class mages could operate within those lands. Sar'Than was an Exitus-class mage and was able to breach the misty veil that surrounded the Emerald Empire from prying eyes, yet even his power was spent uselessly when attempting to scry within several thousand yards of one of Ss'Vash's temples. Rings of telepathy were also affected and for this reason, the team knew that once within the perimeter there could be no emergency teleportation.

The outskirts of the city began to form in their range of sight; the peculiarly arched and faintly luminescent Imperial architecture starkly contrasting with the blackness of the jungle. Saemael saw the first team begin to break

into pairs and alternate advancing with pulling security for their opposite number. Halting his members to allow the first team to infiltrate into the city, he signaled for his group to split into their pairs. They did and Nuatha came to his side. Her dark eyes still betrayed her low simmering anger towards him. She had not yet forgotten.

Saemael growled inwardly and rolled his eyes as he had anytime he remembered his hastily spoken stupidity from earlier in the night. He also wondered for the millionth time why he would have insisted that she continue to work with him. Why hadn't he pressured her into retiring for family life? Once again, the answer came to him unbidden. "I love her and because when the going is tough, I know she can take care of herself...and me. Besides, she'd learn to hate me if I took this from her. Nothing thrills her so much as taking an enemy down. Even my love is no match for that," he thought. Running a hand through his long hair, he forced the thoughts from his mind once more. This was no place for such things. Thoughts of this nature would only distract him from his job and potentially undermine their mission.

The mission. Saemael's face formed into a flat frown. This mission did not meet with his approval, nor Osmet's. The mission objective was simple, assassination. The reasons for the assassination were also simple. The target was responsible for the recent spate of cult activity in the Second Founding, and the Council of Purity would brook no interference in the affairs of the Second Founding. Political destabilization and cultural manipulation required a fine touch and any sort of random factor could wash away decades of work. That was not to be tolerated and so Executor Silesia had spoken, and now it was being done, by Strike Team 144.

First team was stealthily maneuvering along both sides of the road. Like shadows, they glided against soundlessly near walls of the buildings, ducked below windows and peered down alleys. They left no place unscanned. These elite soldiers, magically enhanced and superbly trained, were fast blurry predators, marvelously deadly and hungry for the kill.

They slipped into the city and avoided contact. Their presence would be revealed soon enough. Early discovery would result in death, failure and disgrace; none of which were acceptable to them or the A'Lanthan government. They arrived at their objective, the Temple of Ss'Vash Val'Harish, which meant The Temple of Ss'Vash the Benevolent, in their hated tongue.

Thallis and Khuva, the first team snipers, broke off and began to scale the walls of a building facing the temple. Saemael looked over his left shoulder and made eye contact with Kir and Ayaen, and signaled for his sniper pair to follow suit. They nodded and went off vertically into the night.

First team, followed by Osmet, flowed across the street and into the temple. A spell made rapid, soundless work of the door locks. Saemael waited until Osmet emerged from the interior blackness to signal his group into the building. Saemael smelled the metallic tang of blood in the air. Osmet had made the first kill of the night; probably the four security officers that intelligence predicted.

Inside, the blood of dead Ophidians made a black sheen upon the glaringly white stone of the temple floor. The vertical spray patterns indicated that it was high pressure arterial bleeding that was responsible for the deaths of the guards. Arterial bleeding, no doubt, released by Osmet's

expert blade work. The sight of the decapitated bodies merely confirmed Saemael's suspicions. The elves began to slide into four member teams. Into the rooms, they broke off straightaway with neither a word nor a hand motion. Nothing needed to be said. Everyone knew the drill.

Seconds passed. Only a few muffled thunks of arrows penetrating flesh or the wet hissing of blades opening bodies were the only noises to escape the assault. There was no need to activate their spheres of silence, all of the magic they possessed operating simultaneously would certainly overload the concealing magic and the abominations would be very displeased to discover them. Luckily, no Ophidians were blessed this night by their infernal god. Saemael smiled ruefully as he stepped over the fallen creatures, cursing their souls in his heart to burn forever in pain and anguish. He hated them. It was right to hate them. They were inferior, scaly and strange.

When the first floor was cleared, the elven infiltrators climbed the stairs to the next floor with swordsmen in front, archers behind and mages in the rear. Somewhat surprisingly, the second floor proved as easy to secure as the first. Saemael frowned. Something didn't seem quite right here. It was never this easy....Never. Certainly not in the center of one of their cities. Something was wrong, he could feel it.

Just as the group was making their way to the third floor, the world exploded into violence. Saemael was in the front rank as they sped up the stairs, they had to clear the confines of the stairwell, attack through the ambush. He felt the cold embrace of dread in his gut a split second before a volley of corrosive acid bolts impacted to his left. An elven soldier, Ivben, screamed as the acid burned through armor, flesh and bone. His swords drawn, Saemael rushed forward and slashed at the darkness that concealed his enemies, they had spheres of darkness and of course the detection magics he possessed were either disabled or unable to detect that quality of magic. Saemael's darkvision was useless, but his training allowed him to fight with only a slight reduction in effectiveness. Screams and explosions raged around Saemael until spheres of silence expanded to envelope him.

Robbed of sight and sound, he felt useless and vulnerable. He sidled further into the room, hoping to emerge from the demonically cast darkness and silence. He felt the stifling silent inkyness dispelled around him and the battle raged. The Ophidians had the elvish infiltrators in a crossfire of arrows and spells. The elves were pressed against walls or contorted behind any available cover where they attempted to return fire. Several lay dead on the floor and others' lifeblood spilled down the white marble steps.

Eldritch magics rumbled behind Saemael. They thundered past him as spheres of fire flew down the wide hallway until they exploded in midair. The Ophidians had erected a one-way antimagic barrier, exceptionally powerful, since all four fireballs had been stopped without overloading it. Lightning fast, Saemael's swords were scabbarded and his composite shortbow was at the ready. An Ophidian fell with an arrow through the eye. Then, another fell after the first, an arrow piercing his scaly neck. All of the remaining elves were firing arrows accurately into the Ophidians. Saemael knew that the four snipers posted on the roofs of the adjacent building were doing all they could, although it was woefully ineffective in relieving the pressure on those inside the Temple. Their fields of fire were simply too limited. Electricity arced down the hallway and impacted Khievan Ghen with horrifying force. His head exploded in a

shower of steaming blood and brains. His headless body set to burning as the lightning shot out of Ghen's spastic limbs towards the surviving elves. Chained Lightning...

Spheres of concussive force slammed into Saemael's left greave, breaking his forearm and shattering his shortbow into splinters. The skirmish line was faltering for the elves were caught basically in the open on the third floor landing. There was nowhere to go except forward or back and one way was death while the other was dishonor and death, since this was obviously an ambush, the Ophidians would have a team sealing off the second floor. There was nowhere to hide; nowhere to run. Saemael's right arm flew down of its own accord. He drew his sword, ground his teeth, and sprinted towards the enemy.

A shift of reality to Saemael's right and his target appeared to assemble from the air. Shokoru Zhehn had just teleported into the midst of the assassins sent to kill him. A demonseed elite, Shokoru was a demigod and a nigh immortal opponent, ancient and vile. Without thinking, Saemael shifted his weight and leapt at his target. The magical energies flaring from his sword swept in a wide arc towards the half Humanoid, half snake abomination that dared to defy the very laws of nature by existing.

Shokoru Zhehn's four muscled arms were wielding weapons of exotic ferociousness. His dully gleaming scales were covered in tight-weave quicksilver chain mail to his waist. The demon's arms, with paranormal agility, easily parried Saemael's charging attack. The strength and sheer weight of the enormous Ophidian's body lent itself well as he effortlessly slashed through the Lanthan's black armor as if it were not metal at all, but only paper. The silver blade of the Ophidian slid coldly, deeply, into his elven assailant. With a sickening splatter of blood upon stone and scale, Saemael was limply impaled upon the Shokoru's blade.

Casually flinging Saemael off his sword, the grey-black serpent slithered toward the surviving elves. Paralyzed from the waist down, Saemael moaned and painful tears formed in his failing eyes. With sheer determination born of desperation and a knowledge of impending death, he clawed his way across the floor, hoping to kill the abomination before his lifeblood escaped him. The four-armed demonic man-serpent was well protected from magical or mundane damage. This was obvious or he would have been felled by spell or steel immediately. Strike Team 144 were experts at killing, and it was a challenge to all of elfdom that Shokoru Zhehn had lain down by teleporting in to personally destroy his attackers.

Two arrows flew towards Shokoru, immolating themselves as purple flares that splashed sparkling ashes over him and caused waves of magical protection to slough off in a dissipating cascade storm. The arrows were fired by the snipers deployed on the roof outside the Temple. Shokoru roared sibilantly and spat acid upon Surah who fell to the floor, groveling and clutching horribly at what was left of his face. The abomination's long, constricting tail choked Aliana's life from her. Her beautiful face turned blue in his hideous coils. Saemael swallowed and tried not to think of the pain in his own body.

Shokoru's four arms were engaged in a whirling dance of steel with Osmet, who dodged and wove about the serpent with practiced skill. As the two great warriors slashed and parried with one another, the seconds past. Surah's screams finally ended in one agonizing moan as his life finally dissolved into a viscous puddle of various shades of bloody crimson and brackish green. Aliana struggled. She punched and pulled upon the massive tail that held her

fast. She writhed helplessly one last time as her neck was crushed. Blood poured out her ears, mouth and nose.

Several Ophidians rushed to the window through which the sniper's arrows had entered. They began to lay down a withering barrage of arrows with shortbows. Two clerics began to chant behind the snipers and added their hellish firepower to that of the archers. Walls exploded, air turned to poison and fires erupted from their fingertips and flew towards the elvish sniper teams. There would likely be no more help from the snipers.

Fighting against the need to die, Saemael continued to crawl towards his enemy. Osmet and Nuatha were the only elves still standing. Osmet engaged the demonseed with a pair of silver blades that danced like flame while Nuatha was rapidly firing spells towards Shokoru. For his part, Shokoru was withstanding the steel onslaught of Osmet with his bottom pair of arms. With the other set, he dispelled, deflected, retargeted and cast spells at a remarkable rate. Nuatha could barely cast a spell and dodge in the time that it took Shokoru to cast a spell, react to her spell and cast another one. This was a battle that needed to be decided quickly. The mission must be fulfilled, regardless of cost.

Nuatha spun her hands in a circle of power, frost blue tracers around her fingers signaling the beginning of a great spell. Suddenly, before she could finish the arcane chant, her head was snapped back and a razor sharp blade yanked cruelly across her neck. A magically cloaked Ophidian had crept behind her and killed her with one draw of his weapon. Crimson exploded from the grinning wound, geysering out ten feet in a fan shaped pattern. The spell, complete, but undirected, discharged, flash-freezing her body, her assassin and the red fan of gore as the temperature dropped by a hundred degrees in an instant.

Osmet, realizing his entire group had been destroyed in mere seconds, had no choice but to press his attack and hope for glory.

Shokoru's tail wrapped around Osmet's legs. One hand grabbed the elven warrior's belt and another slammed hard into Osmet's face with devastating force. The blow echoed throughout the room with a shattering, ripping, splattering sound that heralded the complete destruction of both Osmet's magical helm as well as his face. The Elf's weapons flew from his suddenly flaccid hands; his life ebbing away in the air like acrid smoke.

A voice like none that Saemael had ever heard came from out of the great serpent; a voice that seared the soul with its sibilant melody and harsh deepness. "A'Sha Lahra Ss'Vash Val'Harish!" Shokoru screamed out to his father, his god Ss'Vash, and viciously ran the elven commander through with two wicked and deadly straight swords. Resembling oddly a child's psychotic marionette, Osmet's body began to spasm in its final death throes upon the upraised swords. The blood ran down the silver blades onto the torso and arms of the snake. Shokoru's hideous face turned for a moment in Saemael's direction. He smiled, a visage that Saemael knew well for it was the look of victory on the face of a superior adversary.

Somewhere between the pain of his body and the shock in his soul, Saemael must've started to scream. Everyone was gone, destroyed, devastated. No one was spared except him. His lover, his commander, his friends...people he had known for most of his 300 years and had fought beside through many campaigns... all dead by these degenerate demonic trash.

His mind gave way in the darkness of that hated and abominable Temple. Saemael wailed and cried out repeatedly until the monsters grew tired of his misery. Finally, they allowed him a measure of peace. They simply shot him through the skull with an arrow as they might've any minor vermin that dared violate the sanctity of their devilish god's Temple.

Sar'Than Valanian knew the mission was a failure when there was no telepathic contact within two hours, the appointed time. When the team missed the next communications window, there was no doubt about the fate of the Strike Team. Sar'Than felt a quick moment of weakness as he allowed a second of sadness to fill his soul for his lost team. He knew that it was hopeless, but he would follow the normal procedures for such things. He would keep a cloaked teleportation area available in case someone had survived, but The Chosen of Ss'Vash never took prisoners.

Sar'Than informed Lucius Kreb'iun, and it was now his unfortunate task to inform Executor Silesia of the missions' failure. The telepathic signal chimed in Silesia's mind, and he allowed the mental circuit to form. Silesia was seated in his chamber with four of his proteges. He took the call in silence, not wishing to cloud their minds with operational details while they were in the midst of another project.

"Executor, I regret to inform you of the probable loss of ST 144. They have missed their communications window." Silesia nodded in acceptance of the news; he knew that there was no reason for Osmet to miss communications unless he was dead. If Osmet was dead and he was by far the most exceptional warrior on the team, then the entire team would be as well. Silesia concentrated and formed the telepathic reply in his mind, "The proper protocols will be observed. Continue to keep me informed until confirmation is gained." Lucius acknowledged and cut the link.

"Now then, let us continue," Silesia said aloud. The four Elven apprentices nodded in response to the request and began the situation reports again. Silesia listened for only the pertinent details.

His acolytes continued to give data and he continued to act interested. Nothing new was being reported that Silesia didn't already know or suspect. The world was in chaos, about to go down in flames, and he simply couldn't force himself to care.

When the four elves had finished speaking, Silesia dismissed them with a wave of his hand and they turned and exited the chamber of the Executor of Manipulation. When they had gone, a slight tinge of ozone filled the chamber and a sheet of blue electricity formed and shaped itself into a circular gate. Silesia did not bother to look, for he knew that it was Aressa Y'Thulsa, the self-styled political manipulator.

"I must say, Vladimir, these gatherings of your's are entirely too long...and boring" she said as she walked through the gate and it dissipated into nothing behind her.

"Aressa, I allow you access to my sanctum for only one reason, which has nothing to do with entertaining your perverse pleasures. Have you the information I requested?"

Aressa strode over and sat languidly upon one of the four plush-covered, marble benches facing the imposing

obsidian desk Silesia sat behind. She smiled sardonically, "Of course, I am but a humble servant of the Empire".

With that, she conjured a sealed envelope and sent it slowly through the air towards him. Silesia snapped his fingers, and the envelope was opened slowly. Its contents, a single sheet of crisp parchment, was unfolded by silent, invisible hands. The unseen servant telepathically read the message to Silesia.

He smiled a predatory grin and focused on the Elven woman sitting on the bench. Her impudence annoyed him. She was foolish, believing she had some type of power here. Silesia could have banished her to any number of abominable places with a simple spell, barely more than a thought. Yet, Aressa leaned back on the bench with her shapely legs leisurely crossed, with a look of boredom on her face. Everything in her posture irritated him. If it were not for the fact that she had access to information he did not....

As it was, as long as she was useful, she would continue to exist. However, it would bring a smile to Silesia's lips when her soul was finally imprisoned in the Soul Diamond upon his desk. Traitors were anathema to Silesia, but he did occasionally have to make use of them in order to ensure the eventual victory of A'Lanthas. Sacrifices at all levels were required, although only the Veid Krusus seemed to understand this truth.

"Aressa, you may leave now, and consider your invitation to have been rescinded," he looked down at the desk, instantly banishing her from his attentions. She stood to go, huffing slightly as she did so. Just as she spoke the words to open the gate, Silesia added softly, "If your services are required in the future, I had best be able to find you." He knew the implied threat would not be lost on her.

After her departure, Silesia allowed himself another moment of silent sorrow for the loss of Osmet and his unit. They had served the Empire faithfully, and Silesia was tired of having his soldiers be sent on fools' errands by The Pure. The most recent Martyrs of the Race would be missed, at least by their commander. Regretfully, their names would be added with Silesia's own hands to the Wall of Sacrifice.

TABLE OF CONTENTS

“STRIKING INTO DARKNESS”

CHAPTER I	VHRAEDEN TODAY
CHAPTER II	HISTORY OF VHRAEDEN
CHAPTER III	TECHNOLOGY OF VHRAEDEN
CHAPTER IV	WORLD OF VHRAEDEN
CHAPTER V	RACES OF VHRAEDEN
CHAPTER VI	ORGANIZATIONS
CHAPTER VII	RELIGION
CHAPTER VIII	RULES
CHAPTER IX	CHARACTER CREATION
CHAPTER X	EQUIPMENT
CHAPTER XI	BESTIARY
CHAPTER XII	RUNNING A CAMPAIGN
CHAPTER XIII	D20 CONVERSION

MAPS

CHAPTER I

VHRAEDEN TODAY

The legacy of the God's War has been eleven hundred years of violence, and instead of abating over time, the ancient hatreds have come raging back to the forefront on the world stage.

The green legions of Orks, backed by the might of their industrialized war machine and fueled by hatred have recently crushed the utopian island nation of the Halfling Holdings under their iron boot. The refugees fled to the Iron Empire of Dwarves and Men. The three successor states of the Elves are being agitated into bloody revolution by their brethren in the Second Founding of the Elvish Empire. Meanwhile the Dwarves of Trellanin wonder if they would be better off seceding from the Humans.

In the tallest spires of ancient A'Lanthas, the Pure elves plot the downfall of all other races while in the frozen north, the free people's of Mountain Home prepare for yet another assault of the ice hearted snow elves. In the lush "Green Hell" of the Emerald Empire of Ss'Vash, that fell god and his Chosen plan war upon all who will not follow the Shining Path. Under rough seas, the waters are clouded red as the deep races wage wars for survival and expansion, while the stars bear silent witness to the coming storm of blood and steel, iron and will.

The world is fractured and torn between the forces of race, culture, wealth and the lust for power. Meanwhile, hidden in the darkest corners of the world and men's hearts, the ancient evil of the Darkness silently gains strength until it can bathe the world in a nightmare of blood and usher in a new Dark Age.

Vhraeden is broken into several regions, both by geography and by history, until the regions are universally recognized by those who call this world home. There is the East, the West, the Central Nations, The Northlands, the Highlands, The Southlands, The Desert Nations and the Laimach River Valley.

The East is also known as the Magical World. The East is a dark and mysterious jungle where a god incarnate rules a nation, xenophobic humanoid cats roam the northern lands, and two amphibious races have been fighting a war for as long as anyone can remember. This is also the land of the elven nations and their eldritch magics.

The nations of the East are the Emerald Empire of the Chosen of Ss'Vash; Sentak, the nation of the lizardman; the nations of the felene, Maklar, He'sh and Lekhis; the elvish nations of The Second Founding and A'Lanthas are also considered to be in the East. Rounding out the nations are Brill Epps and Urrak Vit, both nations composed of dense rain forests and swamps and controlled by amphibians. The ocean nations of the East are Wraakaar, Hyong-Do and Idylls.

The East is a dark web of plots, intrigue, magic, spirits and a god. The East is an old land, full of plots and forgotten secrets where outsiders are not wanted, and the threat of death is omnipresent. The heavy, humid air is thick with incense, rot and whispers.

The West is also known as the Technological World. The West is the shining example of progress where the melding of people's and cultures has transformed the once barren desert lands into a technological utopia where the perfection of society and the state is an overriding concern. The nations of the West include the nation of the orks, Momono (including the Momonoan Eastern Expansion Economic District, formerly the Halfling Holdings); the goblins, Urrykya; the ogres, Lurkhite; and the

trolls, Yakkis. Spread throughout the West are the gnomes, who were victims of a diaspora perpetrated by the Halflings and the Dwarves. The exportation of the gnomes led to the rise of the West as the poor peoples made a quick peace with their enemy's enemy. Their cultures melded and the result has been a period of unprecedented rapid technological and social progress.

The West is characterized by high technology, multi-tiered organization and a rapid pace of life. The cities of the West are all very large and contain millions of beings. The State is a large, monolithic organization, as is the Corporation, which have replaced almost all other forms of formal organization. Technology, computers, the datanet and economic interaction define the West.

The Central Nations are so called because they lie at the literal and figurative center of the world. They are between the East and the West geographically. The Central Nations are large, but not monolithic; old but not ancient; advanced, but not overwhelmingly so in any one form of technology while weak in all others. They are older nations than those of the West, but younger than those of the East. They possess magic, as well as technology, but not an overwhelming amount of either. These are the lands of Alchemy, psionics and elementalism. These are the lands of Man, Dwarf, Elf, Giant and Free Halflings.

The countries that compose the Central Nations are Sankara Lees, the pirate nation; The Trellanin Empire of dwarves and man; Ulusia, the nation of draconics and psionics; Sepenerais, the progressive nation of the sea elves; Selshanis, the paranoid nation of the Cistrus; K'Keb'Rebah, the ultra-religious nation of men, and lands of the Giants, Kalasian, Jenesai and D'Geizen. The Central Nations are the bridge that binds the world together, through trade, technology and geography.

The West and the Central Nations have another name in those parts of the world where hope is lost. They are called the Bright Lands where hope exists and progress comes quickly and without generations of painful sacrifice.

The Northlands are distant lands of literal darkness, and forgotten ages. The harshness of the land is blatant, and it seems as though the lands themselves do not wish anyone to call them home, for the lives of those unfortunate enough to live there are difficult. There is no agriculture, and most of those who live here are forced to live underground. The nations of the Northlands have little in common except for the harshness of their geography. Volksung is the magical home of the snow elves, and their land is covered in glaciers and their cities are underground or in hidden, magically protected valleys. The Humanoid Republic of Mountain Home is the home of refugees who fled the Lanthan Empire and the God's War. This land is a land where sacrifice is the rule and the history of the nation is a chronology of overcoming hardship. The Kingdom of Anjia is a land where humans wield sorcery and steel and fight against the collapse of their nation. The land of the gargoyles, Ghyla is considered to be both in the Northlands and the Highlands, because it is extremely mountainous, as well as being very far north. It is a land of ancient beings, tribes and shamans where life and progress are very slow, but that slowness has led to them being the Scribes of the World.

The Highlands is the name given to the region of Vhraeden dominated by the Seminat Mountains. The Seminat are referred to as the "Sky Pillars" in the ancient mythology of those races that live here. These lands are quite poor in terms of agriculture, and the peoples that live here are a rough and hearty breed. Due to the difficulty of communication and the number of races in the region, there are quite a few nations in The Highlands. The Highlands are technologically stagnant, with shamanism, elementalism, magic and spiritualism present.

There is the human nation of Gavik, which is poor and is on the verge of economic ruin at any time. The human dominated Hardlands are a tribal based society where strength and wisdom are prized above all else. They are a shamanic region and usually quite insular. Ko Galia is a nation founded by Kaikka who lost a civil war and were driven out of their original homelands. Issery is a nation of Hags and Harpies where violence and politics are the sources of entertainment for the dregs of all nations. This nation caters to the whims of the insane and the criminal. Ghyla, the home of the gargoyle sages, is also considered to be in the Highlands. Nyall, Northern and Southern Kalemia also are in the Highlands, the remnants of a quadri-racial nation that fell into anarchy and finally broke into three pieces, with the fourth race effectively becoming homeless.

The Southlands are three nations that are on a large continent. This is an agriculturally rich, and beautiful area that includes the human nation of Keskan. The stark beauty of Sov'fein'a and Korkania are both ruled by giants. All three of these nations are on very good terms, with numerous treaties between them as well as the other giant lands. Keskan, through its agricultural strength has managed to become one of the most secure and stable nations on Vhraeden.

The entire Southlands, along with Kalasian, Jenesai and D'Geizen, form one of the largest and most powerful multi-governmental alliances on Vhraeden, the Southern Central Alliance. The SCA is the glue that binds all of the giant nations together.

The Desert Nations are lands of heat and death, violence and chaos. The Sand Ocean Desert is said to be the tomb of an ancient evil whose madness infects everything and destroys life. The oldest legends of this region tell how the desert has grown, insatiable in its hunger to eat life, and drink souls. Whether the legends are true or not, the Sand Ocean Desert is easily the largest geographic feature on Vhraeden and that almost every nation that it touches is engulfed in endless war and misery is endemic. Beneath the sands, however, there is incredible wealth that serves as a lure to draw more beings into the merciless maw of the Sand Ocean Desert.

The Desert Nations consist of the collapsed Dreadryth Region, where kobolds kill and slaughter each other without end in their never ending territorial war between 16 nations. Korvalis is a Chamek nation that losing the fight against entropy and is a withered husk of its former self. The nation of Morathis has been devoured by war, as the three clans within fight to avenge for past acts against each other. The xenophobic nation of Herathis is the home to the troglodytes who inhabit the barren wastes.

The Desert Nations are very mixed due to the amount of foreigners present within this area. There are aid workers, foreign military units, mercenaries, arms dealers, criminals and entrepreneurs of all stripes who call these nations home. The overall character of this region is hopelessness, misery, insanity and violence.

The Laimach River Valley is a paradise where the area is controlled via symbiotic political and economic relationships among the various races that live there. The environment is

primarily grasslands surrounded by forests and glades bordered by mountains. This land is agriculturally rich, racially diverse and steeped in druidic and shamanic tradition. The overarching political entity is the Centaur Confederacy, which is composed of eight separate nations that owe fealty to one High King. This land is peaceful, quiet and possesses an understated beauty and a long history.

The Political World

The political landscape of Vhraeden is dominated by only a few nations while the remainder are almost voiceless in the world. The four nations that control the majority of political power are Trellanin, the Emerald Empire, Momono and A'Lanthas. Trellanin is a relatively benign world power that has good political relations with most other nations on the planet. The nation has worked long and hard to cultivate an atmosphere where humans, elves, dwarves and Halflings can live together in relative peace if not harmony.

The Emerald Empire is a deeply xenophobic nation that is beginning to awaken from its long self imposed exile and become a world power. They have a long list of enemies for a variety of reasons from historical genocidal campaigns to flagrant violations of international law. The enemies that they possess are having the dawning realization that their long attempts to keep this nation subverted have failed and Ss'vash has a very long memory.

Momono is a rapidly expanding nation in every respect. As one of the younger nations, it is filled with an energy that few other nations can match. Their expansionist policies give many nations pause, although all the nations in their region are long and staunch allies. As Momono increases in power and prestige, so do their allies and their entire region.

A'Lanthas is an expansionist power with a long and dark history. Powerful magic and a long lived populace contribute to the sheer power of this nation. Many nations would like nothing more than to destroy this nation of elf mages, but it takes the combined power of the Emerald Empire, Momono and the Iron Empire of Trellanin to keep this nation in check.

Standing above national governments is the Conclave of Nations, which was formed to stop tensions between nations before they became wars. Unfortunately, it has failed. This has not stopped the Conclave from gathering power, however. The Conclave now acts as a watchdog organization for the world. The Conclave is corrupt, ineffective and engaged in all manner of nefarious plans, but it still may be the last, best hope for Vhraeden to survive the next hundred years.

The Economic World

The world economy is based on three factors, food, natural resources such as metals and magical components and energy sources such as petroleum, souls and magic. The two largest producers of food for export are the Centaur Confederacy and Keskan. The major importers of food are Trellanin and the Emerald Empire.

The largest producers of raw materials are usually developing nations and regions such as Gavik, Ko Galia and the Dreadryth region. The one exception to this is Momono, but the large majority of their production is used internally. With the addition of the MEEED however, this nation has been able to make a large amounts of both resources and energy available for export, though still not on the level of the preceding nations.

Energy sources such as petroleum are found in

K'Keb'Rebah, while magical energy sources are located throughout the world, although the type of energy used in a nation may not be found within that nation's borders. There are many different forms of energy sources such as spiritual, psionic, magical, chemical and nuclear and they each have their own specific vagaries regarding supply, demand, importation requirements and price controls.

The Military World

The military situation of the world closely mirrors the political situation. Many nations have strong militaries, although few of them are capable of conducting large scale operations outside of their region. Three nations who have made military deployments the rule rather than the exception are The Humanoid Republic of Mountain Home, Momono and Ulusia.

The militaries of the world have reached comparable levels of effectiveness since the development of technological counters to the long supremacy of magical weapons and tactics. This has led to several interesting developments in the past several years as the proxy wars of the superpowers have pitted all forms of technology and magic against each other in various conflicts around the world.

Although there have been alliances in the past, the rule today is that no large scale military operation can occur unless actively supported by other nations. The reason is two fold. First, military expeditions are very expensive and second, there is no nation on Vhraeden that could stand against two or more world powers. This has had the effect of making wars either large, multi national affairs or small covert operations.

The greatest threat to international security are weapons and rituals of mass destruction. Most nations either possess these weapons and/or rituals or are in the process of developing them. The larger nations of Vhreaden are not in the least bit pleased with this situation and are doing everything in their power to stop them from completing their research. The world is unstable as it is without the threat of small disgruntled nations or groups with access to very powerful weapons capable of mass destruction.

The Criminal World

The development of large scale travel and long distance communication has affected every aspect of the world, including the criminal element. These developments enable criminal enterprises to take place worldwide while being controlled from another nation. Due to this situation, there have been many attempts to standardize law enforcement efforts across several nations, but many of these attempts fail within the Conclave of Nations due to the opposition of several nations who are controlled in large part by large criminal organizations.

Some of these nations are Syltean, A'Lanthas, K'Keb'Rebah, Sankara Lees and the Centaur Confederacy. Due to the large amount of support some of these criminal enterprises receive, it is a difficult matter for local and national law enforcement organizations to combat them effectively. One of the major trends being seen lately is the development of joint law enforcement teams composed of members from two or three nations.

Some of the more prevalent crimes are arms and narcotics trafficking, slave trading, information and data theft, terrorism and unauthorized deific manifestations.



An Ulusian Investigator

CHAPTER II

HISTORY OF VHRAEDEN

How did the present situation develop? What drove the nations of Elves to see all others as inferior to them and how did the Iron Empire arise? The history of Vhraeden is the history of its people and each race has their own truth that they wish to tell. History is written by the victor, and the truth, like reality, is subjective.

Trying to write the history of the world is a difficult task, especially so for someone as humble as I. The difficulty arises when one sees the large amount already written upon the subject, and yet how little of the past is truly understood. The past is a closely guarded secret among those who know a version of the truth. I say version, because history is written by the victor. How many of the ancient civilizations were truly as corrupt, immoral and evil as their vanquishers would have us believe?

Another difficulty in writing of the past is the simple impossibility of removing a cultural bias from the writings, to say nothing of the racial or paradigmatic slants that occur in all writings from any race. It would be impossible for me to confirm or deny the elven racial beliefs that are descended from the stars and are the children of the gods come to rescue Vhraeden several millennia ago from a "Darkness". That is their belief, just as it the belief of the Shamans in the Centaur Confederacy that man is a totem less animal who was given the ability to manifest all of the totems in compensation for being born without a totem. Does this mean that all history is useless to us in making a definitive, verifiable historical record for our planet?

The answer to that is a definitive "no", but one that comes with several important qualifiers. The information presented within this work must have been verified by at least two sources that say approximately the same thing. The second condition is that all information within this work must also have a date, at least to the year. The third condition is not one of veracity, but one of source. Provided that the information was verified by another source, it is written with the cultural slant intact. For instance, if the Elves maintain that Elesain the Elf Lord was indeed the being that banished Ss'vash, then it was Elesain who banished Ss'vash. The reason for this is twofold. The first is to maintain the feeling of cultural identity for the historical record, because if the historical record loses its cultural context, it is a meaningless collection of dates and places that exist within a vacuum. The second reason is that if I were to remove all cultural references to gods, spirits, demons, and other such items of cultural significance, this would be a very small list indeed. It would also be exceptionally boring if each entry were written as "Something killed Something else Somewhere, -4211 IC" or "A Tribe called a Something that gave them a way to defeat their enemies who were empowered by Something else"

The world was begun by the simple physics of the universe operating as they were designed to. A collection of dust coalesced and gained mass. For some reason, unknown to man it began to spin and as it did, it became more dense and also flattened. Several millennia later it began to heat up as friction built. Eventually the sun formed and the large disk of spinning matter began to form planets.
-20,000,000,000 IC The Big Bang creates the currently existing universe. From the massive explosion mass and

energy condense to form the universe. This is repeated an infinite amount of times over the multiverse.

-5,000,000,000 IC A star system that would one day be called 'Vhrea' forms from condensed nebulous gases.

-3,400,000,000 IC The star Eaden forms

Millions of years later the planets were all formed and were all spheres of cooling magma. The distance from the sun determined the extent to which they cooled. For those planets that were the correct distance from the sun, complex chemical processes occurred and began to form an atmosphere as the gasses emitted were able to be constrained by the gravity of the new planet.

-3,100,000,000 IC The planet Vhraeden is formed from solidified molten matter in the Solar system.

-3,800,000,000 IC Formation of Vhraeden's oceans.

-3,500,000,000 IC Elder things begin to colonize various star systems

Millions of years later, life began and began to evolve into millions of different forms. The highest form of life were the dragons, who had evolved millions of years before any other sentient being, although many claim that they came from beyond Vhraeden and are not indigenous. What is known is that there are no fossil records found of beings who resemble dragons, and thus are most likely not indigenous. The dragons refuse to speak on this matter.

-2,000,000,000 IC Life begins to arise on Vhraeden

-1,000,000,000 IC Elder things arrive on Vhraeden

-750,000,000 IC Flying Polyyps colonize various star systems and build their citadels

-410,000,000 IC Insects, Amphibians appear

-400,000,000 IC Fish appear

-355,000,000 IC Forests appear along with reptiles and giant insects.

-300,000,000 IC Great Race of Yith colonize Vhraeden via mental possession of reptiles. Some of them are trapped and thus are directly responsible for giving ancient reptilians sapience.

-290,000,000 IC Seed plants appear.

-255,000,000 IC Deris is captured as moon of Vhreaden

-250,000,000 IC The Age of Reptiles begins with the majority of them becoming sapient

-200,000,000 IC Dinosaurs arise as the dominant species on Vhraeden.

-160,000,000 IC Dragons appear as the genetic legacy of the dinosaurs and the Great Race of Yith

-135,000,000 IC Dragon Kings appear. Largest Dinosaurs. Birds appear on Vhraeden

-130,000,000 IC Dragon Kings exterminate the Flying polyyps on Vhraeden

-120,000,000 IC First mammals appear on Vhraeden

-110,000,000 IC Deris forms in orbit out of remaining debris not used in the creation of Vhraeden

-100,000,000 IC Reptilian races dominate Vhraeden under the rule of the Dragon Kings

The First Age

Age of the Dragon Lords: This is an almost mythic age, where no records exist that could be called history, in the strictest sense. What is known is that every people have legends of the time when the world was ruled by the Dragons. It appears that there were several hundred dragons, each of whom ruled an area as their personal

domain. Men, Dwarves and the other humanoid races were kept alive as retainers of the Dragon Lords. During this time the Dragon Lords instructed their subjects in matters that they felt would increase their value to them as servitors and warriors such as simple magic and technology. The only beings who survived this time without fear were the Dragons and their children, the Draconics or their other relatives Lizardmen, troglodytes, kobolds and Naga. The Cestaeth and the Bettaeth were safe in their watery homes as well, in fact theirs is the only nation to exist without a Dragon Lord founding or leading it.

-80,000,000 IC The Darkness Descends upon Vhraeden.
99% of all life is exterminated by the Darkness.

Then, They came. They have alternately been classified as extraterrestrial, extradimensional or extra reality beings. What they are and what they did can only be speculated at, but they did have a very lasting impact upon all of Vhraeden. Their ancient cities are buried under millions of years of rock, under the seas and monuments to them built by early metahumanity can be found in all areas of the Vhraeden.

This was merely a skirmish in a war that predated time between what most pantheons classify as the Divine, the Infernal and the Darkness or alternately, the Abyss. Their arrival was heralded by fiery explosions in the sky. They began their invasion by simply building their cities where they landed. It was not until those strange beings began calling down their masters via immense Gates that the war truly began.

The Second Age

Age of Darkness: The Dragon Lords very much did not like having rivals from other places set up shop on their home. The Dragon Lords began to fight against the strange beings that were killing, enslaving and corrupting their servitor races. The Outsiders retaliated with strange beings and horrific weapons that were capable of killing a Dragon Lord. Their Masters were also quite capable of killing a Dragon Lord in personal combat as well. Many of the Dragon Lords were killed during this time.

Days of Fire: The war of Light and Darkness arrived on Vhraeden as Arcadian Assault Fleets arrive. The Arcadians begin landing and complete the task of destroying the Outsiders. Those chaotic beings that survive flee into space or the darkest recesses of Vhraeden.

The Coming of the Arcadians: The Arcadians are welcomed by surviving Dragon Lords and they ally to destroy the Darkness.

The Defeat of the Darkness: The Arcadians and the Dragons defeat the Darkness, but many dragon lords are killed, along with most of the Arcadians. The final defeat of the Darkness resulted in millions of beings' deaths. The mutative effects of the Darkness upon the survivors are felt immediately as they are warped and mutated into new forms. The world is a blasted wasteland that is barely habitable.

The Third Age

The Age of Lost Time: This Age is when the Dragon Lords and the Arcadians attempt to reconsolidate their holdings and find that many of their brethren and servitors have been scattered and mutated by the effects of the Darkness. As the Dragon Lords and the Arcadians reconsolidate their holdings and begin to grow in power

once again, they find that in the interim, many new races have started and become powers unto themselves.

The Age of War as the Elves and the Dragon Lords attempt to destroy each other: Relations quickly cool as the Dragon Lords realize that the Arcadians have come to stay and are not agreeable to any sort of joint rule, which the Dragon Lords also flatly refuse to consider. The surviving Dragon Lords and their servitor races take up arms against the Arcadians and war engulfs the planet. Despite the overall superiority of the Arcadians, there are simply too many enemies and city after city falls to the Dragon Lords. The ruins of these cities are quickly studied by the Dragon Lords and the technology is adapted for their use. During this time, the Halflings are created as elves use captured dwarves as sexual property.

The First City is destroyed by the Dragon Lords: With the Arcadian Fleet gone and the remainder of the Arcadians within the walls of the First City, it is an easy matter for the Dragon Lords to destroy that bastion and their giant Gates as well. Without these Gates, near instantaneous travel is impossible for anything without a spacefold Drive. The elves are trapped on Vhraeden.

The Return of the Dragon Lords: With the destruction of the First City and its' Gates, the Dragon Lords once again gain dominance of Vhraeden. Although the Dragon Lords are once again the masters of the world, so many of them have been killed that it is difficult for them to maintain the same level of rule they once upheld. Due to this, many areas of Vhraeden were no longer ruled by a Dragon Lord. The areas that still had a living Dragon Lord were the present day Anjia ruled by Charas Dina, Trellanin ruled by Aurian, Ulsia led by Sacrimal, and Keskan which was terrorized by Khariss.

The March of Civilizations: From this point, the peoples of Vhraeden developed their races independently. Tribes of beings began to evolve socially as cultures were forged from nothing and technology began to be created. The differing tribes grew, were exterminated or were assimilated into other tribes. Hunter-gatherers began to become agrarian as they grew in order to ensure a steady supply of food. Food production led to food storage, which led to the concepts of value and hence number systems and barter. As time passed, these races evolved their societies from tribes into clans. Clans formed towns and towns developed into autonomous city-states. As city-states became larger, they were forced to interact with other, bordering city-states composed of differing cultures, but usually of the same racial stock. These similar city-states eventually became nations. These racially homogenous nations were then forced to interact with other nations of different races with wildly different cultures. It is into this age of nation building that the history of Vhraeden began.

As the population grew, a greater division of labor was required and professions evolved which led to the beginnings of history as record keeping grew in importance and scope. The Lands of differing people's began to encroach upon each other and peaceful coexistence was an ideal that was not yet in its infancy and so wars were fought over land.

This was the age of blood and death as war was intensely personal and millions perished so that their ideals of society would flourish and their enemy's society would be destroyed without record.

There were many ancient empires and they were usually run by a theocratic aristocracy who claimed to have power over the capricious forces that ran their lives. By personification of these elemental forces, they were able to maintain the lie that they were the only bulwark against destruction and as the saviors of society, deserved special privilege.

The Song of the Shaman

The shamanic peoples of Vhraeden hold a different view of history to this point. Their alternate creation myth is evidenced in the Song of the Shaman. In the beginning there was nothing. Life began when Vhraeden was lonely. The first of her children were the spirit totems. They were each unique and eternal, and they served Vhraeden for millennia. While Vhraeden was no longer lonely and bare, the totems themselves were. They asked Vhraeden if they too could create children and Vhraeden said yes, as many as they wanted. To each Totem was given an area to call their own, and they set about creating life made in their own image. Vhraeden could create life in any form, but the Totems could only make diminished copies of themselves, although with minimal effort.

As the totem's lands grew, they melded into each other without difficulty covering Vhraeden in a blanket of life. Vhraeden determined the law of the wild, who would eat whom and how each totem would interact with all others and all was well.

In time, however, life became so complex that Vhraeden needed beings who would act in her stead, at the pace of life, since Vhraeden had consciousness, but only on a geological level, and was unable to take heed when her actions were eons in the making.

She created the Dragons to act for her. They were made of the elements and thus were nigh invincible, eternal and imbued with knowledge of the universe and were given power over life and death of any creature and acted as arbiters between the totems. Thus the Dragons were both the first elementalists and sorcerers. When the Darkness descended, the dragons and totems rallied together and fought. The Darkness proved stronger and held the world in its grip for millennia. Vhraeden was distressed at this violation and made a new form of life. It was weaker than all of the totems, and there was no totem of man. In compensation for not having a totem, man was given the ability to call upon all of the totems, and the first men were all shamans. Since they had no totem to give life, they were able to reproduce at will, although at a slower pace than the totemic animals.

Man, fighting with the aid of the totems and with Vhraeden as their guide, defeated the Darkness, but only at great cost. The few thousand men left alive were shattered and spread to the four winds. These survivors were spiritually broken, physically mutated and mentally unstable after a protracted war against the Darkness. Men had become dwarves, elves, giants, orks, ogres, trolls, Halflings and gnomes.

Vhraeden opened her arms and wished to gather her totems and man to her, to heal them. Some turned their backs on Vhraeden and wished only to unlock the secrets of their enemy's power. These became the mages.

Some fled into the wilderness and found refuge within a chosen totems lands. These men slowly came to acquire the features of their totemic lord. These became the Phydorah, Lizard men, Naga, Kaikka, Lycaon, Sheng'po,

Lupine, Koyl'te, etc.

Some of the men felt they no longer needed the totems or Vhraeden or her totems and sought to replace them by giving them new human names. This was the beginning of religion.

Some of the men were determined to shape Vhraeden to suit their needs and no longer wished to be her protector, but her master. These became the elementalists.

Some of the men were convinced of their own superiority and had nothing to do with Vhraeden or her totems. They became psionicists. Some of their number knew they were wrong and attempted to re-commune with Vhraeden and her totems, but they would no longer speak to these men, although they can still feel the faint echoes, they are the Empaths.

Some of the men felt that Vhraeden was theirs for the taking and used her as they saw fit, these men studied technology and ignored the totems and Vhraeden. They became scientists.

Other men saw life itself as their birthright, and felt that the totems owed them the secrets of life. These men studied biotechnology and corrupted life.

There were some men who were driven insane by the war against the Darkness and could not decide where they should go. They wandered from area to area and learned from each group and when they settled, they made bastardized versions of the things they had seen. These men became alchemists.

Some men felt that the totems themselves were beholden to man and began to subjugate them as servants, then slaves. These men were the spiritualists.

Some men forgot the totems but remembered Vhraeden. These became druids.

Some of the men remained shamans.

Finally, some of the men dove underground and wished to aid the Darkness. These were the first cultists.

The Fouth Age

Lanthas Founded: Small nations and tribes bloomed, flourished and perished without much impact until the coming of Lanthas. Lanthas was the first true conquering empire. They arrived on other shores with a simple choice of submit or be subjugated into slavery. The magic of the Elves and the direct intercession of their lord Elesain crushed all who opposed them.

The few surviving Arcadians, now called the Pure Elves establish their own nation, Lanthas and begin a policy of expansion. They are assisted in this by an Avatar of their god, Elesain, The Elf Lord, whom is able to manifest when called. This requires an immense amount of energy and time, but his assistance is invaluable in establishing this new empire. This is the first land nation on Vhraeden to be established and ruled by a non-Dragon. They begin a war against the Dragon Lords and are quite successful at destroying those nations. The Dragon Lords are forced to flee to the frozen northern wastes to plan their strategy.

The Elesain/Felene Heresy: This is an event that is subject to much debate between theologians. It is during

this time that the Felene are created by a supposed union between Felene and Elesain. This theory is denied by the majority of both Felene and Elves as they feel that the other race is by far their inferior. What is known, is that this marks the first of the Felenic races either in their own oral histories or in any other historical document.

The God's War begins when Ss'vash manifests and ties his realm to Vhraeden and creates the Emerald Empire: In the frozen northlands, the dragon lords were angry at their impotence against the Elves and their imposter god. The elves believe that in this land of eternal darkness, the Dragon Lords contacted some Outsiders and their lackeys who had survived the war and were insanely desperate to spread the gospel of their Abyssal Masters. Two of the Dragon Lords accepted their offer and became gods incarnate. One of them is Valkas, who disappears for fifty years. When he returns, it is as Ss'vash, he establishes his empire in the Endless Jungle and connects his realm, The Green Hell to Vhraeden and forms the Emerald Empire. All of the elves that were in the area are never heard from again once the realm is tied to the Green Hell. The other dragon's name is lost to history.

There is another version of this story. Valkas, one of the few Dragon Lords remaining, felt that he could defeat Elesain, but he would need the combined power of several totems, Snake, Eel, Lizard and Reptile. The totems knew that there was a good possibility of their dying and so they asked Vhraeden to create a new totem in their image if they did indeed perish. The dragon and the five totems combined their power and imbued the totality of their power into one being to fight the elf lord.

Ss'vash creates new races to exploit new areas: This is the time when Ss'vash creates the Hu'thas, Sserin, Alein, Feth, Ptyrex, Archyx, Ele'mu and the Chosen of Ss'vash.

Ruling the world as they knew, the elves continued to expand their holdings. With the loss of the Endless Jungle, the elves were no longer in a position of dominance on the continent of Reavin. The elves attempt to solidify their control over the rest of the continent but they were stopped by the Chosen of Ss'vash, who at the time were a multiracial nation led by their god incarnate. The God's War was a long and bloody war that continued for generations, all the while Lanthas and the Emerald Empire continued to expand in other directions. The elves and the Chosen conquered the majority of the Human and Dwarf lands, as were the entirety of Lycaon, Centaur, Chital, Satyr, Nymphs, Dryads, Pixies, Sprites, Orks, Gnomes, Goblins, Veridus and Chamek lands.

Battle of the Nine Nights: The bugbear nation of Derani fights a nine-day battle in order to buy time for their refugees to begin the long trek north. Given free passage by Ss'vash, they eventually find their way to Kanath and found the Humanoid Republic of Mountain Home. During the battle, every adult male bugbear is killed.

The lands held by the Bugbear were finally conquered by the elves when the entire race was almost destroyed in the Battle of the Nine Nights. Every male bugbear over the age of ten was killed in that battle, only women and young children survived when they trekked north to found a new homeland. The Battle of Nine Nights was fought to buy time for the refugees. The Elves fought hard campaigns but never managed to completely subjugate the Draconics, Southern men, Giants, Felines, Cestaeth, Minotaur, Bariaur, Troll and Northern men. The Elves never set a foot inside the lands held by the Hard men of the northern

peninsula of Karniv. The Halflings were Elvish allies and the Merfolk, as always, claimed strict neutrality. The Merfolk neither aided nor hindered any of the warring races, but they provided a safe haven for all who could reach their borders.

The Onslaught Ritual: the Lanthans and their genetic kin, the Halflings forcibly mutate goblins, orks and ogres into their present form. Those not mutated were exterminated.

The Lanthans and their Halfling allies thirst for conquest was not yet sated, since the followers of Ss'vash still warred against them, unbowed in strength or spirit. The Fae realized that they simply did not have the numbers necessary to defeat the Serpent Lord and his mortal thralls and so they embarked upon the horror of the Onslaught Ritual. Beginning with only theoretical models, the Halflings used their elven allies magic to forcibly mutate entire races into something more useful to the war effort. The races of the Orks, Ogres and Goblins were stripped of all suitable subjects and the rest were all exterminated like vermin. These enslaved beings were then subjected to horrific magics and biotech "treatments" that could only be described as torture. The several hundred who survived were then cloned by the thousands and set loose upon the enemies of the Lanthan Empire.

The improvements that the Halflings and Lanthans made to the races in the Onslaught Ritual had the desired effects of creating superior warriors, but also earned them their unquenchable hatred of all things Fae. This hatred would come to fruition over a thousand years later when the Orks of Momono destroyed the entire island paradise of the Halflings and launched a secret campaign to exterminate all of the Halflings from the world. It was the Onslaught Ritual that destroyed these once beautiful and proud races and devolved them into the supposedly stupid, subhuman monsters they are seen as today.

The Betrayal and Sinking of Lanthas: An entire area of the Lanthan Empire converts to the worship of Ss'vash and are mutated into the Cistrus which leads directly to the Sinking. There is rumor of a being called Gauridras, the Devourer who was instrumental in this act.

The Sinking of Lanthas by Ss'vash, God's War ends with both gods presumed dead. Lanthas had expanded to the point where it was simply unable to control all the lands they conquered and they sued for peace with the Chosen of Ss'vash and their god. The Emerald Empire sensed a trap and responded by killing off the entire elven delegation. The Lanthan's began an all out offensive with three complete army groups, the 20th, 71st and 93rd, which numbered over 30,000 elven soldiers. They were completely annihilated by the Chosen, as Ss'vash the Warlord manifested on Vhraeden and raised an army of several hundred thousand undead from his realm to spearhead an invasion into the heart of the Lanthan Empire. The Lanthan's had built their empire in a deep river valley that was a geologic fault line. Although the presence of the fault line was known, the elves had placed powerful magics upon it to keep it forever dormant. Ss'vash's armies invaded the Lanthan homelands and Ss'vash personally destroyed the magical wards and triggered a massive earthquake that sank the entire continent.

Elesain manifested on Vhraeden to protect his petitioners, but was thrown into torpor by the massive shock of losing so many faithful in an instant. The Elf Lord's last action

was to banish Ss'vash from Vhraeden forever.

The sinking of Lanthas caused worldwide devastation raising the sea levels by an average of 17 feet and flooding the majority of food producing areas. The total death count during the 500 years of the God's War is estimated at being over 6 billion beings. When Lanthas was sunk, 2 billion beings were killed by that act alone, and other billion were to die of starvation and famine.

The Fifth Age

The Heretic Wars occur in the former Emerald Empire which lead to the founding of Sentak, Therissia, Herathis, Wraakaar, Hyong-do, and Selshanis: The shock of losing their god and the destruction of their homeland caused the remaining elves to fend for themselves and defend their holdings as best they could. Some areas were almost completely dominated by elves and these survived, while those that were less populated by elves became in essence no man's land where warlords and maniacal dictators fought for domination of these lawless expanses. The Chosen of Ss'vash, without their lord were thrown into social upheaval and their empire imploded into civil war as the Faithful warred against the Heretics. Eventually, the strong conquered the weak and nations were formed from the chaos.

The war ended when the elven homeland sank beneath the waves and the elf-god was destroyed. The madness that had infected the elf was contagious and the five totems were driven insane and were permanently bound to their terrestrial vessel, who is now known as Ss'vash. The cost of saving the world was the insanity and imprisonment of five totems and one of the last of the Dragon Lords.

Elves flee to Sserin and found A'Lanthas: The elves that survived the destruction of their empire began to congregate on the mountainous continent of Sserin and founded the nation of A'Lanthas. Their nation grew and they realized that only by trusting themselves and no god would they continue to exist.

The Western War: Stripped of their allies, it is an easy matter for the millions of slaves kept by the Halflings to revolt and slaughter their masters. The Halfling Holdings are quickly reduced to their island homes.

The First Founding of the Elvish Empire: Since A'Lanthan's felt that they were the rightful heirs to the glory of Lanthas, they once again set out on a campaign of conquest. They were able to expand and quickly overwhelm a number of fledgling nations. This time, with the lessons of the past firmly understood, the First Founding of the Elvish Empire maintained absolute rule for over 1200 years in the lands that they occupied, and remained the only true empire. All the other races were enslaved within the conquered lands and their numbers were deliberately kept small enough to not pose a threat. The nations that were not defeated, were the victims of frequent invasions and genocidal campaigns to keep the populations near extinction.

The First Founding begins military expansion beginning the Second Western War

Pureborn Movement begins in the First Founding: The end of the First Founding came from within as the various overseas prefectures of the First Founding came to resent the rule of the Pureborn Lanthan Families. Since the Elven government was an aristocracy, the far-flung families were

deemed colloquial, then unimportant, then impure. When some overseas families holdings were stripped and given to more "pure" families, a shadowy social revolution began to emerge. The class system continued until the Lanthan's, now called the Pure Elves, removed all titles from any family that had no members born in Lanthas for 5 generations. The Impure were, by Royal Edict, declared anathema and subject to all manner of degradation, fines and punishments including public torture and execution. The most harsh punishments were reserved for those Impure who did not pay tribute on time or with suitable margins to allow graft to go unnoticed and those who consorted publicly with any other race (with the exception of Halflings, who were always Elvish allies) or Merfolk who always claimed strict neutrality.

These policies had disastrous effects for the First Founding of the Elvish Empire. Instead of promoting A'Lanthan racial and political superiority and enforced loyalty, it had the opposite effect of causing a civil war. Those elves who rebelled were now without allies, since their enslaved subjects wanted nothing more than revenge and the A'Lanthan forces who arrived to extinguish the flames of rebellion would give no quarter to the traitors. Entire prefectures seceded or exploded in genocidal revolution as conquered peoples rose up to slaughter their elvish masters. The power of A'Lanthas diminished until it shrank to a quarter of its former glory. Increasingly, more elvish holdings rebelled and the remaining Loyalists began to war with each other for the scraps of the First Founding. The Wars of Slaughter began and raged for fifteen years and from the ashes rose the Second Founding of the Elvish Empire.

Heretic Wars end with the reestablishment of contact with Ss'vash: The Chosen of Ss'vash were able to contact their god anew by use of horrific sacrifices and the Emerald Empire was founded again, although the former Heretics formed their own secular nations of Sentak, Therissia, Herathis, Wraakaar, Hyong-do, and Selshanis.

Wars of Slaughter end with the founding of the Second Founding of the Elvish Empire: The Second Founding was composed of those regions that were primarily populated by elves, minus the now independent nation of A'Lanthas. The Second Founding was doomed from the beginning. With almost every non-elvish nation wishing to finish the genocide of elves and the A'Lanthan's angry at being excluded, the Second Founding was torn to shreds by internal and external forces. Volksung never joined, A'Lanthas was excluded and three prefectures; Lokas, Bekaveld and Binj sued for peace and joined the Trellanin Empire of Humans and dwarves. Sepenerais seceded and left the Second Founding of the Elvish Empire confined to a single land form and surrounded by enemies.

The Sixth Age

The Sixth Age begins in 192, immediately after the end of the Wars of Slaughter and the begin of the Information Age in Momono. In 192 the Conclave of Nations is founded and the nation of Momono begins their intervention into the Halfling Holdings.

Lost Cities and Ancient Empires

In this present age, it is easy for the living to forget the ancients that are separated from them by vast ages. What can not be forgotten is that the empires of today were built on the ashes and bones of the empires of the past. These nations should not be merely relegated to the pages of history because their influence can still be felt throughout

Vhraeden still.

The Dragons Citadel is a mythic area that has yet to be found by any being other than the dragons that still live and they will kill millions to protect that secret from everyone.

The Dark Hold is reputed to be the area where the Darkness first touched Vhraeden. Its location is a closely guarded secret among the Cults, and many of them hold conflicted views on where it really is. There is a theory that there may be several Dark Holds where the different Old Ones made their ancient, abyssal homes while they warred against the Dragons.

There exist legends of two cities from the Age of War, the First City and the Second City. The First City was destroyed by the Dragon Lords and there is nothing left today but a glass coated crater on the bottom of the ocean, but the Draconic histories have never mentioned the Second City, but in the library vaults of Ghyla, there are records of a Second City, but it's location and its fate are mysterious and the archives of the time are not consistent concerning facts about the Second City.

One of the relics of the Age of War is the Iron Spire. What the Iron Spire is remains a closely guarded secret of the elves. There have been tens of organized expeditions to the Iron Spire in thousands of years, and of those perhaps two have returned, and they have all refused to speak of what they found within.

From The Third Cycle, there are myriad empires that arose, ruled and crumbled to dust. Some of these empires have not been completely destroyed, there are several relics of these ancient locales that still exist that have seen the passage of millennia and still possess their secrets.



Refugees flee from the burning ruins of Relis on the Night of Horror.

TIMELINE

- 65,000,000 IC Ap'ubine forms in orbit out of the remaining debris not used by the Vhraeden.
- 59,000,000 IC The fall of Arcadia. The Arcadian Empire splits into the Seelie and the Unseelie courts.
- 55,000,000 IC Large mammals appear.
- 40,000,000 IC A large meteor hits the Vhraeden killing most living creatures, including large populations of the Darkness. Vast portions of the planet are rendered uninhabitable. All races are near extinction again.
- 410,460 IC Ghyla founded
- 410,458 IC Ghylan scribes begin recording history
- 200,000 IC The Darkness survives and expands in the aftermath of the meteor strike.
- 17,785 IC Seven Simple Machines
- 12,557 IC Syltean founded
- 15,000 IC Arcadians arrive on Vhraeden and bring war against the Darkness.
- 12,000 IC The first recorded AAD stage 4 metamorphosis occurs
- 10,000 IC The Dragon Kings and Arcadians ally in their war against the Darkness, together they built the First City
- 9,390 IC The Defeat of the Darkness
- 9,221 IC Idylls founded
- 9,105 IC Age of Lost Time begins
- 7,341 IC Dreadryth founded
- 6,592 IC Bronze Age
- 6,490 IC Age of War between the Arcadians and the Dragon Lords
- 4,884 IC The First City is destroyed
- 4,773 IC Iron Age
- 4,669 IC The Return of the Dragon Lords
- 2,599 IC Lanthas founded
- 2,431 IC Elesain Manifests
- 2,430 IC The Lanthan Empire begins
- 2,224 IC Magical Energy Containment Systems
- 2,221 IC The Expansion of Lanthas
- 1,988 IC The Dragon Lords retreat to the Northlands
- 1,776 IC Elesain/Felene Heresy
- 1,650 IC Elves and Halflings split into two Empires, Lanthas and the Halfling Holdings
- 1,590 IC Genetic Engineering
- 1,490 IC Valkas and another Dragon Lord disappear
- 1,432 IC Ss'vash Manifests in the new realm of the Emerald Empire and begins The God's War that will last 500 years and kills 6 billion beings before the sinking of Lanthas.
- 1,229 IC Cas Felis, the Kingdom of Cats is founded
- 1,226 IC Battle of the Nine Nights
- 1,225 IC Age of Sail
- 1,223 IC Humanoid Republic of Mountain Home founded
- 1,219 IC The Height of the Lanthan Empire
- 1,190 IC Onslaught Ritual
- 998 IC Betrayal of Lanthas
- 996 IC Sinking of Lanthas, ending the God's War. Two billion beings are killed in a day. Resultant geologic changes, famine, war cause another billion deaths by the end of the year. The total deaths of the God's War are 9 billion dead in 500 years.
- 995 IC Heretic Wars begin, The Emerald Empire ceases to exist
- 995 IC Cas Felis collapses and Ch'rania, Khessia, He'sh, Maklar and Lekhis become monoracial hunting grounds
- 990 IC A'Lanthas founded
- 984 IC Dragon Lords return
- 919 IC Centaur Confederation formed
- 908 IC Dreadryth collapses
- 873 IC Gnomish Diaspora
- 712 IC Gunpowder developed
- 699 IC The Western War begins
- 675 IC The Western War ends
- 441 IC Ulusia Founded by Sacrimal
- 337 IC Council of Kings (the forerunner of the Conclave of Nations) founded by Sacrimal
- 290 IC Aurian unites the tribes of Dwarves and Men into the Tribal Confederation
- 0 IC Trellanin Empire founded
- 2 IC Sacrimal and Aurian declare all religions false and begin the Purge of Churches from Trellanin and Ulusia
- 6 IC K'Keb'Rebah founded by religious refugees from Ulusia
- 7 IC Momono founded
- 7 IC Korvalis founded
- 7 IC Yakkis founded
- 8 IC Urrykya founded
- 9 IC Lurkhite founded
- 9 IC Kalasian founded
- 10 IC Morathis founded
- 10 IC Purge of Churches ends
- 10 IC Sov'fein'a founded
- 11 IC D'Geizen founded
- 11 IC Jenesai founded
- 11 IC Keskan founded
- 11 IC Korkania founded
- 36 IC Magical Cloning
- 39 IC Gavik founded
- 41 IC Psionic Energy Containment Systems
- 44 IC Sentak founded
- 62 IC Halfling Holdings are reduced to a single island
- 85 IC Brill Epps and Urrak Vit are founded independently sparking the Shadow War
- 89 IC Spiritual Energy Containment Systems
- 90 IC Therissia founded
- 97 IC Electricity discovered in Momono
- 103 IC Industrial Age begins in Trellanin
- 104 IC Herathis founded
- 109 IC The First Founding of the Elvish Empire
- 111 IC Issery founded
- 112 IC Morathis collapses into civil war
- 113 IC Kalemia founded
- 118 IC First powered flight
- 126 IC The five kingdoms of Relis ally under the Banner of Emperor Lysan and found the Kingdom of Anjia
- 127 IC Wraakaar founded
- 128 IC The First Founding expands, beginning the Second Western War
- 133 IC Kaikka Revolution
- 140 IC Computers invented
- 141 IC Ko Galia founded
- 145 IC The Height of the First Founding
- 146 IC Hyongdo founded
- 147 IC Turbines developed in Momono
- 152 IC Volksung secedes from the First Founding
- 154 IC Nuclear Fission
- 155 IC Hard Lands recognized as a separate region
- 163 IC The Pureborn movement begins
- 172 IC Wars of Slaughter destroy the First Founding
- 173 IC Selshanis founded
- 174 IC Kalemia splits into Nyall, Northern Kalemia and Southern Kalemia
- 177 IC Heretic Wars End, the Emerald Empire is reformed
- 188 IC Wars of Slaughter end
- 190 IC Information Age begins in Momono
- 191 IC The Second Founding of the Elvish Empire
- 192 IC Conclave of Nations founded by Sacrimal
- 192 IC Momonoan Intervention into the Halfling Holdings
- 193 IC Night of Fire, Halfling Holdings destroyed, MEEED founded out of the remains
- 193 IC Sepenerais secedes
- 196 IC Teleportation Gates invented
- 199 IC International Deity NonIntervention Compliance

Agency formed
201 IC The Elvish nations of Lokas, Bekaveld and Binj
secede and join the Trellanin Empire
202 IC Sankara Lees founded
205 IC The Emerald Empire and the Jemlah Clans of The
Centaur Confederacy invade the Khess Region
206 IC Halfling Holdings "Insurgency" begins
207 IC Night of a Thousand Daggers
209 IC Night of Horror begins the Black Tide War

212 IC Nuclear Fusion
212 IC Sentient Rights Act passed
213 IC Battle of the Long Night
214 IC Battle of Endless Fury
216 IC Cybernetics developed
217 IC Battle of Kilikut Plain ends the Black Tide War
218 IC Technological Cloning
220 IC Present

CHAPTER III

TECHNOLOGY OF VHRAEDEN

As the world developed, and the peoples formed differing societies, they also began to invent and form their own independent technologies. Technology in this context is a body of knowledge that relates specifically to a particular field of endeavor. There are thirteen distinct technologies that have developed on Vhraeden.

Magic (M)

Magic is the bending of universal forces by one's will to affect the physical reality. The elves are the masters of magic on Vhraeden.

Magic has the advantage of being very versatile and having good offensive and defensive capabilities. A student of magic needs only themselves and magical ingredients to be effective. The disadvantage of magic is that there is a huge body of knowledge that needs to be learned in order to be effective and magical ingredients are extremely expensive and difficult to acquire.

Psionics (P)

Psionic disciplines are the method that is used to harness the energy of a being's internal power and will to affect reality. The Ulusians are the best psionicists on Vhraeden. Psionics are exceptionally powerful when focused inwardly, but they are fairly unimpressive when used against others except for tele-, cryo- and pyrokinesis. The main advantage is that psionics require no outside catalysts, only the requisite skill.



A Psionic Avatar

Empathy (Em)

A sub-type of the psionic disciplines is empathy. The empathic arts are very rarely encountered, and there is only one area where they are found with any regularity, the nation of the Mer, Idyllis. The main advantage of Empathy is that they are undetectable and focused almost entirely on affecting others. The disadvantage of empathy is that it is considered to be "unimpressive" and requires time to effect permanent changes in a beings' behavior.

Spiritualism (Sp)

Spiritualism is the art of communicating with spirits and using their power to affect reality. The spiritual guides of Urrak Vit are the pre-eminent Spiritualists. Spiritualism's main advantage is that almost anything can be achieved with spiritual negotiation, while the disadvantage is that summoning and negotiating with spirits is a draining and time consuming activity that requires esoteric knowledge that is simply unavailable in most areas. A further disadvantage of Spiritualism is that it relies entirely upon other beings for its power. In spite of those disadvantages, a master spiritualist is nigh invincible.

Shamanism (Sh)

Shamanism is the use of totemic icons to communicate with ideal concepts and utilizing their unique abilities to affect reality. The Shamans of the Centaur Confederacy are the masters of the Shamanic Paths. Shamanism is very effective if understated and able to be studied relatively cheaply, which is its' major advantage. The disadvantage of Shamanism is the lack of ability to directly affect others.

Druidism (Dr)

Druidism is the use of duality to affect reality. It is very similar to Spiritualism, Shamanism and Elementalism. Whereas Spiritualism is only concerned with spirits, Shamanism is concerned with natural ideals and Elementalism is concerned with matter and forces, while Druidism assigns moral value to spirits and ideals whereas the other three do not. The Druidic Tradition is very powerful. The major disadvantage of the Tradition is that it is less effective in an urban environment. The reasons for this are not fully understood, but it is theorized that manufactured items have no moral axis until used repeatedly. Shamans support this idea, whereas Spiritualists and Elementarists deny this theory.

Elementalism (El)

Elementalism is the use of nature's primal materials to affect reality. The giants are the masters of Elementalism. The advantage of elementalism is the sheer power and destructive potential that an elementalist possesses. The disadvantage of elementalism is that many of the powers are simply too destructive to be useful in everyday pursuits. The power to raise mountains or burn away forests has limited applications beyond warfare and large-scale construction.

Alchemy AKA Steam Punk (St)

This is the essence of polytechnological creativity. This form of technology is bizarre, aesthetically disturbing and rarely suitable for rapid reproduction but it does work. The Dwarves of the Trellanin Empire are the masters of steam punk technology. The advantage of steam punk is that it is usually very powerful since it allows for the use combined technological forms such as magic and psionics. The

disadvantage of steam punk is that is usually prohibitively expensive and has a tendency to be fragile.

Technology (T) A.K.A. "Science"

This is classic technology, which is the use of experimentation to determine the nature of reality then the creation of devices that are able to affect known reality with precision and reproducible effects with certainty. Since there are thirteen distinct technological cultures on Vhraeden, this is typically referred to as "hard technology" or "science" to differentiate this from the generic term technology.

However, every nation on Vhraeden has some fragment of science within it. This baseline technology standard has come to be known as the Baseline Science Level. This baseline is the level of technological development present that exists in conjunction with other forms of technology. In the words of Eremet Relotrox, the famous Trellanin elf sculptor, "just because we are supremely skilled in magic doesn't mean our hands are broken. Trees don't chop themselves down and marble doesn't mine itself."

There are eight generally recognized technology levels present. Each of them is described in terms of things that can be produced or found at each of the technological levels.

Stone Based TL 1

Inclined plan, wheel and axle, lever, pulley, wedge, screw, double wedge, knife, musical instruments, bow and arrow, mining, rope, basket weaving, pottery, agriculture, alcohol, adobe, metal working (copper), walls, cartography, cobblestone roads, canals, silk, written language, boats, canoes, soap, buttons, pyramids, scrolls, currency (not specifically coins, but a standard method of valuation)

Metal based TL 2

Glass, bronze and iron, chariots, water clock, bells, coinage, compass, kite, astrolabe, stirrup, paper, horseshoes, Greek fire, distilled alcohol, glasses, sextant, porcelain, thermometer, clock tower, abacus, catapult, trebuchet, ballista, castle, cathedral, cam, camshaft, crankshaft, suction pump

Steel based TL 3

Watches, ball bearings, scissors, ocean going ships, cannons, black powder weapons (muskets, etc., single shot), microscope, telescope, slide rule, vacuum pump, pendulum clock, piano, tuning fork, printing press

Knowledge based TL 4

Steam engines, ironclads, repeating weapons (still use black powder) revolver, lever action, etc., Gatling guns (hand crank), iron ships, internal combustion engines, electric motors, photography, friction match, cotton gin, ice maker, incandescent lights, steel plow, rubber, anesthesia, typewriter, airships (blimp/Zeppelin), mason jar, gyroscope, telephone, barbed wire, explosives, trains, phonograph, ballpoint pen, zipper, radio, elevator, coal fired factories

Low Science TL 5

Machinegun, biplane, infantry tank, tractor, silencer, hydroplane, parachute, sound films, flash lamp, centrifuge, dry shaver, aerosol spray, adhesive bandage, antibiotics, diving suit, automobiles rare, finger printing

Mid-Science TL 6

Tank, nuclear weapons, rockets, helicopter, computer, oil pipeline, SCUBA, radar, sonar telephones common,

cameras common, automobiles common, atomic clock, transistor, nuclear power plant, synthetic jewels, satellites, jet engine, radio telescope, calculator, space flight

High Science TL 7

Supercomputers, credit cards, Data Net, DNA research, aramid fibers, electron microscope, hovercraft, video recorder, scramjet, crewed orbital missions

Ultra Science TL 8

Cybernetics, genetic engineering, powered armor, mecha, lasers, full body conversions, memory taping, cloning

Ultra Technology brings with it the hope that it will level the playing field between technology and magic. The gnomes of Momono are the geniuses of Science. Hard technology's major advantage is that it is easily produced, resilient and reusable. The disadvantage of hard technology is that in order to obtain high quality items, a great amount of time must be expended, which means that one cannot simply create a sword or a pistol from thin air.

Clerical Magic: Divine, Infernal and Abyssal (C/D/I/A)

The gods of Vhraeden have powers that are beyond the extraordinary. There are those who derive their abilities by virtue of a covenant with their chosen patron deity. The Priest Kings (A.K.A. Demon seed Elite) of the Emerald Empire are the most powerful clerics on Vhraeden. The advantage of divine favor is that it literally produces miracles. The power available to a cleric in good standing is literally without limit, but the disadvantage is that large demonstrations of divine power is illegal in most nations and has the tendency to draw unwanted attention on a massive scale. This is the magic of the Street of Dreams as well as the source of power for the various cults spread across Vhraeden.

BioMagic (BM)

Biomagic is the science of life and how to affect it. The masters of biotechnology were the Halfings, but with the destruction of their homelands, much of their technology has been lost and the secrets that remain are sought after by both Momono and the Trellanin Empire. The advantage of biomagic is that it is primarily used for augmentation of a single being and has few disadvantages other than permanent modification of the body.

Each of the preceding areas of technology focuses on a particular subject. Magic is focused on forces. Psionics are focused internally into the body of the practitioner. Empathy is focused on emotions. Spiritualism is focused on souls and extra planar beings. Shamanism is focused on summoning Totems into the practitioner. Elementalism is focused on the elements of earth, air, fire and water. Druidism is focused on nature and the concepts of Good and Evil, Law and Chaos. Divine Favor is focused on the harnessing of a deities' power. Biomagic is focused on the utilization of magic by life forms and changing them. Hard Technology is focused on the processing of raw materials into useful objects via mechanical means. Alchemy is focused on the creation of objects through the use of disparate technologies, usually utilizing knowledge of hard technology coupled with either magic or psionics although any forms of technology may be combined with Hard Technology using the steam punk template of technology.

The end effect of this many technological systems coexisting is obviously chaos. What must be remembered is that each system has its own particular strengths and weaknesses, which allow it to continue to be a viable

systemic technology. If this were not true, then they would have been abandoned for a more reliable technological paradigm. For this reason, many of these systems are considered to exist in a state of developmental parity with each other. Those technological systems deemed to be primary paradigms, while other systems are recognized as being a supplementary system. The primary technological paradigms are: Magic, Psionics, Hard Technology, Divine Favor, Shamanism, Druidism, Spiritualism and Elementalism. The supplementary paradigms are: Empathy, Alchemy and Biotechnology. Biotechnology was considered to be a primary system, but with the destruction of the Halfling Holdings and the subsequent death of most biotech crafters and organisms, it is now a supplementary system.

As a comparative example of how each of these technologies is different, this is how a practitioner of each technology would defend themselves against an attack by six lightly armed assailants, such as thieves. A mage would most likely use concussive spheres to kill them, while defending himself with a force shield or an inertia barrier.

A psionic would likely increase their bodies' ability to absorb punishment by use of the hard body discipline then progressively become a more lethal combatant every round with disciplines like multi-action, adrenal boost, primal rage and finally psi-sword to inflict massive damage regardless of armor.

A spiritualist would call forth several of their bound minions to fight on their behalf and offer the victims' souls as payment for services.

A follower of the Shamanic Path would perform an Instant Greater Communion with a totemic spirit that offers enhanced fighting abilities such as Bear, Tiger or Badger.

An empath would forge a connection with all of their attackers and fill them full of regret and doubt about their actions. They would then form an empathic ring amongst them allowing their emotions to build to a crescendo of self-hatred. The empath could then have one of their attackers commit suicide and the resultant experience of "dying" would kill off the others due to emotional trauma.

A druid would call forth a dust storm, create quicksand, animate trees and then kill their blinded, immobilized would-be assailants at will.

An elemental would change form to fire, ice, metal or air to gain immunity and proceed to crush, burn, freeze, drown or bury them.

A cleric would use the favor of their chosen god to defend him initially before unleashing divine retribution upon their attackers.

A user of alchemy would trust in their armor to protect them harm and utilize some sort of over engineered, one of a kind very powerful weapon to easily dispatch their assailants, provided that it worked.

A low-tech user would most likely draw forth their sword for offense and use their shield or cloak defensively, depending upon the culture.

A mid tech user would not have any armor to absorb damage and would draw a brace of breech loading, large caliber revolvers to shoot their attackers and then use a short sword to dispatch the remaining wounded.

A high tech user would also draw a pistol, but this would be a magazine fed, high capacity, mid caliber automatic. They would also be wearing some form of concealed ballistic armor.

An ultra tech user would trust their sub dermal armor to stop their attackers from doing any permanent harm and engage their neural boosters. Drawing an ultra powerful handgun too large for their frame, thanks to their muscle grafts and titanium bone lacing, they would fire extremely accurate shots due to their smart gun linkage and still be able to engage in melee combat with their cyber spurs implanted in their off hand.

A biomagic symbiotic host would allow their neural polyps to activate and let them boost their reaction time. When that occurred, they would then begin secreting neurotoxin vapor. Their increased muscle mass and solid ribcage would protect their organs, while their increased healing factors would quickly deal with any damage that was inflicted. To kill their attackers, bone spurs injecting combined cyto/hemo/neurotoxins would be the most effective, although claws and fangs could also be used.

A psionics stereotypes

Psionics- The purest science, the science of being and the power of the self directed towards perfection

Biomagic- A desecration of the purity of the body

Alchemy- a pathetic attempt at gaining power from several sources and doomed to failure

Spiritualism- to believe in a delusion is sad, but bargaining with one's imagination is madness

Shamans- the sad remnants of an ancient tradition, but unable to accept the primacy of the self

Clerics- fools who believe in the same delusion as spiritualists, but they supplicate themselves to their creations

Mages- power mad, foolish and reckless

Empaths- our brethren who mistakenly attempt to work the discipline in others instead of focusing on the self

Technology- a rapid path to power, but it is a path of dependency

Cultists- Insane derelicts that combine the madness of the mages and the delusions of grandeur that the clerics possess, as well as the hubris of the spiritualists.

Druids- They work nature as an extension of themselves, but make the mistake of assigning sentient qualities to the land

Elementalists- powerful and bizarre, those that follow this path are engines of destruction and are hard pressed to create as well as destroy.

A Biomancers stereotypes

Psionics - A sham. Little more than charlatans who claim to have power, but are little more than hucksters that can hypnotize those weak-minded enough to believe in their minor abilities.

Biomagic - the science of life. The ability to create life is no longer the province of the gods, for we possess that power as well and as such we wield the power over life and death.

Alchemy - shoddy workmanship combined with crackpot science makes a dangerous combination.

Spiritualism - fools and deranged lunatics who think they can gain power by virtue of imaginary beings.

Shamans - worship of animals is a sign of mental instability

Clerics - worse than spiritualists, these beings subjugate themselves to their imaginations.

Mages - powerful, yes, but at what cost? The time spent learning this art is much better spent augmenting one's abilities instead of learning how to begin to learn the Art.

Empaths - manipulation of a beings emotional state is useless. Even they claim to have no power.
 Technology - A lesser, more invasive road to the same end we already possess.
 Cultists - clerics who have even more imagination than their fellows, but far less sense.
 Druids - Shamans who extend their animal worship to the plant kingdom.
 Elementalists - Mages who specialize in destruction are powerful indeed, but why?

An Alchemists stereotypes

Psionics - the power of the mind is great, but when combined with the power of technology, it grows exponentially.
 Biomagic - the science of life is a noble pursuit, but when added to the complete sphere of knowledge, it assumes its rightful place as a supporting discipline.
 Alchemy - the power of all disciplines combined into one science, this is the center of the sphere of knowledge.
 Spiritualism - although they are beings of power, spirits are very easy to trick into inhabiting objects.
 Shamans - the totems are simply spirits that are difficult to bargain with because they act like animals. An entire discipline based on working within their dictates seems counterproductive.
 Clerics - those who subject themselves to rulership by a powerful spiritual entity are obviously mentally ill.
 Mages - The Great Art is great, but lacks subtlety and durability. When combined with hard technology, magic truly finds its power focused and magnified.
 Empaths - a sad and wasted precursor to psionics.
 Technology - Technology alone will not provide the answer, but when its strengths are used to bolster the weaknesses of other disciplines, it truly lives up to its promise.
 Cultists - fools and deluded power mad idiots, their powers are great but are ultimately lead only to destruction
 Druids - the magic of the world is old, but lacks power within the confines of civilization where it is needed most.
 Elementalists - Great power is to be wielded by controlling the elements, but when combined with computer controlled targeting systems, a level of precision is achieved that is simply amazing.

A Spiritualists stereotypes

Psionics - They are on the right path but have yet to realize that there is more to control than one's own body.
 Biomagic - the crude matter of life is as nothing compared to the power of souls and the truth of being
 Alchemy - combining the supreme force of the multiverse with trinkets and trash. Abomination.
 Spiritualism - The eventual state that mages and clerics will eventually discover but they require the blinders to be lifted from their eyes.
 Shamans - spirits are meant to be used, not worshiped.
 Clerics - As if shamans were not bad enough, these fearful fools cower from their source of power.
 Mages - magic is not the most powerful force in the universe. The most powerful force is will combined with purpose. It requires more will to crush an immortal being than it does to summon some impotent light show.
 Empaths - Combined with psionics, they are well on their way to discovering the truth of power.
 Technology - metal and wood are as nothing to the awesomeness of a thousand spirits filled with a singular purpose that you choose.
 Cultists - seekers of forbidden knowledge that are often confused with our path. They have secrets and arcane strength, but at what price. They are simply clerics of chaos and oblivion.

Druids - Similar to our art, they deal with a spirit, but are deluded by its seeming monolithic quality instead of seeing the truth that each part is separate and their interactions give the illusion of singularity.
 Elementalists - mages by another name.



A human Spiritualist

A Shamans stereotypes

Psionics - Convinced of their own superiority, they ignore the truth of the totems. They have power but no wisdom.
 Biomagic - Corrupting life, they are doomed by their own arrogance.
 Alchemy - Insane and confused, they know not that they are not only blaspheming against the totems, they also demean all other arts by combining them in bastardized combinations.
 Spiritualism - Children who have convinced themselves that they know more than their parents or their grandparents.
 Shamans - the finality of obligation and truth, yet there are many paths towards the goal.

Clerics - Shamans who have made the totems pale, sad reflections of themselves in their own minds.
 Mages - Collaborators with evil, they are never to be trusted.
 Empaths - Psions who realize the error of their ways, but the totems will no longer speak directly to them.
 Technology - they turned their back upon the totems and will soon regret their actions.
 Cultists - Violators of reality, they are powerful but doomed to be destroyed as they were when the sun dawned upon their Final Night millennia ago.
 Druids - they have forgotten the totems, but they remember Vhraeden. There is hope for them.
 Elementalists - Twisting Vhraeden to suit their needs, the totems will not rest until they have been destroyed.

A Clerics stereotypes

Psionics - they think that ultimate power comes from within, but they are wrong.
 Biomagic - the greatest gift and they mutilate it for their own perverse pleasure.
 Alchemy - a bastardized version of both magic and technology, it is doomed to failure.
 Spiritualism - Blasphemers, heretics and infidels.
 Shamans - Ancient and mistaken beliefs of forgotten peoples.
 Clerics - If only the others understood that there is only one...
 Mages - they want power so much, but they cannot understand true power must be earned.
 Empaths - the connection to others is a talent, but a connection to the one is a gift.
 Technology - It serves only to isolate them from the wonder of the one.
 Cultists - Insane murderers and twisted mockeries of the faithful shall be purified in the cleansing flame.
 Druids - they know wonder, they know judgment but fail to see the source.
 Elementalists - they think they know about reality and how to shape it, they know not the power of faith.

A Mages stereotypes

Psionics - A weak imitation of the Art.
 Biomagic - A useful hobby, but only upon successful mastery of the true Art.
 Alchemy - tricks used by charlatans.
 Spiritualism - Spirits are nothing more than beings to sacrifice.
 Shamans - some compare them to us, we compare them to animals.
 Clerics - Slaves and deluded fools.
 Mages - the only path to power is the Art.
 Empaths - what need do I have to know what someone is feeling...
 Technology - Toys and trinkets used by the weak to compensate for an innate disability.
 Cultists - what use is great power if the mind is destroyed?
 Druids - they judge, we act.
 Elementalists - A limited aspect, but very effective adjunctive Art.

An Empaths stereotypes

Psionics - Why manipulate yourself, when manipulating others is much easier.
 Biomagic - the beauty of the body and mind was not made to be tinkered with.
 Alchemy - potions and powders to be used only by the foolhardy.
 Spiritualism - There are beings with great power and it is best not to draw their attention lest you become their tool.

Shamans - They understand all too well the animal impulses that dwell within sentients, but to give yourself up to those urges is simply distasteful.
 Clerics - co-dependent spiritualists.
 Mages - they have so much power, but their hearts are so empty, what is that power to be used for?
 Empaths - only by looking into the souls of other beings, can you truly reflect upon yourself.
 Technology - Empathy for living world, technology for the dead world.
 Cultists - their hearts and minds have separated from reason long ago and now there is only an abyssal void where emotion should be and a raging hatred beyond comprehension.
 Druids - they serve as judges of life, we live life.
 Elementalists - the power to destroy, but their minds and hearts are tempered with the elements and as such they act like the elements they control.

A Hard Tech Engineers stereotypes

Psionics - ESP is a fine theory, but it is unproven.
 Biomagic - Yes, but it is called biotechnology by the educated.
 Alchemy - simple chemistry is not "a wondrous new paradigm".
 Spiritualism - the only ones that are convinced of their view is themselves.
 Shamans - their world view is extinct, but yet they cling on to life.
 Clerics - those who willingly accept doctrine without question could never understand the true miracle of the universe.
 Mages - the use of the electromagnetic spectrum does not make one special.
 Empaths - A psychology degree and the ability to read body language does not impart supernatural abilities.
 Technology - Science not feelings, truth not ideas, results not predictions.
 Cultists - these are the criminally insane derelicts of society and should be either pitied then executed, or simply executed.
 Druids - Shamans who love trees?
 Elementalists - pyromaniacs, geologists, oceanographers and meteorologists oh, my.

A Cultists stereotypes

Psionics - their minds are nothing but blank slates to be written upon. Their feeble powers offer no protection.
 Biomagic - the power over life and death? Hah, I have power over life, death and every torturous state in between, let me show you!
 Alchemy - the machines of magic are as malleable to me as the elemental forces. Thank you for giving me your weapons as well as your soul.
 Spiritualism - Spirits abound yes, as do angels, demons, gods and others, but they all know fear when the secret names of my masters are spoken in their astral halls. I have laid low demons, angels and every other being in this reality.
 Shamans - totemic worship? More like spiritual bestiality. Killing a shaman is a public service.
 Clerics - slaves to false powers. Killing them is too harsh. It is far better to capture them, turn them into rabid fanatics of my lord and send them back screaming insane truths to their former flocks.
 Mages - Children who have yet to learn the truth of true magic.
 Empaths - Read my emotions, if you dare.
 Technology - Machines of metal? I can possess them as easily as your body.

Cultists - I am the fifth pillar of the Temple of Kar Tula and it is HE who will return to purge all life. *IA IA, Kar Tula Fthagn!*

Druids - pathetic children of a forgotten spirit that was broken and raped long ago.

Elementalists - the power to destroy, I know it well.

A Druids stereotypes

Psionics- they think they know what lies in men's minds, but they do not see that without justice, there is nothing.

Biomagic- deceivers and liars and desecrations of life.

Alchemy- they only wish they were like the elves.

Spiritualism- they summon monsters and claim to be rational.

Shamans- our brothers who have spent too long in the wilds, we long for their return.

Clerics- liars and criminals who steal souls and speak twisted tales and talk of life and justice who know nothing.

Mages- they shall know justice for their sins.

Empaths- they attempt to rationalize their perversions and their lack of discipline with emotions.

Technology- Their attempt at recreating order is admirable, but they may become tools to their Machine God.

Cultists- They shall burn for eternity for their sins.

Druids- Justice and the Natural Order shall be resurgent

upon Vhraeden once again.

Elementalists- Powerful and wise, they still do not SEE.

An Elementalists stereotypes

Psionics - the power of one's mind is weak compared to the power I wield.

Biomagic - Life cannot exist without an environment

Alchemy- small trinkets that break easily

Spiritualism- I have power that the spirits only wish they possessed

Shamans- the spirits of the animals are young compared to the age of the mountain, the sea, the sky or the suns.

Clerics- Liars and fools.

Mages- children who think they can play with fire without being burned.

Empaths- emotions, bah! The majesty of the world is so beyond their small minds' and feeble hearts' ability to comprehend.

Technology- smaller trinkets that break even more easily.

Cultists- unworthy foes who deserve only to be killed.

Druids- Shamans of trees, who talk of law, but know nothing of the Laws of the Universe.

Elementalists- only we understand that we are but children to the majesty of creation and it needs us not.

CHAPTER IV WORLD OF VHRAEDEN

Vhraeden is a mid size world orbiting the binary star system of Vhrae and Eaden. Vhrae is a large, mid intensity yellow star, and Eaden is a large, high intensity blue star. Vhraeden is the fifth planet in the system of 13 planets. Vhraeden is orbited by three moons; Deris, Ap'ubine and Liow.

During the Eadenic summers, the nighttime becomes the only respite from the heat. For this reason, the moons that light the night sky have gained a significant body of mythology surrounding them and their role in saving the races of Vhraeden from Eaden.

In the early creation myths of many of the races of Vhraeden, Vhrae is the kind, loving and life giving mother of the universe, and Eaden is the harsh, unyielding, law making father of the universe. Eaden is credited with molding the peoples of Vhraeden, but is also credited with destroying most of his children in his rages.

All of the planets were named for ancient pantheons that still hold significance for some cultures, especially those with a strong shamanic or druidic technological base.

There is one Druidic sect, the Iscanna of Northern Kalemia, that believes that Vhrae and Eaden bore three children, Deris, Ap'ubine and Liow. Life on Vhraeden sprung from illicit trysts between Vhrae and her two sons, Deris and Liow, and other races sprung from another tryst between Eaden and his daughter Ap'ubine, while yet other races arose from Deris and Liow impregnating their sister at various times.

Due to the binary nature of the star system, Vhraeden has seasonal patterns and climatic patterns that occur at regularly spaced intervals. The seasonal cycles determined the calendar still in use today, and there has been little need to change it since was originally developed in several different civilizations independently, albeit with different names, but the units of time measure were the same.

There are four seasons in a year, and five years per cycle. The four seasons are named after the Druidic pantheon of seasonal beings. Iscles is the Lord of Winter, Sephas is the Queen of Spring, Nuchaim is the King of Summer and Laiel is the Princess of Fall.

Although the seasons are rather descriptive, there is need to understand that the seasons are further tied into the five year cycles that Vhraeden endures due to the binary star system. The five years are named after the five celestial beings in the Druidic tradition.

The Vhraeic year is a time when the climate is very wet and temperate. Historically this is a time of record crops and few if any wars are ever started in the Vhraeic year. The Deric year means that climate is usually very static with very little change between seasons. The Eadenic year is almost a complete year of heat. The angry blue sun is constantly beating down on Vhraeden and crop yields are always very low and this year is characterized by drought and rampant famine in poorer areas of the world and abject misery for the rest of Vhraeden. The Liac year is a year of turmoil and the climatic conditions are chaotic and always changing. This is another year that is traditionally very difficult for agriculture. The last year in the cycle is the Apic year, and this year is almost always the year that wars begin. After three years of poor agricultural returns and climatological hardships, this is the time when even self-sufficient nations can no longer support their populations. Even though the climate is normal this year, there is always more violence during this year than any other.

In recent decades, it has been possible for the larger nations to be able to weather these climatic cycles by careful planning, resource allocation, imports and rationing, but for the smaller and more economically impoverished nations, these climate cycles are still the driving force behind many domestic and foreign policy decisions.

Time

A day is 25 hours long. There are 10 days per week, and 3 weeks per month (on average). There are 10 months per year, broken up into 4 seasons per year. There are 5 years per cycle.

The time cycles are broken down as follows:

25 hours in a day:

'fore dawn	03-05
dawn	05-08
morning	08-11
midday	11-13
late day	13-16
evening	16-19
dusk	19-22
night	22-00
midnight	00-03

10 Days of the Week:

Shukrat: This is the beginning of the week and is considered to be a part of the "weekend".

Brukrat: This day is also considered to be part of the "weekend".

El'krat: The first day of the work week, this is the most hated day on Vhraeden.

Sifkrat:

Lamrat:

Dar'rat: Many nations have a "Midweek" which is not considered to be part of the work week and is generally the day that most holidays fall on.

Vu'krat:

T'lim'krat:

Eiskrat:

Blakrat: The last day of the work week in most nations, Blakrat is a celebrated day over most of the world.

10 months in a year and the four seasons:

Yuriss (34 days)	Iscles, Winter
Renriss (33 days)	
Nuriss (36 days)	
Besteel (35 days)	Sephas, Spring
Iorell (34 days)	
Corriers (35 days)	Nuchaim, Summer
Cediers (36 days)	
Usters (32 days)	
Meadan (40 days)	Laiel, Fall
Veanan (35 days)	



Vhreaic Dusk, Eaden has already set

The five year cycle:

Vhraeic year - wet and temperate

Deric year - static climate

Eadenic year - hot

Liac year - chaotic climate

Apic year - normal climate

The Natural World:

The world of Vhraeden is a world of dichotomous forces where danger is lurking around every corner. The cities are the realms of the sentients and of plots and murder, but the wilderness is more dangerous, while less overtly malevolent. This has occurred because of the coalescing effect that civilization has had on the sentient population of the world. While the sentient species were on the whole coalescing into large groupings which would become cities, the far reaches of the world were left unobserved where the mutative effects of magic could work in silence for generations.

The wilds of Vhraeden are dangerous for all those beings who are not native to its' environs. The dangers range from the obvious to the insidious and are able to neither be ignored nor removed, only mitigated. The environments of Vhraeden are varied and many.

Low-latitude Climates: These climates are controlled by equatorial a tropical air masses. **Rainforest:** Rainfall is heavy in all months. The total annual rainfall is often more than 250 cm. (100 in.). There are seasonal differences in monthly rainfall but temperatures of 27°C (80°F) mostly stay the same. Humidity is between 77 and 88%. High surface heat and humidity cause cumulus clouds to form early in the afternoons almost every day. The climate on eastern sides of continents are influenced by maritime tropical air masses. These air masses flow out from the moist western sides of oceanic high-pressure cells, and bring lots of summer rainfall. The summers are warm and very humid. It also rains a lot in the winter. Average temperature: 8 °C to 33 C, with the average being 18 C. Annual Precipitation: 262 cm. (103 in.) Latitude Range: 10° S to 25° N. Global Position: Southern Trellanin, The Emerald Empire, He'sh, Brill Epps, Urrak Vit, Hyong-Do, Sentak, Sankara Lees, Momono Eastern Economic Expansion District, Northern Ulusia.

Savanna: A seasonal change occurs between wet tropical air masses and dry tropical air masses. As a result, there is a very wet season and a very dry season. Trade winds dominate during the dry season. It gets a little cooler during this dry season but will become very hot just before the wet season. Temperature Range: 6 C to 21 C with an average of 16 °C. Annual Precipitation: 0.25 cm. (0.1 in.). All months less than 0.25 cm. (0.1 in.). Latitude Range: 15 ° to 25 ° N and S. Global Range: Therissia, Ch'rania, Khessia, Lurkhite, Southern Ulusia.

Low Desert: These desert climates are found in low-latitude deserts approximately between 18° to 28° in both hemispheres. these latitude belts are centered on the tropics, which lie 20 degrees north and south of the equator which is the maximal inclination and declination of the suns during the year. They also coincide with the edge of the equatorial subtropical high pressure belt and trade winds. Winds are light, which allows for the evaporation of moisture in the intense heat. They generally flow downward so the area is seldom penetrated by air masses that produce rain. This makes for a very dry heat. The dry arid desert is a true desert climate, and covers 12% of the Vhraeden's land surface. Temperature Range: 6 C to 21 C with the average of 16° C. Annual Precipitation: 0.25 cm (0.1 in). All months less than 0.25 cm (0.1 in). Latitude Range: 15° - 25° N and S. Global Range: Momono,

K'Keb'Rebah, Dreadryth Region, Morathis, Korvalis, Herathis.

Mid-latitude Climates: Climates in this zone are affected by two different air-masses. The tropical air-masses are moving towards the poles and the polar air-masses are moving towards the equator. These two air masses are in constant conflict. Either air mass may dominate the area, but neither has exclusive control.

Steppe: Characterized by grasslands, this is a semiarid climate. It can be found between the desert climate and more humid climates. If it received less rain, the steppe would be classified as an arid desert. With more rain, it would be classified as a tallgrass prairie. This dry climate exists in the interior regions of the Karniv and Reavin continents. Moist ocean air masses are blocked by mountain ranges to the west and south. These mountain ranges also trap polar air in winter, making winters very cold. Summers are warm to hot. Temperature Range: 14 C to 39 C with the average being 24° C. Annual Precipitation: less than 10 cm (4 in) in the driest regions to 50 cm (20 in) in the moister steppes. Latitude Range: 35° - 55° N. Global Range: Yakkis, Nyall, Gavik.

Warm Coastal: This is a wet-winter, dry-summer climate. Extremely dry summers are caused by the sinking air of the subtropical highs and may last for up to five months. Plants have adapted to the extreme difference in rainfall and temperature between winter and summer seasons. Sclerophyll plants range in formations from forests, to woodland, and scrub. Eucalyptus forests cover most of the remnants of Lanthas. Fires occur frequently in Warm Coastal climate zone. Temperature Range: -3 C to 22 C with 7 °C being the average. Annual Precipitation: 42 cm (17 in). Latitude Range: 30° - 50° N and S. Global Position: Second Founding of the Elvish Empire, Lanthas, Southern Herathis.

Dry Midlatitude: These dry climates are limited to the interiors of the larger continents. Ocean air masses are blocked by mountain ranges to the west and south. This allows polar air masses to dominate in winter months. In the summer, a local continental air mass is dominant. A small amount of rain falls during this season. Annual temperatures range widely. Summers are warm to hot, but winters are cold. Temperature Range: 21 C to 46 C with the average being 31°C. Annual Precipitation: 81 cm. (32 in.). Latitude Range: 30° - 55° N and S. Global Position: Central Trellanin, Keskan, Central Ulusia, Centaur Confederacy.

Moist Continental: This climate is in the polar front zone - the battleground of polar and tropical air masses. Seasonal changes between summer and winter are very large. Daily temperatures also change often. Abundant precipitation falls throughout the year. It is increased in the summer season by invading tropical air masses. Cold winters are caused by polar and arctic masses moving south. Temperature Range: 21 C to 46 C with the average being 31°C. Average Annual Precipitation: 81 cm (32 in). Latitude Range: 30° - 55° N and S. Global Position: Anjia, Northern Trellanin, Lekhis, Maklar, Urrykya, Korkania.

High-latitude climates: Polar and arctic air masses dominate these regions. The Hardlands, Fier, Anjia, North Trestin and Azel are air-mass sources which fall into this group. A southern hemisphere counterpart to these is Southern Keskin. Air masses of arctic origin meet polar

continental air masses along the 60th and 70th parallels.

Highland climates are cool to cold, found in mountains and high plateaus. Climates change rapidly on mountains, becoming colder the higher the altitude gets. The climate of a highland area is closely related to the climate of the surrounding biome. The highlands have the same seasons and wet and dry periods as the biome they are in.

Mountain climates are very important to midlatitude biomes. They work as water storage areas. Snow is kept back until spring and summer when it is released slowly as water through melting. Temperature Range: -28 °C to 20 °C with -7 C being the average. Average Annual Precipitation: 23 cm (9 in.). Latitude Range: found all over the world. Global Position: Kalasian, A'Lanthas, The Hardlands, D'Geizen, Jenesai.

The tundra climate is found along arctic coastal areas. Polar and arctic air masses dominate the tundra climate. The winter season is long and severe. A short, mild season exists, but not a true summer season. Moderating ocean winds keep the temperatures from being as severe as interior regions. Temperature Range: -32°C to 16°C with the average being -5 C. Average Annual Precipitation: 20 cm (8 in). Latitude Range: 60° - 75° N. Global Position: Sov'fein'a, The Hardlands, Volksung, Ghyla.

Boreal: This is a continental climate with long, very cold winters, and short, cool summers. This climate is found in the polar air mass region. Very cold air masses from the arctic often move in. The temperature range is larger than any other climate. Precipitation increases during summer months, although annual precipitation is still small. Much of the boreal forest climate is considered humid. However, large areas northern Trellanin and the Highlands receive very little precipitation and fall into the subhumid or semiarid climate type. Temperature Range: -35 C to 51 °C and 16°C being the average. Average Annual Precipitation: 31 cm (12 in). Latitude Range: 50° - 70° N and S. Global Position: Anjia, Southern Kalemia, Northern Kalemia, Humanoid Republic of Mountain Home.

Language:

There are a vast variety of languages spoken on Vhraeden. The default language of commerce is Imperial Common, while the language of the sea is Aquan. The language of art is Idyllyc, and language of science is Old Dwarvish or Sarkathian. The language of Magic is Lanthan or Elven Revised for more up to date works. There is no language for psionics, since their works are often recorded on psionic crystalline matrices, which require no specific language to understand. The language of history, oddly enough is Ghyl, since the Gargoyles have the most complete records that stretch even further back into time than those kept by either the Halflings or the elves. That one oddity has made the written language of Ghyl one of the most widely distributed languages on Vhraeden.

The following table lists the most common languages as they are spoken in various nations. It must be noted that there are several independent language groups that are spoken by less than a thousand people and these languages have all been omitted for space.

Language

Spoken in

Imperial Common	Trellanin, Sankara Lees, Kalasian, Ulusia, Sepenerais, Humanoid Republic of Mountain Home, Idyllys, Momono
Old Dwarvish	Trellanin
Elven Revised	Trellanin, Second Founding of the Elvish Empire, Sepenerais
Halfling Communal	Momono Eastern Economic Expansion District, Trellanin
Sarkathian	Momono
Ulusian	Ulusia
Serpentis	Emerald Empire of the Chosen of Ss'Vash
Lanthan	A'Lanthas, Second Founding of the Elvish Empire, Volksung
Ghyl	Ghyla
Seralanthan	Lanthas
Sheng	Southern Kalemia
Tauran	Centaur Confederation
Minoan	Centaur Confederation
Confederation Basic	Centaur Confederation
Kalasin	Kalasian
Northern Kalasin	Jenesai
Central Kalasin	D'Geizen
Southern Kalasin	Sov'fein'a
Western Kalasin	Korkania
Kharn	Yakkis
Low Peninsular	Hardlands
Charan	Ch'rania
Rayna	Khessia
Eastern Serpentis	Sentak, Therissia
Nyalic	Nyall
Felene	Maklar Region, He'sh Region, Lekhis Region, Khess Region
Anjan	Anjia
Kalemic	Southern Kalemia, Northern Kalemia
Galian	Ko Galia
Lekh	Lekhis
Idyllyc	Idyllys
Lurkess	Lurkhite
Grippa	Brill Epps
Aquan	Sepenerais, Sankara Lees, Hyong-Do, Syltean, Selshanis, Idyllys, Wraakaar
Herathin	Herathis
Sankaran	Sankara Lees
Volksasan	Volksung
Wemasa	Korvalis
Urrsan	Urrykya
Mora These	Morathis
Issyn	Issery
Gavikan	Gavik
Rebahn	K'Keb'Rebah
Keskan	Keskan
Hyongisian	Hyong-Do
Shanic	Selshanis
Si'Vittish	Urrak Vit
Syltean	Syltean
Kaotik	Dreadryth region
Lecanthan	Wraakaar
Northern Polyglot	Humanoid Republic of Mountain Home (HMRH)
O'shas	Sky Kingdoms

Lexicon:

Abyss, The A.K.A. The Darkness - the reality that exists between dimensions, it is generally considered to be the origin of the gods that cultists worship.
 Afterburner (Imperial) The practice of those who use Power to start burning Constitution in order to continue to cast

spells after their Power reserves are expended.
 Alchemists A.K.A. Punker, Steamies
 Astral Space - The spiritual space between realms
 Badges (Imperial) Law Enforcement
 Biomancers A.K.A. Necromancers
 Black (Imperial) - Implying covert or deniable operations
 Blacks (Imperial) Imperial Police
 Blues (Imperial) Municipal Guards
 Boomstick (Momonoan) a derogatory term for a magic staff
 Capes - Old term for mercenaries (stemming from their use as a heraldic item worn on the rear to show their affiliation to those behind them (allies)).
 Chiller (Shadowland) A corporate Shadow Op
 "Clean it up" *Idoe Evoes* (elvish) an extermination operation conducted against any race that is not elvish or Halfling.
 Clerics A.K.A. Faithful
 Cows - A term used for "bad guys" who maintain their secrecy by use of physical anonymity
 Cultists A.K.A. Harbingers
 Dead Man (Shadowland) Governmentally affiliated Shadow Operative
 Demonseed (Universal) Derogatory term for any of the races that inhabit the Emerald Empire.
 Demonseed Elite (Universal) Derogatory term for the eight demi-god children of Ss'vash.
 Dreamscape - the collective term for all subconscious thoughts of sentient beings
 Edge, The (Military) the term for that "special something" that sets a man apart from his fellows.
 Elementalists A.K.A. Primes
 Empaths A.K.A. Feelies
 Ether - the unseen, invisible something that is everywhere
 Faces - A term used to reference "good guys" whose public persona is known
 Four-Legs (Imperial) A derogatory term for the many species of quadruped
 Ghost, The (Imperial) The spirit that makes each person an individual, the psyche.
 God Squad (Universal) Deity Non-Intervention Enforcement Squad
 Green (Military) Anything military related
 Hard-man (Security) A tough guy, usually some sort of violence prone individual
 Infernalists A.K.A. Devils
 Jock (Imperial) - an expert, usually some sort of technology or transportation.
 Kid-sub (Universal) - Short for "kid substitute", a derogatory shot at the use of Halflings in pseudo-child pornography and brothels that specialize in underage sexual fantasies.
 Lie, The - The life of ShadowOps, Elites and Capes, which references the fact that no one can be trusted and that the reasons given for anything are almost always a lie.
 Life, The - Alternately used to describe the lifestyle of crime, law enforcement or the military, depending on the speaker.
 Mages A.K.A. Wizards, Witches, Warlocks
 Masks - a term used to reference "good guys" who maintain physical anonymity
 Match (Momonoan) a derogatory term for a magic wand
 Otherworld (Universal) - The land of spirits and totems
 Mindscape - an individual beings' reality
 Multiverse - the entirety of all physical AND spiritual reality
 Pales (Imperial)- elves
 Planes - the spiritual dimension other than the one Vhraeden occupies
 Planets - physical worlds other than Vhraeden
 Primal (Universal) Those who use magic or any of the non-technological paradigm, A.K.A. those who use Prime.
 Prime (Universal) the "stuff" that powers magic, A.K.A.

Power

Psi-vi (Ulusian) Psionic and magic effects added to music in order to produce a visual, emotional and auditory experience. Psi-vi artists are in huge demand by the public.

Psychics A.K.A. Psions, Psykers- Those who use Psionics

Psyscape - the space between and including the minds of psions

"Purify" *Kwam Eger* (Elvish) killing elves or Halflings that are deemed impure by their

Razor (Shadowland) An unaffiliated shadow operative, so called because they operate without a safety net and thus walk the Razors Edge between life and death. Sometimes with the suffix -boy, -girl or more rarely a race such as -ork, -halfling, etc..

Realms - spiritual worlds other than Vhraeden

Rustics - those who use Low technology

Scientists - those who use High technology

Shadowland (Imperial) The world that is inhabited by those who do illegal acts.

Shadowlands, The (Universal) The astral plane

Shadow Op (Imperial) A professional in the world of the illegal, usually dealing with violence.

Shamans A.K.A. Beasts

Shock Stick (Imperial) A wand or stave that is charged with electricity effects and is triggered by physical contact.

Skin Trade (Imperial) The slave trade.

"Slag" *Altiem* (Elvish) Orks, usually used as a prefix for anything technological, i.e. slag-gun, slag-car

"Smoothies" *Shaskanna* (Momonoan) Humans

Space - the physical space between planets

Spiritualists A.K.A. Summoners

Stab and Say (Imperial) a derogatory term for sacrificial magic

Stick (Momonoan) a derogatory term for a magic rod

Technicians - those who use Mid technology

Theoreticians - those who use Ultra technology

Torpedo (Imperial) a professional hit man, usually associated with organized crime

Universe - the physical dimensions other than the one that Vhraeden occupies

Vhraeden - the material world of Vhraeden

Entertainment

There is a huge market on this world for entertainment.

There are myriad forms of entertainment from mass marketed music, movies, psy-vi, empathic sense enhanced music and movies, gladiatorial games and sports among others.

Music

Music spans the entirety of humanoid and sentient experience and history. With the expansion of trade between nations and the opening of cultural borders, there is a huge cross pollination between artistic pursuits, especially music. There are ancient elvish hymns and Dwarvish operas sold in the same stores as the latest pro-human racist speed metal and fastest beats per minute orkish industrial techno.



One of the best known bands is Malicious Intent. This is a four person band composed of a human, two orks and a troll. The human is the drummer, Aggravated Assault. One Ork is the guitarist, Intent to Kill, and the other is the keyboardist Murder in the First. The troll, Assault and Battery, is the lead singer. This band is popular in both Momono and Trellanin, with their fourth album *Against the Gods* going double platinum in six months. This band has made headlines with their anti-establishment lyrics and their off stage antics.

The live performances of bands are truly impressive with magic, psionics and technology used to enhance the entire experience. One of the newest techniques is the use of Empaths or empathic emitters during concerts to bring the audience to the exact emotional state the musicians desire. Several times this activity has led to mass riots, injuries and other illegal activity so that it requires special permits by the local government and signed waivers by the audience in order to participate. The prices for these concerts have risen to astronomical levels with the corresponding rarity of these events.

Art

Art runs the gamut from ancient stick figures drawn in caves by the survivors of the war against the Darkness to modern art interpretations of emotions produced by empathic artists who sculpt light and feelings in Ulusian. The massive amount of artistic styles developed on Vhraeden have given rise to the mistaken belief that there are few real traditions, only a large collection of slightly varying permutations of a few basic conventions. What those conventions are depends upon who is consulted.

Food

There exists in Vhraeden what are commonly called the Three Mystical Drinks. They are tea, coffee and alcohol of myriad varieties, usually beer. Tea, coffee and alcohol are responsible for over 15% of international trade. There exist thousands of varieties of tea, coffee and alcohol within the world and there are customers for each type the world over. Food is one of the pillars of international trade on Vhraeden, easily being one of the five most important trade sectors.

Two other important foods that are widely traded are chocolate and sugar. Chocolate is considered to be a mystical food in a large part of the world, and in some nations is reserved for the ruling class. In the Emerald Empire, chocolate is only given to soldiers before battle and in victory celebrations. Chocolate is forbidden to civilians, and even clerics are not allowed to partake of it. It is called *H'sshass uth*, which translates as "His Sweet Black Blood".

Culinary tradition is also exceptionally important to many cultures, although with the advent of rapid travel and large scale immigrations, it is possible to find almost any type of cultural food worldwide. This holds true even in lands with strong xenophobia. The exception to this rule are poor or underdeveloped nations, although in the capital city, or whatever serves as such will usually have a few restaurants offering foreign cuisine.

Competitions/Sports

There are several international competitions that are closely followed by large portions of the population. Racing has proven to be a perennial favorite for entertainment from the Chariot races of K'Keb'Rebah to the overpowered insanity of the Power Games held in Momono. With races involving hovercraft, aircraft, cigarette boats and race cars, this is one of the most popular racing circuits worldwide.

Gladiatorial games are also extremely popular, with the Toroloc, Alger and Unlimited being the most popular fighting tournaments, but the annual Gladiatorial Combats in Issery as well as the illegally recorded Syltean Exercises, which are a never ending series of combats which pits Bettaeth against each other in order to rank every male Bettaeth in relation to the entire nation. The Tournaments of Anjia were also an extremely popular sport, but since the Black Tide War, they have not been held.

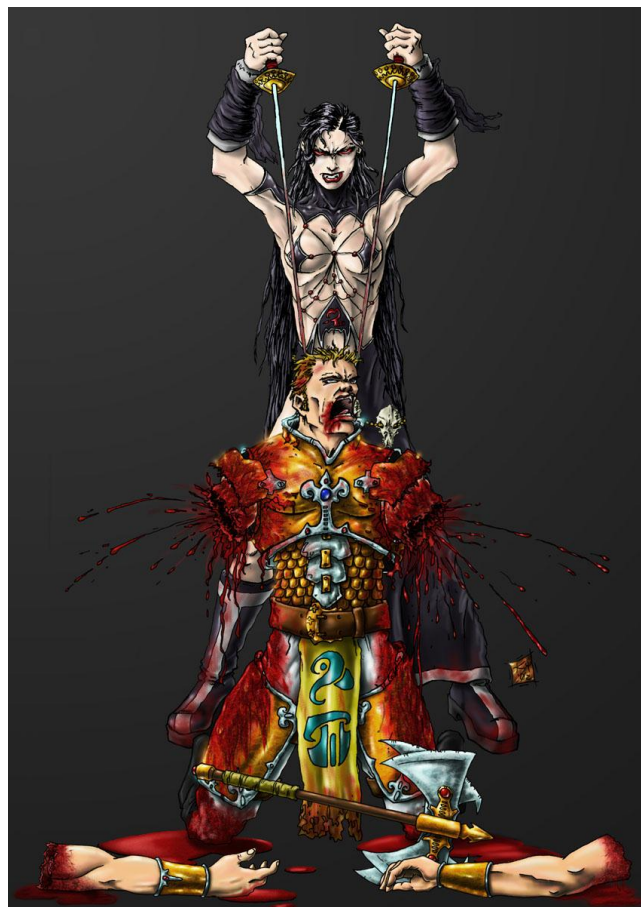
Few other sports have achieved the global acceptance of racing and gladiatorial games, although each nation possesses at least one game that is loved and cherished within their borders. One of the few sports that is followed worldwide, yet has a small area where competitions are held is rodeo. Traditional rodeos occur in Anjia, Yakkis and central Trellanin, and have a fairly large following worldwide among die hard fans. A newer, much more exciting form of rodeo is the Monster Rodeo which pits riders against such difficult to tame creatures as hippogryphs, barghests, behirs and manticores. Monster Rodeos are beginning to see a large influx of money into this most dangerous sport.

Marriage:

Marriage is a worldwide phenomenon. Very few nations do not have a strong monogamous matrimonial tradition, even nations that share nothing in common such as Volksung, Ulusia, Momono and the Emerald Empire. Issery, K'Keb'Rebah and the Dreadryth Region are the only nations which do not openly espouse a monogamous marital tradition.

Employment:

The overwhelming economic system is capitalism on Vhraeden. Work is universally compensated for in money or, much more rarely, items which are of value in those few barter societies still existent. The range of services and skills that are needed is without limit, and there are millions of jobs to be found. With the prevalence of work however, it must be noted that there exists a large difference between workers.



The Gladiator Champion of House Thorass standing above a mortally wounded House Skelled gladiator.

There are laborer jobs, management jobs and professions. Laborers are commonly referred to blue collar workers, while those in management are called white collar jobs. Those who hold professions are generally considered to be professionals and are not included in the blue/white collar generalizations. There are very few professions including Doctor, Soldier, Lawyer and Scientist. The difference between a white collar job and a profession is that a profession requires specialized knowledge in order to perform it, is a self regulating organization and is historically recognized as being socially necessary.

Personal Economics:

The personal economics of Vhraeden are remarkably similar worldwide. With few exceptions, food, rent, medical care, transportation and all other expenses are paid for out of pocket. This has led to a near global extinction of the middle class. The distance between the haves and the have nots has attenuated into a thin band where the middle class of a society used to exist.

This is evident when one examines that 25% of the worlds population controls 90% of the wealth. When expanded by 10%, the so called middle class, that 35% would control 95% of the world's wealth. That leaves 65% world's population 5% of the global wealth.

Trade Goods:

Almost anything has value to someone and on Vhraeden, there are a great many items that have immense value to very specific customers. Slaves, magical components, weapons and armor (magical and technological), information, computers, biological symbiotes, mercenaries,

exotic animals, technology and magic of all types, skilled workers and archeological artifacts are all things that have value to nations and wealthy consumers worldwide.

Textiles:

Silk, cotton, wool and linen are still in demand the world over. Those nations that produce these materials are able to compete in the international market with those technological nations that produce high tech textiles such as polymers. Textiles have a large consumer base and are seen as a gateway market for small or underdeveloped national economies.

National Economic Units and Conversion Rates:

Almost every nation has their own economic unit, which has a different rate of exchange for every other national economic unit. Although there are many different types of currency, there are several which hold almost universal acceptance and they have a tendency to remain stable in the international markets and these currencies are commonly referred to as the Hard Monies, and the rest of the world's currencies are referred to collectively as the Soft Monies. When engaging in international trade, there are very few takers for Soft Money, and it is recommended that Hard Money be carried when abroad.

The hard currencies are Trellanin Imperial Marks (IM), Momonoan Standard Credit (MC), Humanoid Republic Marks (RM), Anjian Gold (AG), Elvish Merit (EM), Ulusian Silver Schilling (SS), Idyllyc Pearl (IP) and the Sepenerain Elven Merit (SEM). Due to the volatility of the world money markets, any chart of the exchange rates would quickly be useless, but the default currency for the world is the Trellanin Imperial Mark. It is accepted in almost every nation on Vhraeden, and it has proven to be stable. For this reason, most other currencies are rated against the IM in the international markets.

Other currencies rated in IM are as follows. Most of the hard currencies are actually more valuable than the TI, but are usually accepted in perhaps three or four nations at most. The IM is perhaps ten years from simply becoming the default monetary denomination on Vhraeden.

The Trellanin Imperial Mark is a silver disk with the likeness of Aurian, the War master upon its front, and the Imperial Seal upon its rear.

The Momonoan Standard Credit is primarily electronic money and is usually stored as a balance upon a CreditChip, CreditStick or a CreditCard. In its material form, the MSC is a thin sheet of dark grey polymer with the likeness of Ossian Veck, the first President of Momono on its front and a long number code upon the back. One MSC is roughly equivalent to one and a half Imperial Marks.

The Humanoid Republic Mark is a solid silver disk with the Republic Seal upon one side and a likeness of Rebekkah Railless, the female Bugbear who led her people north. One Republic Mark is roughly equivalent to three-quarters of an Imperial Mark.

The Anjian Gold is a small coin of gold. It has a hole in its middle and there is no seal upon it, but there are two phrases written in Anjan upon each coin, one on each side. The first is "Exelain's power and righteousness are the beacon of the nation" and the second is "The Code of the Kings binds all". One Anjian Gold is roughly equivalent to one Imperial Mark.

The Elvish Merit is a strong currency, but is almost never

used outside of the Second Founding. This is one of the reasons for the nations' economic woes. The Merit is just not accepted anywhere else, and thus all international transactions have to be done in a second currency, and unscrupulous currency speculators never give a beneficial exchange rate. The Elvish Merit is a small cylinder of silver with a core of platinum. On the sides of the cylinder the family crests of the 10 Houses are inlaid in gold. From the top and the bottom of the cylinder the platinum center can be seen. The actual value of an Elven Merit is one and a quarter Imperial Marks, but the usual exchange rate in many nations is only one half of an Imperial Mark. The Merit is therefore either a strong currency or a weak one, depending upon the location of the exchange.

The Ulusian Silver Schilling is another hard currency that is accepted in many places around the world. It is a silver coin with Queen Sacrimal I embossed upon the front of it. The rear of the coin is embossed with the national crest of Ulusia. The most notable feature of the Silver Schilling is that is .999 pure. The Silver Schilling is usually equivalent to one Imperial Mark.

The Idyllyc Pearl is an actual pearl, but of very unusual color. The fact that the monetary system is grown adds a lot to the value of the coinage. Each IP is exactly the same weight, shape and size due to the manner in which they are made. The oysters that produce these pearls can live nowhere else in the world. The one Idyllyc Pearl is a blue pearl. The ten Idyllyc Pearl is a red pearl. The one hundred Idyllyc Pearl is sea green, the thousand IP is purple. One IP is generally equivalent to 10 IM. One of the latest fashions among extremely wealthy females is to have jewelry made of Idyllyc Pearls, the most ostentatious of which are pearl necklaces containing roughly one hundred individual purple IP's which is worth approximately 200,000 IM. Idyllys does not support the use of their money as jewelry.

The Sepenerain Elven Merit is the last of the hard currencies. It is not as stable or valuable as the Elven Merit, but the SEM is accepted in far more locations with a far more stable value. Instead of being between one half IM to one and a quarter IM, the SEM is usually equivalent to a bit more than the IM.

The actual conversion rates of the money in Imperial Marks is as follows:

1 MC	1.3 IM
1 RM	.8 IM
1 AG	1.1 IM
1 EM	1.25 IM to .5 IM
1 SS	1.05 IM
1 IP	2.1 IM
1 SEM	1.15 IM

It must be noted that the international money markets are unstable and can shift daily, although usually the market price with change by small amounts, a large international incident can have massive effects on the money market.

National Classifications:

Super Power SP: A Super Power has the ability to affect the entire world with its' policies. It possesses enormous economic wealth at the national level as well as a powerful and deployable military.

There are only 4 super powers on Vhraeden: Trellanin, Ulusia, The Emerald Empire of the Chosen of Ss'vash and Momono.

World Power **WP**: A World Power is a nation that has either a powerful military capable of large-scale operations or a wealthy economy. It has power that extends across its continent.

There are only 5 world powers on Vhraeden: the Second Founding of the Elvish Empire, A'Lanthas, Lanthas, Sepenerais and Idylls. All of these except Idylls are elven nations.

Regional Power **RP**: A Regional Power possesses a military that can deploy beyond its national borders but not conduct large scale operations beyond the immediate area. Its economy is large, but is not actively expanding or diverse. It has little power beyond the nations that border it.

Stable Nation **SN**: A Stable Nation has a military and an economy as well as a national government. It is stable, but may have some difficulty in maintaining the status quo. The nation is far more concerned with staying viable than with activities occurring outside their borders, thus domestic policy concerns are superior to foreign policy.

Failing Nation **FN**: A Failing Nation is a nation only in name. There may be a national government, but it has no effect beyond the capital city, if it has even that much control. The majority of the nation is anarchy.

Non-Nation **NN**: A Non-Nation is simply an area on the map with a name. It is most often an area that was a nation, which subsequently was taken over by another country or an area occupied by a failing nation until it simply ceased to exist.

Technological Base:

The technological basis for the nation is a very important cultural determinant. The technological basis determines how that culture looks at the world and especially other technological systems.

Magic (M)
Psionics (P)
Elementalism (EI)
Druidic (D)
Stone Based (StB)
Metal Based (MB)
Steel Based (SB)
Knowledge Based (KB)
Low Technology (LT)
Mid Technology (MT)
High Technology (HT)
Ultra Technology (UT)
Bio Magic (BM)
Divine Magic (DM)
Infernal Magic (IM)
Abyssal Magic (AM)
Steampunk (St)
Spiritualism (Sp)
Shamanism (Sh)

The Races of Vhraeden

The world of Vhraeden contains 63 sentient races, including Dragons. Listed below are the 62 sentient races that are common on Vhraeden and a very short description.

Abaga – Bipedal tigers
Cestaleth – Psionic masters of the deep waters
Alein – Sentient serpents
Jemlah – Expansionistic centauroids
Bettaeth – Warriors of the Cestaleth nation
Bugbear – Survivors of Elven genocide
Chara – Bipedal cheetahs
Cloud Giant – Individualistic and the most open minded of

the giant races

Deep Elf – The Elven Progenitor race, forgotten except in nightmares
Draconic – Doomed survivors from the age of the Dragon Lords
Dryad – All Dryads are Druids
Dwarves – Dour and hardworking co-founders of Trellanin
Ele'mu – Aquatic serpent men
Elf – Elves contaminated with human blood and disliked by both humans and other elves. Magically talented
Equine – Equine headed humanoids
Feth – Reptilian centauroids reminiscent of alligators with 4 arms
Fire Giant – Masters of the forge
Frost Giant – Stoic, aloof and neutral giants
Garoyl – They watch the rest of the world from their home in the far north
Lycaon – Bipedal hyenas
Gnome – Dwarf/Elf halfbreeds, hated by both Dwarves and Elves. Technologically gifted.
Goblin – Smaller kin of the orks who have adopted pure capitalism
Zeteki – Shamans of the jungle
Hag – discarded experiments to create the ultimate combat mages from elves and orks
Halfling – Distantly related to elves and masters of Biomagic
Harpy – discarded experiments to created the ultimate bodyguard and consort
High elf – Racist, expansionist elves. Very magical.
Hu'thas – 4 armed reptilians with the lower body of a serpent
Humans – The most geographically widespread species.
Chital – small centauroids that live in rough terrain
Kaikka – A race of bipedal yak men that lost a war
Kobold – degenerate survivors of a once great race
Koyl'te – Bipedal coyotes
Mur-Jan – bipedal reptilians with baggy skin and large eyes
Lizard men – Thin and quick reptilian humanoids
Phydorah – Bipedal fish people
Lupine – Bipedal wolves
Mer – The most charismatic and beloved race by virtue of their empathic abilities
Minotaur – Large bipedal bovines undergoing a social revolution
Naga – Human headed serpents
Nymph – All Nymphs are Elementalists
Ogre – Large humanoids with great strength
Ork – Technological, expansionist race
Paka – Bipedal pathers
Ptyrex/Archyx – feathered reptilians
Pure elf – Racist, genocidal elves. Highly magical.
Rayn – Bipedal lions
Cistrus – Aquatic reptilian elves
Satyr – All Satyr are Shamans
Sea Elf – Modernist aquatic elves that favor cooperation over conquest
Sheng'po – Bipedal foxes
Veridus – Spiritualists of great power
Snow elf – Xenophobic elven expatriates.
Sprite/Pixie – Small fae creatures that split long ago from the Elves and Halflings
Sserin – half human serpents
Stone Giant – Bulky, tan and very strong giants
Storm Giant – Patient, powerful and philosophical giants
The Chosen – Mutations caused by Ss'vash, Lord of Serpents
Tlachol – Bipedal jaguars
Troglodyte – One of the races that fought in the Heretic wars
Troll – Hardscrabble survivors in the badlands

Chamek – Centauroid lion
O'shas – An offshoot of the giant races with an elemental affinity for air.

World Demographics

There are 4,045,300,000 sentient beings on Vhraeden that are members of 66 distinct species. They have organized themselves into 44 separate nations and countless other groups. There are a great many descriptors that could be used for each nation, but some of the more useful are included in each national summary. Many of the classifications are self-explanatory, but the economic descriptions may require a more detailed explanation.

Agricultural - more than 25% of the population is involved in either farming, fishing or ranching

Non-agricultural - less than 15% of the population is involved in either farming, fishing or ranching

Industrial - more than 25% of the population is involved in industry.

Non-industrial - less than 15% of the population is involved in industry.

Desert - over 25% of the nation is desert

Barren - over 25% of the nation is incapable of sustained agriculture for any reason besides being desert or covered in permafrost.

Icy - over 25% of the nation has permafrost, tundra or glaciers

Water - the nation is over 25% water

Rich - the average per capita income is in the top 25% for the world.

Poor - the average per capita income is in the bottom 25% for the world.

Lo-population - The nation is able to support at least 50% more population than it currently does.

Hi-population - The nation is not able to be self-sustaining at the current population level. It must rely on extensive imports.

The above descriptions will therefore lead to certain defaults that most nations will fall into. The average nation on Vhraeden has a population that is at or near the maximum carrying capacity for the land mass in regards to land area and agricultural output. The average nation's population is roughly split into quarters with one quarter being children (below the age of majority, which varies by culture), one quarter being young adults who are either unmarried or married without children. One quarter of the nation is older adults who are usually married with children and have some measure of success in their life. The last quarter is split in half between the elderly, the infirm and those who have lived their lives with dignity and respect, while the last eighth of the population is composed of the homeless, the criminal, wards of the state and those who take no active role in society (but does not include those who should have a job, but are unemployed).

The "working population" (that percentage of the population that is generally of working age and therefore "expected" to have a job) is usually about 62% of the total population. Within that 62%, the average breakdown by professions also follows some general demographic rules. Usually 19 - 20% of the working population is involved in agriculture, 19 - 20% are involved in some form of industry. That provides for an average of 40% of the working population creating either food or other items for purchase. There are several other professional classes that include services (25%), government services (10%), merchant (15%) and unemployed (10%). Service professions include anything that does not include either creating an item or the direct selling of an item such as

guard, cleric, longshoreman, repair technician and scientist. A government service profession has many similarities to that of a service profession and includes many of the same jobs except that it also includes jobs that are generally employed by a government to provide for the general well being of a populace such jobs as soldier, sailor, policeman, fireman or emergency medical technician. The merchant professions include anything that involves the actual selling of an item or a service to anyone, such as business owners and salesman. The Unemployed segment of society includes everyone that does not have a legal, regular, or paying job and thus includes criminals, stay-at-home parents, volunteers, the incarcerated and those who are not currently working for one reason or another.

The previous descriptions should be of aid in determining the average demographics for most areas and nations of Vhraeden.

Nations by Continent, National Classification and Technology Base with a short description

Trestin Continent

Trellanin Empire (SP) (St, MT) The temperate nation of Dwarves, Men and Elves.

Azel Continent

Momono Eastern Economic Expansion District (NN) (HT, UT) The former Halfling Holdings, now a radioactive, blasted industrial wasteland occupied by the Orks of Momono.

Fier Continent

Volksung (SN) (M, El,SB) The frozen, xenophobic home of the Snow Elves.

Kanath Continent

Humanoid Republic of Mountain Home (RP) (all) The frozen progressive nation created by refugees of many races who fled the horror the expanding Lanthan Empire and the resultant Gods' War.

Relis Continent

Kingdom of Anjia (RP) (M, SB) The magical northern nation of 5 separate human dominated kingdoms

Sserin-lorn Continent

Second Founding of the Elvish Empire (WP) (M,SB) The forlorn nation of the High Elves

Ssasin Continent

A'Lanthas (WP) (M,KB) The dark and sinister nation of the Pure Elves

Penthe Vul Continent

Ulusia (SP) (P,KB) A nation of powerful psionic humans ruled by a draconic queen

Kalasian (SN) (El,StB) Stone giants rule unopposed their mountainous home

K'Keb'Rebah (RP) (M, LT) This is a human nation located in a vast desert

Jenesai (SN) (El,StB) This is the volcanic land of the Fire Giants

D'Geizen (SN) (El,StB) The Broken Land of countless island mountains is the home of the Storm Giants

Keskin Continent

Keskin (SN) (Dr,KB) This is a human dominated land that is agriculturally rich

Sov'fein'a (SN) (El,StB) The nation of the Ice Giants is a bleak land of glacier covered valleys and snow covered mountains

Korkania (SN) (El,StB) Cloud Giants rule their lands from their beautiful mountaintop stone sanctuaries.

Reavin Continent

Emerald Empire of the Chosen of Ss'vash (SP) (IM,SB)

An infinite jungle of reptiles ruled by a god of darkness

Urrak Vit (FN) (Sp,LT) A small angry swamp nation of amphibians

Brill Epps (SN) (Sh,StB) A small tribal rain forest nation of beleaguered amphibians

Maklar Region (NN) (Sh,StB) Abaga are the dominant species in this land of mountainous jungle

He'sh Region (NN) (Sh,StB) The northern rain forests are the home for the Tlachol

Lekhis Region (NN) (Sh,StB) The Paka are the masters of their forested, rocky and mountainous land

Khess Region (NN) (DF, Sh,StB) An occupied area where the indigenous peoples are engaged in a protracted guerilla war against the Emerald Empire and the Centaur Confederacy

Centaur Confederacy (RP) (Sh,SB) A multi-racial confederation that operates under the principle of expediency

Karniv Continent

Momono (SP) (HT, UT) A nation of disciplined, educated orks and gnomes

Yakkis (SN) (Sh,KB) A harsh land of proud, honorable trolls

Dreadryth region (NN) (all) a vast desert filled with warring tribes of Kobolds

Korvalis (SN) (Sp,HT) The Chamek clans call this land-locked desert nation home

Gavik (SN) (Sp,MT) This is a human land of high altitude deserts and barren mountains

Morathis (FN) (all) This balkanized nation is in a constant state of anarchy as the civil war between three clans of Chameks continues.

Herathis (FN) (MT, Sp) This nation is home to the troglodytes who live within it's deserts, forests and swamps

Issery (FN) (M,SB) This nation of rugged mountains and seaside cliffs is the home of the Hags and Harpies

Lurkhite (SN) (MT) The nation of Ogres, Orks and gnomes is covered in tropical forests and bordered by mountains

Nyall (FN) (Sp, LT) The grasslands and rolling mountains of this land is the home of the Lycaon peoples

Urrykya (SN) (HT) This land of desert sand and rocky mountains is the where the goblins built their nation

Sentak (SN) (Sp, MT) The nation of the Lizard folk is a land of rainforests and swamps

Hardlands Region (NN) (StB,Sh) A mostly human land where strength and endurance are the measures of its people.

Northern Kalemia (RP) (Sh,MB) The land is thick with old growth coniferous forests and snow covered mountains. This land is where the Lupines rule.

Southern Kalemia (SN) (M, Sh,SB) The Sheng'po dwell within this fertile land of rolling hills, forests and grasslands

Ko Galia (FN) (Sp,LT) The Kaikka call this desolate and unforgiving land of freezing desert and mountains home

Ghylla (SN) (Sp, Sh,SB) A nation of near immortal gargoyle scribes

Oceanic Nations

Lanthas (WP) (M, El,KB) The secret, sunken empire of the pure elves grows weary of its exile and makes ready to reclaim to its title as the First Empire of Vhraeden.

Wraakaar (RP) (Sh,SB) This is the ocean nation of the Phydorah

Syltean (RP) (P,MT) The hellish nation of the Cestaeth, Bettaeth and Kraken is a cold, dark world from which there is no escape for those unfortunate enough to be sold into the slave pens.

Hyong-Do (RP) (Sp, El, BM,LT) This is a beautiful nation of crystal clear waters and tropical rain forests. The Mur-Jan have improved upon the natural magnificence to make this nation one of the most stunning and opulent on Vhraeden.

Selshanis (RP) (M) The paranoid, militaristic nation of the Cistrus is in a constant state of cold war with their most hated foes, the elves of A'Lanthas, the Second Founding of the Elvish Empire as well as Sepenerais.

Sepenerais (WP) (M,LT) The nation of the sea elves seeks to curb the expansionist fervor of the other Elven nations while attempting to maintain their Elvish identity.

Sankara Lees (RP) (HT, M, P, St) This is the so-called Pirate Nation founded by multiple pirate clans of many races

Idyllis (WP) (P,Em,LT) The most envied nation of the Mer. It is peaceful, stable, rich and loved by all.

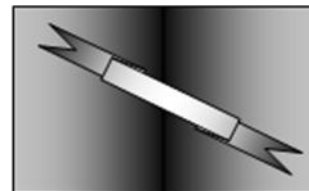
The 12 Sky Kingdoms (SN) (M) There are 12 of these massive floating cities on Vhraeden.

Trestin

The continent of Trestin is dominated by two mountain ranges. The White Spines run from north to south and in the southern third of the continent splits into the Eastern and Western White Spines that surround the Iresta Rain Forest which runs from the intersection of the two White Spines to the Bay of Wealth. The second mountain range is the Duem Mountains which is runs east to west and separates the northern third of the continent. The Duem Mountains have a southeastern extension known as the Palla Duem Beth Mountains. The two mountain ranges separate the continent into thirds which each having it's own climate.

The northern third of Trestin is mostly deciduous forest that becomes more dense and coniferous as the latitude increases. The western middle third is primarily great rolling plains that have become the prime agricultural regions for the Trellanin Empire. The Eastern middle third is primarily dense old growth deciduous forest. The southern third is equatorial double and triple canopy rain forest, the Iresta.

Trellanin Empire AKA Iron Empire



The monsoons had returned to the city, and the thick wet clouds blocked out the moonlight and the stars. There was only inky blackness and that was good for the men moving in the thick, wet night. Captain Wakkeen stood behind a

steam carriage and felt the warm rain slap into his face and hands as he watched the stone home for signs that the enemy noticed the noose slowly constricting around them. A strong hand closed around Wakkeen's elbow and he looked down. The ruddy face of Jinso Kal, chief paramedic for fourth ward looked up at him. Jinso smiled and told him in a gravelly voice, "we're all set, kid. I got two teams ready, and they got the word. Any of our boys get a splinter, the gut shot perp is just going to have to wait." Wakkeen smiled and nodded.

Jinso was a suicidally brave alcoholic, but there was no one else Wakkeen would trust to work on him or his men. The earphone over Wakkeen's ear came to life. It was Sergeant Fokes, Alpha team leader. "Lead, Alpha." Wakkeen answered, "Alpha, Lead."

"Sir, alpha and bravo teams are in position. We have eyes on four hostiles, and it looks like three of the hostages are down."

"Acknowledge...standby for remote confirmation." Wakkeen looked over at the half-elven mage for team 3 and nodded. The half-elf frowned and said "All elements, this is Eyes. We have four hostiles...poorly equipped, they all have abyssal taint, so they are definitely cultists. Two hostages are dead, one is critically injured and two others are uninjured. Alpha, Bravo, you have eyes on the four hostiles, and the three down hostages. The other two are in the eastern bedroom. Looks like a teenage human male and an adolescent human female. Eyes, out."

"Alpha, this is Lead, I am moving to your position with Blood in tow."

"Lead, this is alpha, waiting."

Wakkeen turned to the mage "Give us thirty seconds and keep us informed." The half elf looked up from his scrying bowl set up behind the steam carriage where he sat in a meditative position peering into the bowl. "As is my duty". "Lets go Jinso" and Wakkeen ran out from behind the steam carriage with Jinso behind him, his short Dwarvish legs slapping out a sprinting beat on the brick streets.

They linked up with Alpha team on the western fence of the house and from that point on it was hand and arm signals until the house was secured. The mage came over the radio earpiece "Doors are open and silenced, concussion blast in three, two, one." The concussive blast was felt through the ground, but was not heard. The team was moving before the rolling sensation completely dissipated. The six members of Alpha team were entering the front of the house, while the six members of Bravo were entering from the rear.

Wakkeen had to admit that the information that the Halfling thief Kies had provided was absolutely flawless. The layout of the house was exactly as described, and by the time Wakkeen was into the house, the four cultists were already bound and were being gagged and Jinso was already elbow deep into saving the critically injured hostage. As the last of the cultists was being gagged, she spat a curse at the Guard and swore eternal vengeance upon the name of her liege, Layamin, the Queen of Sin.

Wakkeen blinked at the cultist, then turned to Sergeant Fowkes. "Bind their eyes, Sergeant. Ears too...Abyssal magic is nasty stuff and I didn't like the sound of that name, Layamin. Ever heard of it?"

"Never before...think it's a name to place with the crimes?" "Could be, when we lock these cultists up, I'll run by Klor Chondry and see what he's got on this Queen of Sin."



Capital: Nexus
 Population: 265 million
 Races: Human 36%, Dwarf 34%, Elf 15%, Halfling 7%, Other 8%
 Technological Base: Alchemy
 Environments: Mountains, plains, forests, rain forests, grasslands
 Architecture: Tall iron structures built on multiple levels both above and below ground. The cities are surrounded by concentric walls that mark the cities growth as do the rings on a tree.
 Governmental Structure: Federal Representative Republic
 Leader: Emperor Rex Lukan Vies Lornan IV
 Monetary Unit: Trellanin Imperial Mark (IM), A.K.A. Imperials, I-marks.
 Year Established: 0 IC
 Economic description: Rich, Hi-population, Agricultural, Industrial
 Imports: Fuels, Alchemical ingredients, grains and meats
 Exports: Metal ores, processed metals, rare metals and alchemical devices.
 Classification: Super Power
 National Motto: "Blood and Steel"
 National Language(s): Trellanin Common, Old Dwarvish, Elvish Revised, Halfling Communal
 Religion(s): There is no official religion for the nation although the Shining Path of Ss'vash is banned.
 Allies: Ulusia, Sankara Lees, HMRH, Anjia
 Enemies: Second Founding, A'Lanthas, Syltean

Description

The Empire of Dwarves and Men. The wealthiest and most open nation on Vhraeden. The Trellanin Empire gains its' name for the Dwarven word for "iron" and it is from this mineral wealth that the Iron Empire has grown. The Dwarven miners and the Human engineers drew forth iron from the mountains to build their cities and their empire. The cities are massive collections of tall buildings of iron and stone surrounded by walls to become impregnable fortresses. The cities are populated by all races, although they are mostly comprised of Humans, dwarves, elves and Halfling refugees. The architecture is colossal and strong, but uninspired and almost uniformly granite grey or gunmetal blue with rust red highlights.

There is an abundance of natural resources in the Empire and this is one of the few large nations that could, if it were required be self sufficient within its' own borders. There would be little need for that to ever occur, since the Imperial war machine is one of the most lethal and proficient militaries to ever be assembled. The toughness of the dwarves combined with the ruthlessness of the elves and the adaptability of the humans is very much evident in the structure of the Imperial military. The leadership and skill of their draconic Imperial War master, Aurian, makes this multiracial military much more than the sum of its' parts.

The technology base of the Empire is alchemical and is very bizarre in aesthetic appeal. With the annexation of the Elven east lands, however, there is a much more magical influence in the form and function of the Empire as the humans adapt the Elves technology for their own and the Dwarves use. As a further influence, the thousands of Halfling refugees have sought a market for their unique talents with biotechnology, and they have found a ready market for their wares.

Life and Society

Although Trellanin is one nation, it has been observed that it is much more similar to three nations that simply adopted the same government. There is very little that holds true in all three areas of Trellanin. The nation is generally broken into three almost equal portions called the Human lands, the dwarven lands and the Elven lands. Where all three lands meet is the capital of Trellanin, the Imperial City of Nexus, the center of the Empire.

The culture of each of these realms is vastly different from their neighbors and seems in essence to be its own nation. For example, the northern lands of the Dwarves are still extremely family oriented to the point of appearing tribal to the Human southerners. The Elvish east is seen as being a little more than an occupied territory and Elves are distrusted by the majority of Imperial citizens. The Human south is thought of as being a rather quaint and easily dismissed land of fads and bizarre behavior. These ideas, while divisive, are also a source of strength in that there is no shortage of competition between the areas to become the Imperial Ideal. Although the silliness of the idea is quite obvious, there is still a very palpable feeling of competition between the differing cultures of the Empire, which leads to a rapid rate of social reforms, which serve to increase the quality of life for the Empire as a whole.

Major Geographical Features

Trellanin is split into 5 parts by the two major mountain ranges that cut across the continent. The Zha Duem mountains run east to west along the nation with a smaller range called the Palla Duem mountains that run from the center of the Zha Duem range east to the coastline of the Shallow Sea. The areas to the north are the lands of the Dwarves.

The White Spines mountain range runs north to south along the center of the continent past the Zha Duem range and for several hundred miles beyond. They eventually split into the Western and Eastern White Spines. From the Zha Duem mountains south and from the Eastern White Spines to the sea are the Elven lands. From the Zha Duem mountains south and from the Eastern White Spines west are the Human lands.

Important Sites

The center of the Empire is Nexus, but the center of the Western Hemisphere of Vhraeden is Sanctuary. This city of

16 million beings is the financial, entertainment and shipping capital of Vhraeden. The city is split into five Wards, with each ward being almost a city unto itself. The five wards are Haven (First Ward), The Docks (Second Ward), The Hook (Third Ward), City Center (Fourth Ward) and Mountainside (Fifth Ward). Each ward is surrounded by a several stories tall stone wall six feet thick. The wards are arranged in an almost concentric pattern and each ward has its own representatives to the City Council, which is located in City Center. Each ward has its own particular feel.

Haven is the original city and is old, tired and mean. Those who live here are old money and the rich criminals. This ward is insular, powerful and wants little to do with the rest of the city. The population of Haven is around one million in this relatively expansive area.

The Docks were built at the same time as Haven and was the industrial and economic center of the city, and so it has remained. This is a place where the population is hard-working and once someone lives in the Docks, there is little chance they will ever escape. A working class neighborhood, there is the tang of desperation here as the standard of living slips ever so slowly downward. The Docks hold approximately four million people within its large and tightly filled confines.

Redhook is the dregs. Originally built to house the influx of foreign workers coming to Haven to work in the Docks, Redhook is now an urban wasteland and the people who live here are either on the run from the law, on the run from life or simply are too poor to leave. The Redhook is overcrowded and there are easily over nine million desperate souls inside this hellishly overcrowded vertical sprawl. The worst area of Redhook is known as the "low forty" which is forty blocks of pure, overcrowded, urban misery.

City Center is the shining facade of Sanctuary. When people visit, this is where they come. Filled with banks, theaters, it has the airport, its own docks used exclusively for transportation, and has all of the skyscrapers of the city. This is where the powerful elite of the city work. City Center holds approximately one million inhabitants, although the daytime, working population is many times higher.

Mountainside is the other half of City Center. Although thousands of people live in City Center, those who control the reigns of power from there do not want to be beholden to their workplace, and those that can live in Mountainside. This is a clean, beautiful city of large homes, clean parks and good schools. Those that live in apartments here do so in four or five bedroom condominiums overlooking the city of Sanctuary. Mountainside is a wonderful place to live, where there may be a million beings living inside this largest of Sanctuary's Wards.

NPC's

Captain Vinzen "Feral" Wakkeen

Human Special Wizardry And Tactics team leader

Vinzen came from a long line of cops and being an "Imperial Blue" is all he wanted to do. As soon as he was able, he attended the Imperial Police Academy at Nexus and graduated a respectable 3rd out of 840 Guard Recruits. He was assigned as a Probationary Guard in the teeming seaside megalopolis of Sanctuary, Third Ward, Redhook. He quickly passed his probationary status and achieved the rank of Captain within his first decade of service.

Amazingly uncorrupted by the sea of vice and sin he waded into daily, he tested for Inspector and quickly discovered that the coveted position was so enmeshed in dirty deeds and grey morality that he wanted no part of it. He was more tempted to betray his ideals more than ever, and before engaging in an action that he would regret, he resigned his Investigator status. Requesting a transfer to the Special Wizardry and Tactics (SWAT) team, he passed their entrance exams and was assigned to Team 3 as team leader.

He has light green eyes, dark chocolate skin and keeps his head shaved. He is unmarried, though he is not against the idea, he usually is attracted towards women with lots of emotional issues that are simply incapable of dealing with the stress of being in a relationship with a cop. Unfortunately, he is still in love with his last girlfriend. That she was originally a snitch he recruited while she was in rehab and used her to get close to Erich Bayless alt Irons, eventually having an affair with the mob boss does not ease his mind. He understands that he was manipulative, and was not originally intending to fall in love with her, but he did and now he regrets using her.

Vinzen also understands that using his police resources to keep a very close eye on her is not exactly legal, but when she stopped returning his calls and refused to see him, how else was he supposed to know what she was up to. Now that Tabith Ameil is no longer involved in illegal activities, and he is no longer an Investigator, why can't she understand that they can finally be together. No more sneaking around in alleyways, flophouses and late night backseat rendezvous. Until she realizes that he does love her, he will constantly be searching for a way to apologize.

Tabith does know that he loves her, and she loves him too, and would very much like to be with him, but when she thinks about him, she starts to cry and turns into an emotional wreck for days. She would very much like to accept his apology, but is just unable to right now. She also remembers the last time they saw each other. He just showed up, they had dinner, she got drunk, he took advantage and then moved in for three days. She is not ready for that again.

Jinso Kal

Dwarf paramedic

Jinso Kal is a rarity for a Dwarf. Drawn to the art of medicine he has spent a significant portion of his life risking it for others. He joined the Imperial Army at the earliest possible age as a combat medic. As the only dwarven medic in the 83rd Infantry Legion, he was an oddity, but his skills were never questioned.

When his enlistment was up, he immediately gained employment as a paramedic within his northern hearth. After a few years, he felt that the level of excitement was simply not enough to satisfy his hunger, and he moved to Sanctuary. Within three years, the stress of his work schedule ended his marriage and his wife took their twins back north.

Jinso is an awesome medic and has a huge store of knowledge and decades of experience. Lately however, there is sadness in his eyes and a sense of pointlessness in his job. With his family shattered in his long ago youth, and now in the twilight years of his "usefulness" he knows only loneliness and alcohol. He has no true friends, only admiring coworkers and thousands of grateful patients. His parents are dead, his estranged wife remarried and his

children are bitter. He silently waits until he retires, when he fully intends on killing himself.

Jinso has grey eyes, ruddy skin with spider veins across his pockmarked, bearded face. His hair and beard are both still a fiery red, and he wears his hair long and kept in a single braid although his beard is perhaps an inch long.

Brassel Kies

Halfling thief

Brassel is one of the generations of Halflings with no knowledge or real memory of his homeland. The orkish invasion occurred when he was four. His last memory of the Halfling Holdings was the burning clouds of sulfur falling from the sky quickly followed by the blinding flash of the nuclear counterstrike that robbed his sight. His family died that day, but he was placed aboard one of the last ships that were able to make it to Trellanin before the Momonoan Navy could attack it.

As a blind, starving, and heavily scarred Halfling orphan growing up in a foreign nation, Brassel grew to hate everything. He hated his people for their weakness, he hated the Orks for destroying his world, he hated his parents for dying and allowing him to live. He hates himself for not being able to remember their faces or even their names. With nothing to lose, Brassel lived a life of sorrow and poverty. Beginning as a beggar, he progressed to pick pocketing. In time he became the best pickpocket in Trellanin.

Last year, he underwent surgery to have a set of specially commissioned eyes implanted from an underground biotech surgeon. The eyes are the same milky white orbs as he always had, but he can see very well indeed. The gift of sight has allowed him to slowly but surely gain power within the Leeis family of Halfling expatriate criminals.

Still dressing in his begging rags, he dreams of the day when he can kill Shusa Leeis, his former "older brother" and tormentor and the current head of the Leeis family. Brassel has little worth to the Leeis family, and he is allowed to keep his "corner" as a "favor" from Shusa, for all the "good times" they had together as kids when Shusa would torment the blind and skinny Brassel.

Brassel is very short and skinny, even for a Halfling. His long black hair is constantly dirty and unkempt, as is his general appearance. His eyes are milky blue and his skin is a pale white, from his nocturnal schedule, under the ever present patina of dirt.

Brassel never has any money upon him; all of his wealth is hidden in an abandoned cellar near the docks. His most prized possession is a picture that he thinks is his family. His second most prized possession is his walking stick. He also has a biotech seeing eye dog. Both his stick and his dog have had extensive modifications over the years and they are both easily worth several tens of thousands Imperial Marks.



Another unwary victim falls prey to the charms of Layamin

Layamin
Human priestess of Oxephas

Her beauty is captivating, her voice is enticing and her price is your soul. She is one of the corrupted followers of The Queen of Sin, and her life is spent in a constant quest to increase the power and influence of her lady.

Born in the "low forty", the poorest area of Sanctuary to a young elf/dwarf couple that had engaged in a forbidden tryst and had been disowned. They were with child and were desperate. When the pair of "monks" arrived and offered them fifty thousand Imperial Marks for the child, they had little choice. Hunger overrode their already thin morality and they sold their child. From that day forward, the monks stayed with them until the baby was delivered. The child was taken without the mother ever seeing her daughter and the money was left upon the rickety kitchen table.

The child was reared in the bowels of Sanctuary in hidden temples and monasteries dedicated to Oxephas. Reared as the new Prophetess of Lust, she grew into her role readily. She is now the hidden evil lurking beneath the city, and her power is immense. Being a dwarf, she gained the toughness and physical strength of her father. From her Elven mother, she gained magical power and superior poise and senses. During her Catechism of Flame she received marks from Oxephas in such abundance that the old priests were astounded.

Layamin has an angular face with long blonde hair and glittering blue eyes that beckon to the unwary like unclaimed diamonds.

Her powers are undeniable and her lack of a soul is readily apparent. She is evil incarnate with a church of drug crazed fanatics at her disposal and has the vision to complete the tasks set before her by her demonic mistress.

As befitting her role, she has come to know her goddess on a deeper level and she is beginning to suspect that she is not demonic at all, but rather abyssal, one of the Outsiders, one of the Bringers of Darkness. That knowledge does not frighten her, but instead places her in a giddy ecstatic state of euphoria. She will be immensely pleased to slaughter her own lackeys who do not SEE! She will also be more than happy to rip, rend and desecrate the ridiculous clerics of the Qubbas, Kargaran and Uruth. The so called "Enemies of Life" are simply puppets to use for her and her mistress's amusement.

Klor Chondry

Elven information dealer

Subterfuge and trickery are Klor Chondry's stock in trade. Secrets, meetings, money and information are his wares. Klor is a fixer extra ordinaire. He is called a fixer because in the underworld, he is a trusted figure who can fix anything if the price is right, and Klor is not cheap.

How he came to Sanctuary is a mystery that Klor has no desire of anyone ever solving. What is known is that Klor is 100% reliable, 100% discreet and 100% effective in arranging for the rapid, accidental demise of anyone who shortchanges him. Klor never reveals the names of his clients, and is very selective with whom he does business, for he would never willingly deal with a low level thug unless it was well worth his time and effort.

Klor is tall, even for an elf, and almost shockingly skinny. There is speculation that he is only half elven, since he does not seem to possess the elven immunity to aging, as he is visibly aging, although at a much slower rate than a human. Klor has medium length black hair, pale skin and bright blue eyes that twinkle when he smiles with a mischeivous grin. Klor is also known for his absolute sense of justice, if not morality. Klor will not, for instance, assist those he feels unworthy of associating with. For this reason, he is respected and feared, but not liked by many of the more unsavory types in the underworld. Many rapists, murderers, cultists and other "social trash" have been captured when bizarre bits of information have found their way to the authorities which led directly to their capture.

Azel

The continent of Azel is essentially a gigantic plateau with very little in the way of highly elevated areas. The eastern "mountains" of Azel are little more than rolling hills with sparse rocky outcroppings rarely over 200 feet above sea level. The vegetation of Azel was primarily single canopy rain forest until the Momonoan invasion. The continent is now essentially little more than a mud caked wasteland where very little of the original vegetation remains.

Momono Eastern Economic Expansion District (MEEED) A.K.A. The Halfling Holdings

The room was cool and dark, the air conditioning was finally fixed and the ballistic window covers closed which allowed Lorkan to shield herself off from the ridiculous heat of the blasted wasteland that was the Momonoan Eastern Economic Expansion District. Despite the chill in the air, Lorkan's hands were sweaty, she was not relishing explaining her "progress" of the past few months. She checked her wrist gauntlet, and the digital chronograph

slowly ticked off the seconds until she knew that she had no more time.

She sat behind her black monolithic desk and began to slowly use the touch pads to open the commlinks to her audience. When everything was set, four flat panes of holographic reception resolved into existence in front of her and hovered. She waited. One by one they coalesced into her superior and the heads of the three organizations that were the main consumers of her wares.

Lorkan set her jaw and began. "Sir, gentleman, I would like to first thank you for allowing me the privilege of briefing you all." Four orkish heads nodded. With the pleasantries out of the way, Lorkan began relating the long list of failures, embarrassments and difficulties the MEEED had experienced in the time since her last briefing. When she had completed her painful task, it was time for the interrogative portion.

Galen Krull, Director of Intelligence was the first to speak. He was, after all, her direct superior. "Lorkan, you told us of the difficulties you've experienced in locating this terrorist Malice, but you have yet to tell us of your theories regarding this being."

She cleared her throat, "Yes sir. It is my theory that Malice is not an independent operative, nor is he in charge of the organization that he is affiliated with. I say this due to the nature of the operations and the level of support that these operations require. I would say that Malice is at the point of his career where he is about to make the transition from operator to planner, and that when this occurs, we will be facing many more troubles. Malice is exceptionally good at his job, but there is only one of him. With him planning operations, he will be in a position to cause much more harm to our operations than he is currently."

General Marius Kuthen, Commander of the Special Missions Directorate, was the next to speak. "If this is the case, then what plans have been made to prevent this?"

"Sir, I have a plan to take advantage of the chaos that will follow his ascension to a leadership position. Malice is a sociopath and will not take kindly to those who stand in his way. This should lead to a period of infighting within the various factions opposing us and allow us an opportunity to locate and destroy him."

Kuthen nodded. "Your previous successes in this area lead me to believe that your plan has merit. What resources will you require?"

"General, I am sending the complete plan to you time now. Feel free to look over the dossier and if there are any questions, then I will be, as always, honored to answer them."

Galen Krull nodded thoughtfully, "Lorkan, I have the files, and when I complete reading them, I will make my recommendations".

"Understood sir. This is a very time sensitive operation, and I feel that we have, at most two months until we have to act."

There was an uncomfortable silence. Marshal Nickt Demena cleared his throat, then spoke. "Lorkan, I have read your grievances against Doctor Vanur, and I wish to speak on his behalf".

Lorkan blinked and looked at the hologram. Nickt continued, "I understand that you feel that his research is, non-traditional".

"You are correct sir. Non-traditional is the least of the adjectives I would use. Unethical, insane and incredibly dangerous are the words I believe I used in my report." The Marshal looked a bit shocked that Lorkan had not simply acquiesced. Lorkan continued "Sir, I do not feel that Doctor Vanur has the mental stability to be allowed to continue his research, whether it be conducted upon Halfling insurgents or willing volunteers. The results of his experiments, if they became public knowledge, would wreak havoc here and the political fallout could be fatal for the MEEED. The international community has already expressed considerable distaste for our annexation of the Halfling homelands, the last thing we need is some sort of proof for their claims of ill treatment for these wretched beings."

Lorkan looked to Galen for support. He frowned and looked away. Sighing, Galen spoke the words with unease.

"Lorkan, your observations, as always are correct. However, the possible benefits for Vanur's research are far too great to simply walk away from it at this stage. Your arguments are noted, however, there will be no change to the programs under Doctor Vanur's supervision."

Lorkan's face set. "Yes sir."

Galen continued "Is there anything else". Nobody spoke. "Then this meeting is adjourned."



Capital: Dominion A.K.A. Warmhearth
Population: 6 million
Races: Halflings 44%, Orks 31%, Gnomes 19%, Trolls 6%
Technological Base: High Technology
Environments: Industrialized, radioactive, blasted wasteland
Architecture: Industrial efficiency has relegated aesthetics to nothingness. The entire nation is covered in tubular steel refineries and corrugated metal factories. The prison camps are concrete and razor wire edifices with gun towers and undeniably prisons. The city of Dominion is an exception with the appearance of a modern, very clean city, which it is. Smoked glass high rises and wide avenues with excellently landscaped suburbs are all found within this walled corporate city. Beyond this one city, however, the entire nation is a wasteland.
Governmental Structure: Corporate monopoly
Leader: President Vesicus Solan (of Momono)
Monetary Unit: Momonoan Standard Credit (MC)

Year Established: 193 IC
Economic description: Non-agricultural, Desert, Barren, Industrialized
Imports: Food, petroleum, fuels
Exports: Metals, manufactured goods, processed resources
Classification: World Power (vassal state of Momono)
National Motto: "By fire, we rule" (formerly "Glory and Pride")
National Language(s): Sarkathian, Halfling Communal
Religion(s): Halflings are banned from having a religion and the orks and gnomes are typically followers of The Church of Unity.
Allies: Momono
Enemies: Halfling Liberation Army/Halfling Liberation Army

Description

The once beautiful island jewel of the Halfling Holdings is now a blasted radioactive wasteland of labor camps and massive manufacturing plants populated by Halfling slaves and Orks corporate slave masters. The twin ravages of Hellfire Storms and nuclear weapons destroyed the majority of the Halfling's bio-magical living cities. The invasion by Momono destroyed the rest. This is a land that has been poisoned.

The Halflings of the past were geniuses; proud, aloof and cold to the suffering they caused. The Halfling Holdings were a paradise beyond compare. The Halflings had reached a state of complete harmony with nature by virtue of their biological sciences. They were the self appointed servitors of nature and harmony and swiftly removed any threat to their way of life. Their philosophy on other sentients was remarkably similar to the Elves which fathered them. The origin of the Halflings is during the reign of Lanthas, when the elves used dwarves as slaves. The elven/dwarf crossbreeds sired during that time were the original Halflings. Although the elves originally had no use for these half-bred indiscretions, several generations of them proved that the elven conquerors were not going to stop making them. A strategic program was then instituted where the best dwarven specimens were separated from the general slave populace and used as "pleasure slaves". The children of these unions were then trained in the elven way and used to assist the elves in running their empire. Eventually it was discovered that these Halflings (so called because they were half-elven, half-dwarven, and half-sized) bred true. This was a discovery that the elves were not exactly pleased about, but with this new, fast breeding, loyal race, they could assist in expanding the empire at a faster rate. The alliance between elves and Halflings stood the tests of time for over a thousand years.

The God's War was the end of the Halfling Holdings, although that fate had over 700 years before it came to pass. The War of Extermination against the Impure races and the wars against the Demon Lord Ss'vash was at a stalemate and the Elves and Halflings feared that they may not be ultimately successful if the current losses in troops were any indication. The birth rates for both the Halflings and Elves was simply too low to replace the losses they were suffering. The Onslaught Ritual was a plan by which the Elves and Halflings could create super warriors from the best of the Impure races that were expendable at best. The Halflings settled upon using Ogres, Orks and Goblins as their base material for "improvement". Several hundred of the most genetically promising slaves were selected and the remainder of the races were exterminated.

Those chosen for improvement were subjected to biotech and magical rituals that improved those races to become the ultimate warriors for their masters, and it worked better

than the elves or Halflings had expected. The new races quickly tore through the unprepared warriors of Ss'vash and turned the war around until Ss'vash created his own new races bred purely for war and turned the tide yet again. Seeing their greatest achievement reduced to a mere annoyance, the Halflings and Elves simply sent the rest of the Onslaught Regiments into battle without support or chance of victory and thought no more of them. They were simply to buy time.

The Orks, ogres and goblins that did not die in battle were left bereft of purpose and they wandered lost across the continent of Reavin to the east into Karniv. There they found the few non-mutated survivors of their races still fighting against the Halflings and Elves and learned the truth of what had been done to them. Fueled by hatred and equipped with their talents for war, they entered into dealings with Ss'vash against the Lanthan Empire and their allies the Halfling Holdings. This opened a new front in the war that served to reduce the troop densities arrayed against Ss'vash and allowed him to finally destroy the continent of Lanthas.

When Lanthas fell, the Halflings were alone against the fury of their wayward creations. They fought long and hard, but the crossbred Orks, Ogres and Goblins were entirely too much against the Halflings. Eventually the Halflings were forced back to their island home and their aggressors simply did not have the technology to reach them. The savage Orks, Ogres and Goblins on the nearby desert continent of Karniv constituted a small but legitimate threat. By creating tailored plagues, and sending extermination squads, the threat was expected to have been eliminated within a decade. That did not occur due to a philosophical disagreement. During the God's War, the Halflings were quite liberal in the liberties they took with their vanquished foes, and one of the most frequent punishments (for both male and female slaves) was rape. The prevalence of this practice combined with the sheer length of the war led to the creation of a distinct sub race of Dwarf and Halfling, gnomes. Thus a half-dwarf, half-elf is a Halfling, and a three-quarter dwarf and one-quarter elf is a gnome.

Gnomes were hated by both Halflings and Dwarves as reminders of either helpless slavery or uncontrolled lusts and thus were relegated to the most menial jobs in any land where those two races were prevalent. They were too small to be decent slaves and not beautiful enough to be used as prostitutes. They lacked the Halflings innate magical ability (gained from the elves) and those that escaped from the concentration camps were banned from learning the dwarven steam punk. Small and ugly, they suffered prejudice and hatred wherever they lived.

Eventually, a large enough contingent of gnomes simply left the Dwarven lands and the Halfling Holdings and fled to the coasts of Karniv. These settlers originally intended to found their own nation of Giffen where they could develop their own technology and culture, but when the Orks, ogres and goblins found them, they made peace with them all since they were all bastard children of the Halflings. United in history, they slowly became united in culture and the nation of Giffen simply faded away and the gnomes became full members of the nations of Yakkis, Lurkhite, Urrykya and especially Momono.

Unfortunately, the Halflings underestimated their foes, seeing them as little more than a large pile of genetic trash and paid the ultimate price. The Orks, ogres, goblins, trolls and gnomes stood united in purpose and began to plan for

the destruction of the Halflings. Using gnomish commandos and Halfling expatriate mercenaries posing as insurgents, a revolution erupted inside the Halfling Holdings. The revolution was quickly crushed, until the nation of Momono launched an amphibious assault to aid the "legitimate people's government". The island nation was quickly overwhelmed and the Halfling Thane was faced with the unthinkable. Authorizing the use of Hellfire rituals, the invaders were burned to cinders until the Momonoan retaliatory nuclear missile strike turned their nation to glass and dust.

The Halfling peoples are now spread across the globe, the majority living as refugees in the Iron Empire, Elvish nations or as slaves in labor camps in the Momonoan Eastern Economic Expansion District.

Life and Society

There is a state of constant violence as the Halflings wage a guerilla war to free their homeland. There is a large and organized underground that support the insurgency financially and materially. This underground is involved in any activity that can be of use, especially financially. Because of this, these Halfling freedom fighters are involved in any number of illegal activities. The Halflings are an emerging force in the worldwide black market and criminal underworld. The largest of these are the Halfling Freedom League (HFL), Halfling Liberation Front (HLF) and the Liberation Army of the Halfling Holdings (LAHH).

The fact that this is an occupied territory has changed everything in this once proud nation. Where the Halflings were once the undisputed rulers of this land, they are now nothing more than slaves. Halflings exist in a state of imprisonment where they are denied access to family, education, entertainment, history, even their own language. The Halflings exist as a race with no hope and no future, unless they can be liberated by their freedom fighting compatriots.

The occupiers, the orks and gnomes, live lives in the lap of luxury provided by their slaves.

Major Geographical Features

The entire island of Azel was at one time a mountainous island paradise, but since the destruction of the Occupation, it has become little more than a stark wasteland of glassy deserts, mud and denuded mountains. The mountains have all been officially renamed Mining Sites 1 through 43, and all mention of their original names have been removed from the MEEED. The original names of the Halfling cities have also been removed, and the areas where Halflings still live are referred to as Collectives 1 through 6.

This entire island is a blighted land of belching factories, ghosts of the massacred and a graveyard of Halfling hopes.

Important Sites

The most important site in the MEED is the Provincial Capital, Dominion. Dominion, in striking contrast to the rest of the destroyed island is still a paradise. Filled with trees, parks, streams and other remnants of the Halflings biomagic, this is a wonderful city of clean streets, corporate efficiency and natural beauty.

Another, far more economically important area is known as Processing Station Prime. This is a giant processing station for the resources that are mined from 29 of the 43 Mining Sites and is serviced by the "citizens" of 3 of the 6 Collectives. It is the largest refinery in the world and produces hundreds of tons of processed metals and fuels an

hour. From the air, Processing Station Prime looks like nothing more than an oil refinery thirty miles across and over a thousand feet high. Heavily guarded, PSP, as it is known is a constant target of insurgent activity, with an average of two attacks a day. The orks have no issues with this since the PSP was created to serve as a target, bait for the enemy as it were, although a very useful one. There are four other Processing Stations, though all are smaller than PSP, if the PSP were to somehow be destroyed, within one day, full production would resume with no loss of total volume.

NPC's

Lorkan Selenin

Chief of Staff for Intelligence and Security, Eastern Economic Expansion District

Lorkan grew up a daughter of privilege. Her parents were both high level corporate executives in the high tech, fast paced nation of Momono. Lorkan saw the world the way it is minus the economical success blinders that her parents possessed. She was cunning, devious and exceptionally good at puzzles. She was good enough to earn a scholarship for mathematics to the Mashok Military Institute. She excelled in her studies but never took very well to the military slant of her indoctrination. Her clearances were very slow in coming due to her perceived lack of expansionist fervor, but they did eventually arrive. Taking advantage of her talents, she was placed in Military Intelligence.

Her knowledge of mathematics and games theory enabled her to piece together long strings of seemingly unrelated data and arrive at correct conclusions. Promotion followed promotion as her achievements increased. Eventually she found herself in the position she now holds. She dedicates herself to finding and stopping Halfling insurgents and terrorists operating in their former homelands. Lorkan despises her mission and often spends long nights alone determining the moral value of her and her enemies' actions.

She is considered one of the most available women in Momono for a political marriage, but she has no interest in any relationship with anyone. This being due to the fact that she is also one of the most valuable terrorist targets for the Halfling insurgents. She feels doomed to bring death and sadness into anyone's life that she meets. She holds this belief since her long time lover was killed by a car bomb meant for her six years ago.

Lorkan has pink eyes, subdued emerald skin, and close-cropped black hair.

Dr. Sprial Vanur

Gnome research scientist

Sprial Vanur is a great many things, and it depends upon who one speaks to as to what they will say. A young and brilliant gnome, his chosen field of endeavor is cybernetic research and metaphysical experimentation. He was once handsome, rich, charismatic, and possesses a very elastic sense of morality. His current research focuses on the concept of death held at bay by mechanical means while still maintaining bodily functions beyond mere life support. This is creating, in effect, mechanical zombies. His initial findings are very promising indeed.

Although the Momonoan government is very pleased with his research, the Halflings that he is currently experimenting upon do not find anything pleasing about being turned into a mechanical abomination. The idea is particularly horrifying for a Halfling due to their philosophical slant on the perfection of life (especially

Halfling and Elven lives). Dr. Vanur does not care for their philosophy or their lives; he is driven by the need to see the horizons of science expand. They must expand until there is nothing for the mind to learn and then, and only then, can sentient life truly evolve. Of course, he is quite mad, and rightly so.

Dr. Vanur has conducted extensive research into truly bizarre and esoteric fields such as multidimensional metaphysical effects, and some of his experiments had less than spectacular results. His mind has been corrupted by visions of a future where madness reigns supreme and life and death, mechanization and biology, magic and technology have melded into a chaotic maelstrom. His madness is barely kept in check, and when asked about his research, he has difficulty in keeping the madness in his mind from spilling out in words.

If anyone is ever unlucky enough to see the inside of Dr. Vanur's lab, they will quickly be appalled at the insanity that seeps from the walls and has infected everything with a slightly shifting quality that makes focusing on them to be difficult. Dr. Vanur's insanity has increased his perception of people and objects around him as well as giving him preternatural command of magic.

Dr. Vanur is of average height for a gnome and since he is still quite young, possesses a thick, if unruly head of hair. His eyes have been replaced with metallic grey cybernetic ones, although they often seem to be malfunctioning since the irises are constantly opening and closing, although he never complains of any problems with them. They almost seem to be operating under their own control.

His skin is very pale from spending years cloistered away in his lab, and he is gaining an almost translucent quality, as the blue veins of his hands and the side of his face are quite visible under natural light. He still possesses his natural charisma, although his voice often has a brittle quality to it and his skin seems more like porcelain than actual flesh.

Damien "Malice" Iron Eyes

Halfling freedom fighter

Damien "Malice" Iron Eyes is the self given name for what may be one of the worst terrorists in the world. His real name is unknown and would have little meaning to him anyway. Malice began life as the youngest child of a corporate collective chairman, and his life was as close to idyllic as possible. When the nation was invaded by the Momonoans, his life was shattered. Taken from his family, he was placed in a reeducation camp where he learned to hate the orks beyond the utter distaste that all Halflings have for them. He grew up and learned all that he could of his enemy and dreamed that one day he would free his people from this disease.

He escaped the camp at 15 and killed his first Orks that night. He has not stopped killing since then. Brilliant and ruthless, Malice is a force to be reckoned with. An excellent marksman, he is highly skilled in melee and unarmed combat, guerilla warfare, demolitions and small unit tactics. He currently is the chief of operations for the Winds of Revenge insurgency. He has a plan to assassinate the current leader and take control, but is waiting for the right time to strike.

As a guerilla, he has few peers. His attacks are well planned, very lethal and leave no witnesses. It is said that there are no living orks who have ever seen his face. The difficulty that the MEED police and intelligence groups have

faced tracking him is evidence enough that Malice is a foe to be respected if not feared.

Damien Malice Iron Eyes is an unassuming Halfling, standing at 3'5" and weighing 57 pounds. His light blonde hair is worn long and usually drapes over one side of his face or the other. He has no distinctive scars or features, except for his eyes which are a dark, dull grey which are the color of iron, hence his name. He also seemingly has no capacity for remorse, either towards his enemies or his allies. He is a Halfling driven by revenge and is a threat to everyone and everything he comes across.

Fier

The continent of Fier is a land of glaciers and taiga. The mountains jut from the ground and are stark, frozen granite monoliths that are dormant volcanoes. Between the mountains in the deep cavernous valleys are the glaciers and the only barely habitable areas are under the glaciers where geothermal vents spew warm sulphurous gasses into the honeycombed ice. Constant snow storms travel the land at tens of miles per hour. During the five month "Long Night" hundreds of beings go missing, and visitors are not allowed. Any who venture to the surface during the Long Night are never seen again.

Volksung



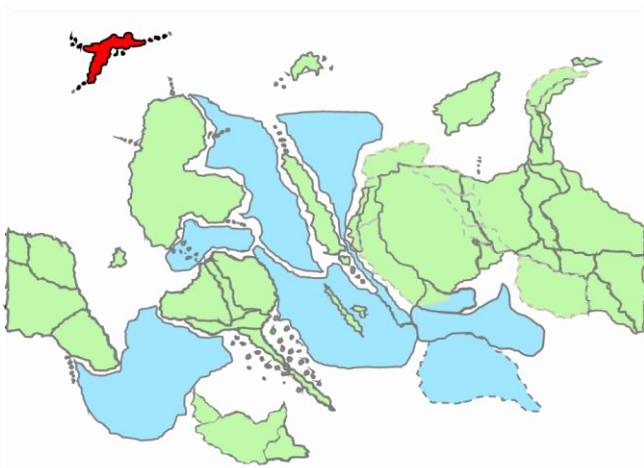
Mallian was in the training hall alone, as was his custom. Antisocial by culture and choice, he found that his best training was done in solitude. His wife was not at home, nor were his children. His wife's job was much more time intensive than his own, and his children were still engaged in group study, and he had no wish to return to his empty home.

Although he was antisocial to all other beings, he had grown accustomed to his home being full of the noise and activity of his family over the decades, and when he was alone at home, his imagination had a way of being exceptionally cruel. His life was nothing without his family.

He worked his body first, calisthenics, then weights. When he had reached muscle failure for his chest and triceps, he began to walk the Killing Forms. Mallian felt that it was best to walk the Forms after a good workout, since that was the most realistic. In his time as a Justicar, he had never had the good luck to engage an enemy while fully rested. It was this dedication to realistic training that was the major reason for his gaining the privilege of becoming a Justicar First Rank at such a young age, instead of dead as so many of his peers.

He was flowing from Fist Shatters Crystal into Slipping on Ice when he felt a presence enter the room. Spinning around into a three point crouch, he smiled when saw that it was his wife who had disturbed him. Standing up, Mallian walked to her and ceased being an antisocial, cold instrument of Justice and became the loving elf that only she knew him to be.

"The children are still at the education center and will be for another two hours, and I am the only Justicar in the Hall at the moment, my love" She locked the door to the training hall and smiled at him the grin that only he had ever seen.



Capital: Sigurd Emeraileth
 Population: 2.1 million
 Races: Snow Elves 100%
 Technological Base: Magic, Elementalism
 Environments: Glacial, taiga
 Architecture: In the rugged mountainous valleys, the snow elves build their cities. They have cities that are miles long, but only a few thousand feet wide. The walls are terraced for agricultural use as well as open-air forums and plazas. Along the valley walls and floor, there are many entrances into their subterranean cities hewn from bedrock. The openings to these cities are often disguised as deep glacial cracks. The cities, both above and below ground, are usually terraced multi-level construction with large open areas for communal use. The cities' subterranean entrances are well defended as are the above ground cities in the valley. Both are almost unreachable. Cities are connected via long underground tunnels that are wide enough to handle heavy traffic and the everyday transportation of goods.
 Governmental Structure: Republic of semi-independent city-states
 Leader: Empress Drita 'bn Orquin
 Monetary Unit: Volk's Mark
 Year Established: 152 IC
 Economic Description: Lo-population, Industrialized, Barren, Glacial, Non-agricultural
 Imports: Food, wood, metals, magical ingredients
 Exports: Processed resources, Manufactured goods, water, information, magical goods
 Classification:
 National Motto: The weak shall fall
 National Language(s): Volksasan, Lanthan
 Religion(s): There are no major religions within the nation of Volksung.
 Allies: None
 Enemies: The Humanoid Republic of Mountain Home

Description
 Volksung is a hidden nation. They are a violently xenophobic and isolationist nation who rarely interact with other nations on the world stage unless they are clearly in a position of power. It is a nation of magic and mystery whose secrets are legion. The history of Volksung is also a closely guarded secret, although what little is known is

enough to give those who know it pause. When the Lanthan Empire was expanding, the elves were colonizing vast portions of the planet and there were many elves that came to call this frozen land home. With their magic, it was a simple task to reconfigure the local environment to suit their needs. They delved deep into the granite mountains and concealed their valleys with thick magical fog.

With the fall of the Lanthan Empire, the snow elves were left without contact with their brethren for decades and simply turned inward. Their magic provided for all of their needs and they grew powerful but also xenophobic. When the A'Lanthan Empire arose, more correctly called the First Founding of the Elvish Empire, the snow elves lent their support, but always with their own mysterious agenda, which often placed them at odds with the Council of Purity. When A'Lanthas disintegrated from internal pressures, Volksung was again unaffected.

When the Second Founding of the Elvish Empire rose from the ashes of the First Founding, the snow elves again were supportive, but as before, always with their own mysterious agenda. When it became clear that the Second Founding lacked the stability to survive, the snow elves easily broke ties and seceded from it and founded the independent nation of Volksung. Since the founding of this nation, there has been no lack of scandal involving it on the international stage, but there is never any response from this nation, simply silence and blank stares of indifference.

The world has a poor opinion of Volksung, and it is well deserved. This nation has assassinated tens of international leaders and is connected with all manner of covert and illegal operations, worldwide. Volksung supports death squads, drug dealers, Mafiosi, mega corporate excesses, illegal research and slavery.

As bad as Volksung is, there is a reason for their behavior, and it stems from the Age of Darkness. With the defeat of the Outsiders, many of these beings were unable to escape and were trapped on Vhraeden. They were forced into hiding, but they remain, and they have long sought to return to dominance of the world. The Cults are a direct manifestation of these beings' influence, and their scope and power are increasing. The existence of these beings is considered to be a secret of the highest caliber.

When the nation was first colonized, there were rashes of murders and spontaneous worship of these fell beasts. The reason for these occurrences were not known until some of these traitorous cultists were captured and tortured into revealing the source of their powers. The expeditionary commander, Lord of Swords K'alamin Tyrus'eb, determined to hunt for this creature and began a campaign against it. Finding this beast under polar ice, his troops were eventually successful in "killing" it, but it was soon discovered that there other Great Old Ones spread throughout the world. The Lord of Swords knew that this was not information that needed to be shared with his superiors in the Elven Court of Lords. They would merely see these entities as weapons to use against their enemies and gladly discard their souls for the chance of ultimate victory. Tyrus'eb would not allow that to happen.

By shutting down all but minimal communication with the Court of Lords, the Sects were begun. By creating multiple, independent layers of society, he hoped that Outsider corruption would become more difficult. The Lord of Swords then began waging a secret war against these beings, which continues to this day. The nation of Volksung is the worlds' best defense against the beings that seep

insanity and melt reality, although few within this Byzantine nation or the world would believe it.

Life and Society

Life in Volksung is based on slight of hand and twists of fate. This is a society of magic, secrets and menace. The basic unit of the society is the sect. The sects of Volksung have much in common with families, and act in most ways as a family with the exception of not being based solely on marriage or genetic connection for membership. The sect is essentially a philosophical commune that acts almost completely autonomously. There is essentially no real central leadership in this nation, and what law there is comes in the form of the Imperial Sect.

The development of the Sects is shrouded in mystery but there are enough clues to piece together their history. When the elves landed on the shores of Volksung, they were organized as military expeditionary forces. As time progressed many of these leaders stayed on and lived in the lands that they had conquered and set up small familial manor houses. These familial manor houses were the birthplace of the sects' family-like atmosphere, with the military background of the manor's elders being the seed that grew into the actual sect's organization.

A sect is a collection of like-minded Volk, many with familial relations within the sect, but it is not a requirement. The phrase like-minded is the operative portion of the concept of the Sect, however, since joining a sect is a life long commitment that will be upheld upon pain of death. Another important facet of the Sects is that they consider themselves to be completely separate entities from the rest of the world. In this manner, the Sect of Law, feels no compunctions about killing a member of the Sect of the War hammer for a transgression against Imperial Law. If the Sect of the War hammer has an issue with the killing, then it may result in Sect warfare between the two sects, which may then draw the attention of the Imperial Sect.

The term sect may be misleading, but this is the term that all other non-Volk refer to their cultural organizational structure. Imagine that your workplace and your family were the same, and that you lived there. Now imagine that you were born there. That is a sect. The sects serve a vital purpose within Volk society, other than making it difficult for foreigners to comprehend, which is a secondary benefit. The sects exist to watch over each other for signs of Outsider corruption. When it is found, that sect can be excised from society with minimal loss to the whole of the culture and a new sect formed with minimal difficulty.

Major Geographical Features

The geography of Fier is one of glaciers, mountains and never ending storm driven snow. The glaciers and the granite of this nation have been thoroughly honeycombed by the industrious Snow Elves in order to alleviate the problems that arise from having to emerge to the surface. The majority of the surface has never been explored.

There are two subterranean rivers that flow through glacial caves, the 32 that flows north and the 33 which flows south..

Important Sites

Sigurd Emeraileth is the capital city of Volksung. It is 99% subterranean and built into the Raekeen Glacier and the Southern and the Northern Gate Mountain. The central portion is built under the glacier, and the outlying areas reach deep into the two mountains that border the glacier to the north and the south. The main passage to Sigurd

Emeraileth is by sea, through a massive ice tunnel to the Eastern Edge, where the Ice Docks are located.

The city is constructed out of solid ice and stone and massively reinforced with powerful force walls and the ice is kept from melting by the powerful elemental magic that has been developed here.

NPC's

Mallian

Snow Elf Justicar First Rank

Mallian is a product of his culture. Born into the Sect of Justice, which is closely allied to the Imperial Sect, Mallian has made a name for himself hunting and killing the worst criminals and cultists his nation and their sects can produce. He is a weapon that is sent to destroy enemies of the State, Law and Justice, regardless of their form, race or location. A master of the Killing Forms, he is an opponent to be feared. He has lived within the Monastery walls his entire life and only leaves when on a mission at the behest of the Lord of Justice via the Council of Laws.

Smart, ruthless, fast, strong and lethal, Mallian is one of only 16 Justicar's First Rank in the nation. As is the norm, Mallian works alone, although he can call upon the vast resources of the Sect of Justice or it's allies, especially the Imperial Sect. He is driven by the racial fanatic psychosis that seemingly affects all snow elves, although his fervor is often more subdued than that of his peers but his devotion to the sect cannot be denied.

Befitting his station as Justicar, Mallian wears only white or black. The ceremonial uniform for a Justicar is a pure white, long jacketed suit with only a sash of color to denote the rank. While working, all Justicars wear a tight fitting armored, magical body suit, a long jacket festooned with pockets and a hooded, caped trenchcoat as the final layer. Everything they wear is black, and they remain hooded while in the accomplishment their duties.

Other than his wardrobe, Mallian is also notable for his appearance, which is stark. He has pale white skin, his blue veins visible, so he has the look of a hungry skull. He has black nails, black eyes and medium black hair slicked straight back. Married to a fellow sect member with twins, a rarity; Mallian despises that his wife is on the Council of Laws, and is thus technically bound to follow her dictates while on a mission since the Council of Laws advises the Lord of Justice as well as possesses administrative control of the Justicars.

Kanath

The continent of Kanath is rather similar to Fier except that the mountains are arranged in a ring like pattern that provides for substantial protection from the fierce ice storms that plague the White Ocean. Kanath also has a higher level of geological activity which translates into active volcanoes and a large amount of available geothermal power.

The Humanoid Republic of Mountain Home (HRMH)



Maximilian shifted uncomfortably his chair. He disliked the press and rarely spoke to them, but he had been ambushed. He had been lurking behind a small tinatha palm staring at the woman he loved, when the annoying dwarf had caught him.

He had attempted to small talk his way out of the "off the record" interview, but somehow he had still ended up sitting in a wicker chair across from Khelven Sorsen while she asked him uncomfortable questions. She was good, but she was also irritating. She repeated the question "Colonel, so what is your opinion of the situation that is taking shape in central Dreadryth?"

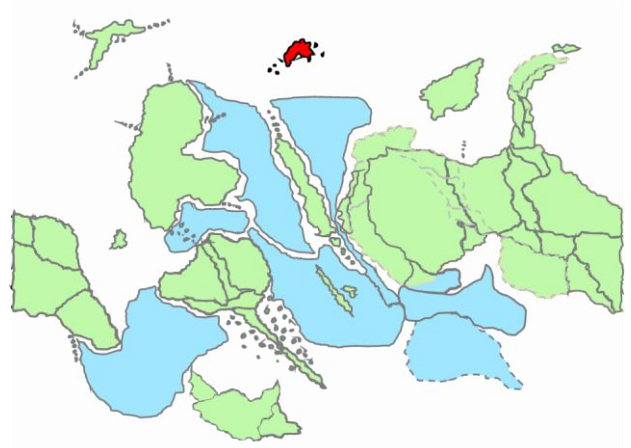
The question was easily answered, but with his current job, he couldn't very well go around telling everyone the situation was just going to be another in a long series of genocidal tribal conflicts. It was his job to give people hope and try to sell them on the idea that a few million IM spent would ensure the survival of their people.

Maximilian cleared his throat and rubbed his white goatee. "Well, the situation is complicated, as it always is. One the one hand we have....Oh, excuse me". With that Maximilian simply got up and made his escape towards Corporal Gerrick, one of his former soldiers and a Lycaon.

It was odd seeing him here, an event a bit beyond the pay grade of a Corporal, but Max knew that he was somebody's date. Gerrick had a way of being invited to the most exclusive of events at some female's expense. Today the lucky woman was Rory Affrey, a major figure in the Toroloc fighting circuit.

Across the room, in a shadowed alcove, Onali Rendess, expatriate ork venture capitalist, sat in his extravagantly equipped wheelchair and listened intently to the whispered plans of the tall, cloaked figure leaning forward towards him. Ar'el S'andor Kian, A'Lanthan expatriate, governmental "security consultant" and mercenary broker was hoping to whatever gods existed that this rich ork would help him. Ar'el was giving him everything, including plausible deniability, the elf only needed his money to complete the plan.

The pair was ignored by everyone in the room, save the one who seemed to be paying the least attention at all. Loren Ross was most pleased with herself. She didn't have any idea of why the venture capitalist and the mercenary broker would be talking in such a furtive manner, but she could be certain that it would be noteworthy to her masters in Ulusia, even if it were not yet an actionable piece of intelligence.



Capital: Mountainhome
 Population: 2.8 million
 Races: Humans 18%, Orks 17%, Dwarves 17%, Bugbears 16%, Lycaons 15%, Elves 11%, Other 6%
 Technological Base: Alchemy, Magic, Technology, Druidic, Elementalism, Spiritual and Psionic
 Environments: Arctic tundra, taiga, pine forests, glaciers, hot springs
 Architecture: The architecture of Mountainhome is usually squat, single story buildings with slightly angled roofs. The typical building material is stone. Buildings are mostly constructed underground. Older buildings are constructed in a very bland style that makes identification of buildings by style very difficult. That means that a hospital looks exactly like a government building which looks exactly like a house, the only difference being one of scale. The black and grey stone is used for buildings, roads and almost every other form of construction. The cities are also designed for layered defense, so that no building can be easily isolated and attacked.
 Governmental Structure: Representative Republic
 Leader: President Rebekka Thatcher
 Monetary Unit: Republic Marks
 Year Established: -1223 IC
 Economic Description: Rich, Non-agricultural, Barren, Glacial, Industrialized
 Imports: Food, Petroleum, magical ingredients, psionic devices
 Exports: Information, manufactured goods, processed resources, natural resources
 Classification: Regional Power
 National Motto: Sacrifice
 National Language(s): Imperial Common, Northern Polyglot
 Religion(s): There are many religions in the HRMH, but none have an overwhelming power base.
 Allies: Ulusia, Trellanin, Anjia
 Enemies: Volksung, A'Lanthas, Second Founding

Description

A progressive nation bourne of misery, the Humanoid Republic of Mountain Home was founded by Bugbear refugees fleeing the genocidal elves. When the Lanthan Expansion began in earnest, there were many peoples that could not stand against the might of the Elvish war machine. Knowing that their nation would be subjugated by the elves, the bugbears of the doomed nation of Murlenth decided to save their people if not their nation. With grief and determination, the women and children of Murlenth were sent north on a pilgrimage to find a new nation while all males over the age of 10 would stay and fight the Elves for as long as possible to buy time for the refugees.

The Battle of Nine Nights saw the destruction of Murleth and all bugbears within it's borders. Many other peoples fled north before the Lanthan destroyers before their empire was destroyed. All those who fled either died or found the decidedly unappealing island of Kanath. The first people to find themselves upon the icy shores felt both relief and doom. Relief from the elves relentless pursuit and doom since their salvation was as inhospitable as an Elven labor camp. With no other option except to die, the Bugbears began exploring and with shock discovered that their new home was indeed a paradise. It was primarily mountainous, but with enough volcanic activity to keep the ground from becoming frozen.

The geothermal activity provided for heat and water while the volcanic ash proved to be just fertile enough for their agricultural needs. Word spread of this land of freedom and refugees from across Vhraeden attempted the dangerous trek. For every thousand that set out, perhaps fifty arrived at the gates of Mountain Home. The Elves learned of this land and attempted to destroy it several times during the Lanthan Empire and the First Founding, but each time the invasion was defeated at great cost to the defenders due to their lack of magical firepower.



Jerick's Tower (located in what is today the Emerald Empire) was the last stronghold to fall in the Battle of Nine Nights and is still revered as a national monument to the sacrifice that bore the HRMH and is a popular pilgrimage for Bugbears on vacation.

Life and Society

Due to their nation's unfortunate history, the people of Mountain Home must depend upon each other as people and not as Ork, Human, Dwarf or Lycaon. This has made the Humanoid Republic the most racially tolerant nation on Vhraeden with an incredible incidence of interracial marriages. This prevalence of interracial marriages and children is seen as normal within Mountain Home, but such mixed race children often face horrible discrimination when traveling abroad. This causes most citizens of Mountain Home to completely cut all ties with their original nation and become

The need to defend the nation at any cost has instilled a tradition of service and self-sacrifice that is on par only with Ulsuia. The differing races that make up Mountain Home brought their own technologies, so that now the Humanoid Republic has a polyglot of technologies including potent magics, their historic weakness.

Although military service is not compulsory, it is seen as socially unacceptable for males to not serve the nation is some fashion, and for that reason, Mountain Home has a

large, capable and well financed military far exceeding what one would expect from this rather small nation.

Major Geographical Features

The giant island of Kanath is arranged in a ring pattern, and it is those mountains that has allowed the HRMH to survive. The mountains are referred to as the Miales, which translates as Shield Mountains in Northern Polyglot. They are the shield which allows the devastating northern storms to flow around the central valley of Kanath, which is where Mountainhome has grown into one of the most cosmopolitan and progressive cities on Vhraeden.

Due to Mountainhome being fairly far inland, there is a massive canal system leading from the southern portion of the nation north to Mountainhome. This is the Northern Channel and is one of the more massive engineering projects completed on Vhraeden. It allows for shipping to move northward as well as allowing unrestricted access of oceanic beings to Mountainhome. With the construction of the Aquatic District on the eastern portion of Mountainhome, this is the single most accommodating city on Vhraeden, with the possible exception of Harmony in Idyllis.

Important Sites

Mountainhome, the capital of the HRMH is a beautiful, if dichotomous city. Sanctuary is a larger city, but pales in comparison to the absolute variety of Mountainhome. Members of every race can be found in this city, including a large population of aquatic beings that live in the Aquatic District.

NPC's

Lieutenant Colonel Victor Maximilian von Dorn

Bugbear Military Advisor at Large

An officer in the Army of the Republic, Lieutenant Colonel von Dorn, is currently filling one of the more rare military positions available. As a Military Advisor at Large, it is his job to travel to other nations and officially assess their military. He then makes recommendations to improve those militaries and offers training, troops, equipment or money. The catch is that the HRMH requires formal concessions from that nations' government, usually in the form of trade, alliances or intelligence. Lieutenant Colonel von Dorn is very skilled at both war and negotiations and has been quite successful in his first tour as a Military Advisor at Large, and is fully expecting to finish his career with a second tour.

The Military Advisor at Large program is a uniquely HRMH position, but it has been a great success as it allows the nation to trade upon it's military and intelligence service strength in exchange for almost any other resource. This allows the rather small nation to not only survive, but flourish upon the international stage.

Maximilian is large for a bugbear, a genuine hulking mass of muscles and corded tendons. He is also very intelligent, having earned degrees in mathematics, international security studies and philosophy. He has salt and pepper hair, but it is going fully grey at his temples. A stickler for personal grooming, his deep blue eyes gaze out from his weathered face. He wears his hair in a flattop with only minimal hair on the sides of his head, but he keeps the hair on the back of his head in a ponytail that hangs to between his shoulders. The ponytail is banded with 6 silver cords that have the regimental crest of his first unit emblazoned upon them, The Sixteenth Infantry Regiment. He has a full goatee and Fu Manchu. The Fu Manchu mustache is heavily waxed, but the ends are weighted with two small silver

spheres, and the goatee is also worn long and separated into two points which are weighted with two silver spheres.

His professional life is an unending string of successes from the date of his commission until the present. Decorated for bravery on five separate occasions, he is truly one of the best officers of his peer group and great things are expected of him from his superiors.

Max's personal life is an unending string of failures. Married twice, divorced twice, Max holds little hope for reconciliation with his three children (two from the first marriage and one from the second one). The one bright spot in his life is Darrina. He met her ten years ago, in the deserts of Dreadryth. She was a human employee of an ork corp, ExeTech, that was interested in doing some business in that war-torn land. She had been captured by a band of kobold rebels and then Senior Captain Koln von Dorn's company was the rescuing unit as part of a Conclave of Nations peacekeeping operation.

It was simply love at first sight for the bugbear, but not for Darrina Kellsy. Maximilian lost his arm in that operation, but as a measure of gratitude for rescuing their employees, ExeTech paid for any necessary cybernetic augmentation required for anyone on that operation. Maximilian now has a silver plated left arm. Silver is so prevalent on Maximilian, because as he lay bleeding from his stump, all he could think to ask Darrina was her favorite color. Darrina Kellsy is now married and the senior vice president of foreign operations for ExeTech and travels extensively, but for some odd reason, Maximilian is almost always in the same city as Darrina and they often just "run into each other".

Maximilian hopes that some day she will realize that he does love her (in a bizarre, stalker-esque way). Darrina is just extremely happy that Max saved her life and sees him as more of a guardian angel than as a potential romantic interest. They have a very bizarre, one-sided relationship at this point.

Ar'el S'andor Kian
High Elf Traitor

An A'Lanthan expatriate, he was banished from his homeland for daring to speak against the Council of Purity. A military officer in the *Hu'rein'at*, the A'Lanthan intelligence bureau, he would no longer perform anti-elven terrorist actions in the former nations of the Second Founding. Although a believer in the ideal of Directed Co-Habitation, he could no longer rationalize killing other elves to spread fear simply for political power for a corrupt government.

Kian is a study in contradictions; dutiful son of A'Lanthas but vocally rebellious, a superb leader but willing to sacrifice troops in fulfillment of his mission, a remorseless killer with his own code of honor, a true elven supremacist but unwilling to kill simply in order to prove a belief, a philosopher and a man of action. Kian has paid dearly for his decision to voice his discontent against the Council. The elf lost his wife, who was sold to the Slave Pens of Thorzaan, and his ears were cut off, which is the ultimate disgrace that can befall an A'Lanthan. He suffered years of abuse and torture for his beliefs until finally escaping and fleeing north.

Kian is now a broken, hateful elf with no reason to live, except one. He has sold his services to the nation of Mountain Home as a private security consultant, all the while amassing wealth and information. He plans on hiring

a team of mercenaries to rescue his wife from the Slave Pits and another team to infiltrate A'Lanthas to assassinate Executor of Law Cour'tre L'urve, the elven judge who presided over his trial and conviction of treason and handed down the sentence.

Kian has light grey eyes with blue flecks. His blonde hair is worn long and frames his face to conceal his severed ears. His thin face is gaunt and creased, with a much more rugged countenance than an elf should have. He is hard of hearing and his eyes are not as sharp as they once were. Kian is much more than he appears, however. A mage of some skill and a warrior with an iron heart, this elf is still more than a match for a squad of younger mercenaries.

Corporal Vittory Gerrick
Lycaon Soldier

"Golden fur and a black heart" is how Corporal Gerrick is often described. A talented soldier, his horrible attitude and continued issues in his personal life have contributed to his lack of promotion. Gerrick has been a corporal for seven years and there is little hope that he will be promoted anytime soon.

Born into a military family, Gerrick enlisted as soon as he was able to, regardless of the fact that he was selected for several university scholarships. Upon entry into the military his tactical skills were noteworthy as was his abrasive attitude towards authority. He did excel in all graded events and thus there was little his irritated cadre could do other than continually punish him with extra Physical Training, which he didn't particularly mind.

Graduating, he was assigned to an Immediate Reaction Company and has deployed numerous times to hot spots around the world. He is a good soldier as long as he is never asked his opinion, which is always negative and usually said in a sarcastic tone.

His personal life is as much a shambles as his career. Married and divorced three times, he is a compulsive womanizer, engaging in numerous intra-species romances with humans, bugbears, orks and dwarves. He is quite the well-groomed and charismatic gentleman when out for a night on the town, but after several weeks he simply becomes bored with whatever female is currently occupying his time.

Gerrick is also a religious adherent to In Vidu, although he is a total hypocrite. He often speaks of religious experiences and changing his life to become a better Lycaon, however none of his promises to In Vidu are ever fulfilled.

Gerrick is quite attractive, so much so that other races find him to be quite agreeable to their tastes, especially females. Most males have an intense dislike for him instantly that grows with time. His golden fur has perfectly symmetrical black spots along his back, arms, legs and tail. The tips of his muzzle, paws, tail and ears are all black. His eyes are a deep sea green, with small flecks of gold.

Rory Affrey
Human Underground Fighter

Rory is a champion fighter in the Toroloc Circuit, one of the three main underground fighting circuits in Vhraeden. While boxing, wrestling and weapons form leagues are not uncommon, they are all considered to be sports with a large criminal influence in them with regards to gambling and fight fixing. Those forms of combat are also heavily burdened by excessive amounts of rules, and public

scrutiny. The Underground fighting circuits have none of those problems.

There are three main circuits, the Toroloc, the Alger and the Unlimited. The Alger circuit is an open entry, no enhancement, no magic circuit and pits fighters against their equal in regards to weapons form or unarmed. Deaths are fairly uncommon in the Alger due to the fact that it is open entry, few contestants feel the need to destroy their opponents utterly.

The Toroloc is also a closed entry, brutal contest. Limited enhancement is allowed and there is the weapons form track and an unarmed track. Only in the last 8 rounds do armed fighters face unarmed ones. The Unlimited circuit is a meat grinder. There is no distinction made between enhanced fighters, armed or unarmed, armored or not. The only disqualifying event is that there is an unequal number of fighters on the field when the fight begins, unless the handicap is agreed to by both teams. Deaths are not only common, they are expected. When a fighter enters into any of the three tournaments, they are subjected to a battery of questions, mild psionic probing and made to sign a non-disclosure agreement as well as a no-fault waiver.

There is no sponsorship of any of these circuits, so all money for the upkeep of these tournaments is gained through the sale of tickets, and these tickets sell for thousands to hundreds of thousands of IM's depending upon the circuit. The life of a fighter is a bizarre and violent one, and it is this life that Rory Affrey lives.

Born into an affluent family in northern Mountainhome, Rory was just a troublemaker as a youth. Beginning with vandalism, progressing through theft and ending with drug use, Rory was not a well-adjusted child. Her home life was not the best either, with an alcoholic mother and a mostly absent, abusive father. Her parents decided that she needed some discipline in her life. She was enrolled in unarmed combat classes, in a classically bad decision.

Rory soon used her new skills to terrorize the school, but the discipline she learned was not wasted, it was merely mutated. Rory never missed a lesson, practiced constantly and enjoyed sparring. Two years after beginning, she earned the title of Expert when she was 16. She was no longer in trouble with the law, because she realized that extortion was an effective tool to add to her criminal repertoire.

She found her way into underground fighting at 17, when she beat a musician's bodyguard senseless for trying to get a free sample of her as payment for a backstage pass. The bodyguard said she was too ugly to be allowed backstage, but he might be convinced if her skills were up to par. Rory attacked him, brutally. When she was finished, the head of security said he had a proposition she might be interested in. She was.

Ten years later, Rory is a solid contender for the top rung of competition in the Toroloc. She is widely regarded as a talented, hungry fighter, but her total lack of weapons skills is her major failing. It is rumored that she may be on the verge of taking a hiatus in order to learn a solid weapons form.

Rory is a 27 year old human woman who look like she's 35. She has not had an easy life, and she looks it. She has numerous scars on her face and body, and when she wakes up in the morning, most of her joints creak and snap for a

good two hours after she starts moving. Rory is also desperate for attention. She loves being a fighter, because the fans don't care that she has extremely short hair, huge muscles and a scarred face, they only care that she fights, and fights well. This lifestyle allows her to be loved, after a fashion, without having to be pretty, cute or demure, none of which describe her.

Rory is also pleased that she has male fans, and she helps herself to several of them a week. While she dreams of one day being able to have a relationship, she feels that she must have a man, and a man to her is someone who can, literally tame her. She hasn't met him yet. Obviously, Rory has some very deep-set psychological issues stemming from years of verbal abuse and neglect by her parents, not to mention her experiences involved in the criminal underground before becoming a professional fighter.

Rory has blue eyes, very short black hair (although she sometimes wears a black wig), and numerous scars. She is not a pretty woman, nor is she overly intelligent, but she is very cunning, strong, fast and tough. She never wears makeup and her favorite clothes are very loose in order to be able to fight in them.

Onali Rendess
Ork Venture Capitalist

The power of money is the same in this world as it is in any other. Money is the power of potential. Few beings understand that potential as well as Onali Rendess. He is a rich and very powerful ork, whose successes in his homeland drove him into a public "retirement" in relative obscurity, but who privately is very much working to ensure his legacy continues.

Onali has the attention to detail of the accountant, the mind set of the global economist and the luck of a professional gambler. His mind works in ways that not many others can comprehend, capable of blending his knowledge of the current reality of the world with theoretical models and coming up with intuitive predictions regarding politics, monetary policy, wars and any other sort of mathematical or systemic model.

Onali is the product of mediocre parents who never achieved much beyond their blue-collar aspirations, and their son never seemed to be exceptional in any regard until his parents began to pay him for his grades. The next testing cycle, Onali scored perfect in every test in every class. This continued for years until he earned his education at the Tashim Hall Institute for Science and Mathematics. Earning a double major in Mathematics and Economics, he continued his education until he possessed two PhD's, two Masters degrees and four Bachelors degrees. When he finally did enter the job market, he gained a position as the assistant to the Vice President of Operations for the Orilyte Corporation. He succeeded at steering the corporation through an imminent bankruptcy and a diversification of products and services over the objections of the CEO, who was later fired. He was then lured to a rival company, Kylsyn Limited, to see them through a hostile takeover attempt, which he did. Success after success followed, until several different boards of directors began to notice that his name was linked in some manner to almost every corporate action of importance in the past decade. At about the same time, Onali became concerned over the amount of power non-governmental corporations held with regards to politics and other forms of power.

His intimate knowledge of corporate dealings, some of them quite illegal and his seeming newfound morality were simply too much for these giants of industry to ignore. A cabal was formed who systematically began to take down parts of Onali's personal empire of friends, allies and contacts. Stripped of his greatest resource, information, Onali was rendered impotent. It was hoped that Onali would simply go away, which he did, for a while.

Resurfacing in Mountain Home, Onali has begun a multi-corporate war against Momono using his new HRMH corporate allies against his old employers. This has drawn the ire of many Momonoan corporations. There are now 16 corporations engaged in a corporate war against each other over resources, market share and international influence peddling. Onali is, oddly enough, not motivated solely by greed. He does have a certain nobility to his actions, but they are tempered with a healthy dose of personal gain.

Onali is now an older ork, with salt and pepper hair, and spectacles atop his sharp, icy blue eyes. His voice resonates with authority and wisdom, which is odd considering that Onali is a paraplegic and has spent his entire life confined to a wheelchair. The nature of his paralysis is such that it is not correctable by surgery or cyber technology, and it has never been an issue with Onali. Onali is a very private individual, and he does most of his interaction with the world via agents, lawyers and double cutouts.

What is not known is that Onali was recently married to his longtime personal assistant, Veka Orsain. They met almost twenty years prior, when Onali was first hired by Orilyte Corporation, she was his personal assistant. They have lived together for years and they have a perfectly symbiotic relationship, both professional and private. Veka is now more an information dealer and professional spokeswoman than secretary. She has been his public face for the past decade.

Khalen Sorsen
Dwarven Reporter

Dwarves are typically considered to be iconoclastic, slightly xenophobic and dour. Khalen is none of these. She is worldly, open and quite cheery. She is a reporter for the Mountainhome Daily Ledger, one of the four largest newspapers in the world. Her family immigrated to the HRMH when she was a young girl and has found that the open nature of the nation sparked her natural curiosity and that blossomed into a career in journalism. She graduated university and started writing in a small rural paper, and eventually became a well known journalist, until eventually gaining employment with the MDL.

She is frequently abroad covering stories. She returns home perhaps three months a year, usually in the form of a vacation. She has published three books on international organized crime and is currently researching a fourth. She does have information that could lead to the discovery of the Syndicate of Fear, which would be very bad for her. There is debate within the SoF as to whether she should be killed or somehow "persuaded" to abandon her investigative pursuits.

Khalen is married to Doctor Yurien Sorsen, a dwarven ER surgeon in Mountainhome. They have two children, Andruss and Aubren who are both in the University of Mountainhome.

Khalen is tall for a dwarf, 5'5" and rather less muscular than normal due to her high stress levels, for which she

takes medicine. She has been warned by her husband that four pots of coffee and a pack of cigarettes every day is not a healthy lifestyle, but she simply smiles, says "I know" and continues. She has no routine and is frequently seen as scatterbrained, but her lack of organization is compensated for by her perfect memory, which is amazing. She can remember phone numbers, faces, names and dates with perfect accuracy years afterward.

Khalen has waist length blonde hair that is tied into a bun with two pencils stuck into it as hair pins. She wears fashionable glasses, which comes from years of reading and staring at computer monitors which hides her light brown eyes. Khalen dresses in a conservative fashion and is concerned only that her clothes are clean and at some point were in style. She has little need of fashion, which she considers trite and worthless.

She does however have a large handbag filled with seemingly hundreds of pens, pencils, notepads, tape recorders, minicameras and other tools of a journalists trade.

Loren Ross
Human Spy

Loren Ross is a child of Ulusia and an empath. She is a spy and a very good one. She is also lonely and wonders nightly about what could have been. As an empath she has ability to directly affect other beings' emotions, but from her ability springs her fear. As a spy she has had to feign interest, friendship, loyalty and even love. She is exceptionally good at this, but she desires to be in a true loving relationship at least once in her life, and she also desperately wants to be a mother.

While she is still a loyal agent, she is also becoming disillusioned with her life for two reasons. The first is that she feels that the HRMH is one of Ulusia's more reliable allies. She does not support her posting there because she feels that is a waste of her talents and the HRMH should be subjected to much less active espionage. Her second reason is personal. For the first time in her life, Loren feels that she has a chance for a real relationship. His name is Mihel a'Krai and he is a minor functionary in the Sepenerain Embassy. Although he is too minor to ever be considered to be targeted as an operative, he is a member of a foreign government.

She met him at a political mixer while she was in her cover as a corporate headhunter last year. They spoke at length about a great many topics and then she failed to include him in her debrief. Since then, they have begun a romantic relationship which neither of them wishes to become public. He is an elf, and there is a definite anti-human prejudice in his nation, and she is a spy having a relationship with a member of a foreign government.

Loren has shoulder length red hair and bright green eyes and is rather tall for a human female at 5'8". She is in her mid thirties, but can not bear to make that public, so she lies constantly and says that she is in her "late, late twenties". Due to this, she is fanatical about her appearance and easily spends at least two hours preparing herself to greet the world. Even without the aid of her empathic abilities, she is still a striking woman. She has a classical beauty and is always dressed in high quality apparel. She carries herself with a regal bearing and speaks eloquently, and can feign almost any accent with minimal effort.

Relis

The continent of Relis is a heavily forested marine temperate land, that possesses two mountain ranges, one on the northeastern and the southwestern ends. The forests are a mix of deciduous and coniferous forests.

Anjia



The dragon was incredibly fast, powerful and seemingly immortal. It had taken hours of fighting to get past her hellish armies and it seemed as if the battle had become a rout, but Charas Dina then entered the battle and thousands had died at her hands. Cullen Trey ducked behind the wreckage of a destroyed heavy ballista. He mentally took stock of his assets, he had himself, his longbow, five arrows, his longsword and 14 of his original 40 soldiers, though none of their horses had made it. He looked back at them, and through the dirt, grime, sweat, pain and blood, he could see in their eyes that they were still with him.

Complicated plans were worthless, as they always were at this stage of battle, and Cullen Trey knew that as long as he was up front, leading, they would be there fighting for their lives, each other and the King.

Finally catching his breath, or as much as would come, Cullen looked backwards again and yelled "let's go" and as one, fifteen Knights of the Realm stood and began running into Charas Dina. The black dragon saw them and turned its head towards them like quicksilver. In its left claw, the dragon held a crushed knight and its mount. Cullen and his men were running from cover to cover, but the dragons' height negated that. The dead knight and mount made a convenient missile that killed two of his soldiers.

It didn't take more than three heartbeats for the dragon to kill the rest of Cullen's men. Weapons, armor and skill meant nothing. A claw strike killed Michelis, a bite took off David's legs, a double wing strike cut Ceavan and Sean in half. A second had passed.

A lightning bolt from the black sky blew Theodore into steaming chunks, a stream of acid melted off Cullen's left leg and the acid splatter began eating away deep pits in his arms and chest. Falling face first into the mud, the killing continued. A concussive blast crushed Phillip and a foot stomp smashed Donovan into the blood-soaked earth. One wing shot out and severed Piotr's head from his body. Another second had passed.

Cullen's eyes rolled into his head, he was going into shock as he saw Edward being tossed hundreds of yards. Dina's maw closed around Marcus in a bloody cloud. The dragon's claw turned to acid and swept through Kristoffer and Waylon leaving nothing behind but acrid smoke and screams. Blackness swept over Cullen.



Capital: Kenjin

Population: 180 million

Races: Humans 94%, Other 6%

Technological Base: Magic, Druidic

Environments: large, old growth forests

Architecture: The architectural style of Anjia is heavily reliant on stone and wood. Houses are typically wood framed and stonewalled. This means that the architecture has a very long life as it is not uncommon for houses to be passed from generation to generation with additions being a simple matter of building extra rooms. Fortifications are also quite prevalent throughout Anjian architecture, especially since the Night of Horror and the war that followed. Castles are a prevalent architectural style throughout the land, and with minimal care will last many hundreds of years.

Governmental Structure: Aristocratic Feudal Federation

Leader: Emperor Alexanthrus Relis, who is advised by five kings on matters relating to all matters that concern the nation. Each of the five kings has free reign within their own realms.

Monetary Unit: Anjian Gold (AG)

Year Established: 126 IC

Economic description: Agricultural, Hi-population, Icy, Rich, Industrialized

Imports: Food, metals

Exports: Information, magical ingredients, magical goods, Classification:

National Motto: King and country

National Language(s): Anjan

Religion(s): The Heavenly Chorus of Exelain is the national religion of Anjia. Other religions are persecuted to varying degrees, but the Church of Unity is mostly left unmolested.

Allies: Trellanin, Ulusia

Enemies: The Emerald Empire, The Centaur Confederacy

Description

Still recovering from the horrors of the Black Tide War, the nation of Anjia is actually a collection of 5 independent nations who owe allegiance to an Emperor who is descended from the royal families of all 5 nations. The entire nation has been the victim of a massive holocaust 7 years ago. The evil sorcerer queen Charas Dina launched her offensive to conquer Anjia and met with quick success when her agents assassinated two of the kings within one night, the Night of Horror. The war against the sorcerous queen took the lives of two more kings, until now there is only one king, Aric, King of Beasts and the Emperor Alexanthrus Relis Argentus. The other four kingdoms are ruled by queens with no heirs, since all heirs to all six thrones were magically abducted and sacrificed by Charas

Dina on the eve of her offensive. The nation verges on total collapse as any relative with any possible claim to a throne has begun to organize for a possible hostile usurpation upon the death of any ruling royal member.

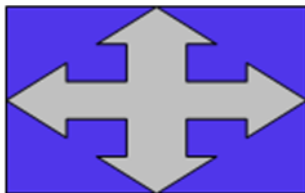
Charas Dina is believed to have been killed during the Battle of Kilikut Plain last year, when 147,000 warriors lost their lives in the fighting during the two-week battle. What is disturbing is that her talent for strategy was seemingly absent as end of the war approached. Although her armies fought hard and well, and the victory was hard won, Emperor Argentus suspects that the Charas Dina that he and his armies killed was not the "real" Charas Dina. Keeping his suspicions to himself he continues to search for clues to find the elusive Murderer of the North. The thought that she is still at large, which the Emperor publicly denies, gives the nation fits of paranoia, as well as the rest of the world.



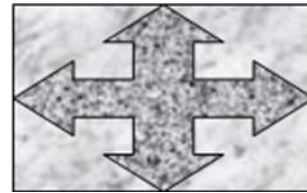
Karklek Palace, destroyed during the Night of Terror

Life and Society

Life is vastly different in each region of Anjia, depending on which of the kingdoms one observes. The five kingdoms are each ruled by a separate royal line, with the entire kingdom of Anjia ruled from the fortress city of Kenjin which composes its own kingdom. The five other kingdoms are Cerella, Ranzel, Heilandia, Morepheon and Cephelen.



The kingdom of Cerella is ruled by Queen Vassa; the so-called Queen of Pain. Her lands suffered the most in the war against Charas Dina with several hundred thousand of her subjects sacrificed by Dina or simply killed during long battles against the sorceress. For this reason, Queen Vassa is often touring her destroyed lands attempting to alleviate the suffering of her people. Her husband King Ethan was killed in the Battle of the Long Night.



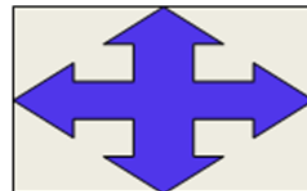
The kingdom of Ranzel is ruled by Queen Ameris, the so-called Queen of Hate whose loss on the eve of Dina's offensive was the largest amongst the six ruling houses. She lost two brothers, a sister, her father and mother, her husband, three sons and a daughter. This loss seemed to shatter her previously well-known kindness, and she began to reward cruelty to the enemy, until she progressed through personally torturing prisoners to leading attacks herself at the head of her armies. She now relishes in revenge and employs armies of spies and mercenaries to hunt down and return any former member of Charas Dina's armies.



The kingdom of Heilandia is ruled by Queen Sarah; the Alabaster Queen, who is never seen during the daylight, and has not since the Night of Horror. The reasons for this are not known, although there are dark rumors. Her husband, King Langano was killed on the Night of Horror.



The Kingdom of Morepheon is ruled by Queen Sophia Erelain, the so-called Queen of Dreams, who has fallen into a deep depression from which she rarely awakens in order to attend to the matters of state. She is rumored to live in an imaginary world where her husband King Karl is still living. He died defending his nation from Charas Dina during the Battle of Endless Fury.



The kingdom of Cephelen was not hit as hard as the other houses during the Night of Horror, in that only the Prince and his Princess were abducted and sacrificed to Charas Dina's madness. The King Aric and his Queen Aeryn are known as the King of Beasts and the Queen of Knowledge, owing to their well-known predilections. Indeed, the contributions that both the King and Queen made during the war against Charas Dina were instrumental in her defeat.

The Emperor, Alexanthrus Relis Argentus, lost his wife, Empress Angelina, and his two sons, Egeris and Alan on the Night of Horror. His kingdom, the smallest of the six, Kenjin was hit the least hard during the war, simply because its size was so small, basically one fortified city and the port town that served as its port.

The Night of Horror, and the war which followed, has set the entire nation of Anjia on a path of chaos and distrust. The people of Cerella wonder why they suffered the most during the war, while the Queen of Hate suspects that House Cephelen may have been in collusion with Charas Dina. The people of Morepheon live uneasy lives as their queen descends into madness, while the people of the kingdom of Ranzel note their queen's increasingly paranoid behavior with a wary eye. House Cephelen watches the other four houses with a hesitancy that is noticed, and the Emperor tries desperately to keep his country from falling apart while continuing the search for the murderous Charas Dina in secret. If it were known that she still lives, the victory that cost so much would be rendered hollow and the country would most likely descend into anarchy as all the nobles fought over who would rule the ashes. The Emperor and King Aric secretly believe that Charas Dina's goal was not to conquer the nation, but to destabilize it to the point where it would collapse into anarchy, although neither of them can fathom the reasons for this.

Major Geographical Features

Relis is a temperate marine environment with two large river valleys, the 2 River and the 4 River. There are two mountain ranges the Grey Mountains in the west and the Eils Mountains in the east. The center of the nation is the Feln Forest, an ancient and dark old growth forest. The two river valleys are in relatively flatlands or rolling hills and the majority of the population (80%) lives within 3 miles of one of those two rivers.

Important Sites

The Feln Forest is ancient and for its entire history has never had a good reputation. Dark and mysterious the Feln has hundreds of secrets. This, along with Grey and Eils Mountains were all within the iron grasp of Charas Dina during the Black Tide War. These areas are still occupied territory. Always sparsely populated, the forces of Charas Dina still occupy large areas of these regions and even though the war is over, there are constant military operations conducted on both sides for overall control of these areas.

NPC's

Kapten Cullen Trey

Human Deep Cover Operative

Kapten Cullen Trey is a soldier in the service of the Emperor and looks every inch the Imperial Sentinel he was, with the exception of his missing left leg below the knee and his acid scarred hands and forearms. He received his wounds fighting Charas Dina on the final night of the Battle of Killikut Plain. He is convinced that Charas Dina still lives and the Emperor agrees. Trey has been formally discharged from the Imperial Legion of Sentinels and is now a simple merchant with a disability that sells military magics. This facade has served him well during the past decade collecting information on the whereabouts of the murderous dragon.

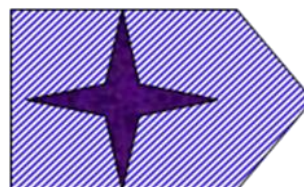
Cullen travels frequently with his wife of 18 years and she is fully aware of the nature of his work. She is a medical mage and researcher so her travels are fully legitimized by the government of Anjia.

Cullen has short cropped black hair, warm brown eyes and his skin tone is darker than is commonly encountered in the north due to the large amount of time that he spends in the warmer climates of the world. Cullen usually wears common clothes, and dislikes shaving, so he usually has a two or three days supply of dark stubble. If asked about his scarred arms or missing leg he will generally laugh and smile and say, "I've always been clumsy" and say nothing further. Cullen is exceptionally fit and trim for a man of his age and with his disability.

Sserin-lorn

The continent of Sserin-lorn is a land of mountains. The land is mostly unsuitable for agriculture of any kind and there is simply not enough land to support large scale ranching. The continent has a high level of geological activity, which means that there are many active volcanoes and frequent earthquakes.

Second Founding of the Elvish Empire



Hamat Le'Shan read the files again, and it did nothing to assuage his anger. Indeed, the anger flaring in his heart grew prodigiously until on page six, he could no longer stand to read anymore and threw the file onto the cold marble floor. He could hardly believe what he was reading, but he knew that everything was true.

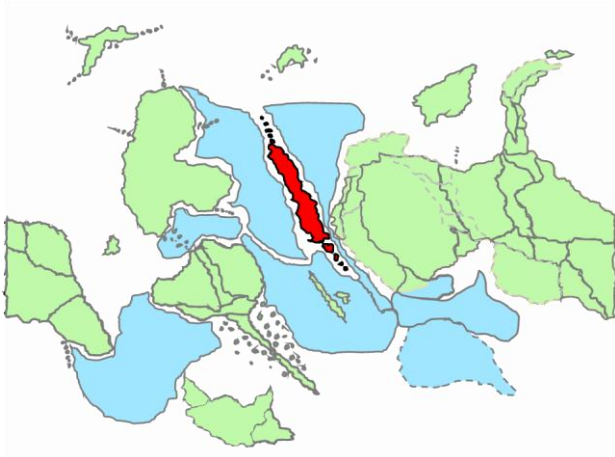
How these files made their way to his enclave was a question that he wanted the answer to, yet he felt that if he did know, his life would be in danger more in his homeland than it was while fighting in other lands. He picked up the files again and slowly became aware of the reasons why these files had been delivered. He lived alone, he had no friends and his family was broken. Hamat was as much of a non-entity as one could easily find. That, and he was in the Ph'reass'el of course.

Yes, he decided. That was it. He was a newly promoted team leader, and had spent his previous time as a s'lequin, and thus, had no prior acquaintances within the Ph'reass'el. He was the most qualified to learn of these treasons and be able to take action. The files were from the same benefactor that had promoted him far ahead of his peers to become a team leader.

The difficulty was not in acknowledging that there was a conspiracy at work within his nation, nor his reaction to that knowledge. The psychological testing had given his unknown benefactors the reactions that he would have when presented with this knowledge. The difficulty was in finding out how high his benefactor was within the Ph'reass'el, and what his next move was going to be.

Hamat made the assumption that he had been promoted for a reason, and that reason was so that he could have access to an entire team instead of just himself. That indicated that his team would most likely have been either picked for their predicted reactions to the revelations of conspiracy, or would have some other reason for being

given to him. All Hamat had to do now was wait, and that was always the most difficult thing for him.



Capital: Insorian
 Population: 14 million
 Races: High Elves 100%
 Technological Base: Magic
 Environments: Mountain, volcanoes
 Architecture: Tall, dark stone buildings terraced into the sides of mountains. The actual majority of the buildings' floor space is subterranean with a large number of sun lights and ventilation shafts. From the air, the Second Founding appears to be nothing more than terraced dark castles and cathedrals with walls separating them into hundreds of separate demesnes.
 Governmental Structure: Aristocracy disguised as a racial meritocracy
 Leader: Primarch Eileis Quars'ien
 Monetary Unit: Elvish Merit (EM)
 Year Established: 191 IC
 Economic Description: Rich, non-agricultural, barren, industrialized
 Imports: Magical ingredients, food, slaves
 Exports: metals, magical goods
 Classification: Regional Power
 National Motto: The rule of law, the rule of Vhraeden
 National Language(s): Elven Revised, Lanthan
 Religion(s): Religion is heavily frowned upon in the Second Founding. The most popular religion is the Church of Eternal Inspiration, although most worshipers do so secretly.
 Allies: A'Lanthas (secret)
 Enemies: A'Lanthas (publicly), Trellanin, Ulsua, The Emerald Empire, Anjia

Description

A nation on the brink of destruction, the Second Founding of the Elvish Empire is a pale shadow of its former grandeur. This is an old nation whose birth was in the fires of the Wars of Slaughter. This was a pivotal time in the history of Vhraeden. When the A'Lanthas of the First Founding it necessary to consolidate power from the overseas elvish prefectures and their "Impure" leaders, it sparked a war for dominion of Vhraeden. At the end of the war, the power of A'Lanthas was broken, and the Second Founding of the Elvish Empire arose to bring unity to the elvish people. As part of the agreement, all elves agreed to be members of the Second Founding, except the Pure Elves of A'Lanthas who were seen as being the cause of the destruction of the First Founding and thus were not allowed to join.

The Second Founding held a bright promise, that of peaceful coexistence with all other races and of a central authority for the far flung elvish peoples.

The promise rapidly grew dim. As other nations began to covertly subvert elvish states, others seceded until of the six states that founded the Second Founding, only one, Sserin-Lorn remained. Lokas, Bekaveld and Binj were covertly forced to join the Trellanin Empire under thinly veiled threat of invasion and racial purification. Volksung and Sepenerais both seceded, and A'Lanthas, the seventh elvish state, never joined.

As the power of the Second Founding faded away, the halls of power began to resound with panic and futile pleadings. Sensing weakness in their wayward cousins, the A'Lanthas made their move. Infusing untraceable money and support, A'Lanthas began to rebuild the Second Founding from within. Taking the ideal of elven pan-nationalism as their credo, the Second Founding began a program to re-assimilate the independent elven nations, except for A'Lanthas who continued to be publicly decried as the root of all evil. This strategy has caused revolutions and coups in both Sepenerais and Binj. Although both were defeated, the lessons learned ensure that the next time will be a success.

The Second Founding is heavily involved in the drug trade, slavery, terrorism, economic exploitation and repopulation programs. The Second Founding is little more than a proxy for A'Lanthas.

Life and Society

The social betrayal of Sserin-Lorn by all of the other former members of the Second Founding has had a drastic effect upon the society. The nation is an economic disaster and it is only the covert monetary infusions by A'Lanthas that keeps the state from complete implosion. The social order of the Second Founding has also suffered greatly with the secession of 80% of the nation. The A'Lanthan ideal of "Directed Co-Habitation", which decrees that the strongest race should determine the stature and continued survival of the other races now has an almost fanatical level of support throughout the entire social strata.

The state assumes primacy over individuals and the nation has become a highly stratified meritocracy (determined more by family standing than actual merit). The pseudo-fascist regime has the unwavering support of the entire population. The huge volunteer labor force (slaves, racially impure specimens and "embarrassments" as mixed race offspring are known) have no voice nor value.

The overwhelming emotion felt throughout the nation is one of repressed rage and sulking violence. Within living memory of the oldest elves, the race was the undisputed masters of the world and they have seen their power dwindle to insignificance. The distaste for the excesses of the A'Lanthas has faded into a dim memory and the betrayal of the other elves has assumed primacy in their world view.

A desire for a return to glory is the overriding passion within the nation, and if alliances with their former enemies are necessary, then so be it. If their brethren have grown soft and sought refuge in the lands of their inferiors, they must be exterminated and if they have built societies built on lies and false ideals, they will be destroyed.

Major Geographical Features

The major geographical feature of Sserin-Lorn is Shalus Vorn Mountains. Huge granite mountains that rise thousands of feet into the air from rough seas, the Shalus Vorn Mountains are Sserin Lorn.

Important Sites

The mountains name is Ull Eriass, which translates as Granite Citadel, and that is its purpose. Deep within this mountain is the headquarters of the Juso'eo Ke'eil, or the Thousand Sons. The Thousand Sons are the scions of the most powerful families of the Second Founding, A'Lanthas, Sepenerais, Bekaveld, Lokas, Binj and Volksung. All are mages of exceeding power, and all are tied together by mystic oaths, magic bonds and an elven ethnocentricity that makes Directed Co-Habitation look like a socially progressive idea.

This mountain is the only free standing mountain in Sserin-Lorn and is publicly a volcano. It is, but one that was created and controlled by the Thousand Sons.



The Second Founding's architectural style has been described as stone and vertical

NPC's

Hamat Le'Shan

Elven Covert Operations Team Leader

A shadow like assassin with an impressive list of successes, Hamat is an elf dealing with the new responsibilities of being a team leader. Previously a s'lequin, or independent covert operative, Hamat has never really ever had to deal with a team, much less being a leader. The promotion came upon the recommendation of his unknown patron within the *Ph'reass'el*, or the military covert operations branch of the Second Founding's military. The *Ph'reass'el* is the equivalent of the A'Lanthan Black Hands, or Veid Krusus in Lanthan.

He is heavily magically augmented, and his aura is extremely bright with power. Although talented, he is young and suffers from frequent bouts of depression due to his inability to gain his fathers' approval. His father was a doctor who was a leading researcher and biomagical practioner, so much so that he had previously taught in the Halfling Holdings. His father had committed suicide when Hamat was still a young elf and although he rationally knows that it was in no way his fault, he still wishes that he had gained some manner of connection with his father before his death.

Hamat has learned of the reason for his fathers' suicide recently, and that has led him even deeper into

self-loathing. While home on furlough from Primary Education, Hamat had brought his training partner, Agrel, home with him, since they both lived in the same Ward. Hamat's mother and Agrel's father had become lovers soon after meeting. Three months later Hamat's father killed himself and Agrel's mother returned to home on the east coast of Sserin-Lorn to be closer to her parents.

Hamat feels personally responsible for his father's death and his mother's behavior. Torn over what to do, Hamat just becomes more and more depressed.

Hamat has the pale skin common to elves, jet-black hair and piercing blue eyes. His face is severe, even for an elf and seems to wear a pained expression constantly. Constantly scowling, his face is becoming wrinkled early for his race, but he hardly cares. Deeply distrustful of females, Hamat has no personal life to speak of, nor is he close to his mother, whom he considers to be little more than a whore.

Hamat does have a hobby, and one that would be deeply disturbing to other elves. Hamat has touched upon the concept of religion and has recently become a worshipper of Chakam. He is quite devout in his new beliefs and hopes that one day he may once again be with his father in death.

Ssasin

The continent of Ssasin is a little more than a mountain range that breached the surface of the ocean. There is almost no arable land for agriculture of any kind, much less ranching. The land is desolate and temperatures vary wildly by time and elevation. At sea level the mean temperature ranges from 70 degrees at night to 90 degrees during the day year round, with night time temperatures averaging 60 to seventy degrees at night throughout the continent. At elevation, however, the temperatures drop to between the mid 30's during the day and below zero at night. Some of the tallest mountains are snow capped.

A'Lanthas



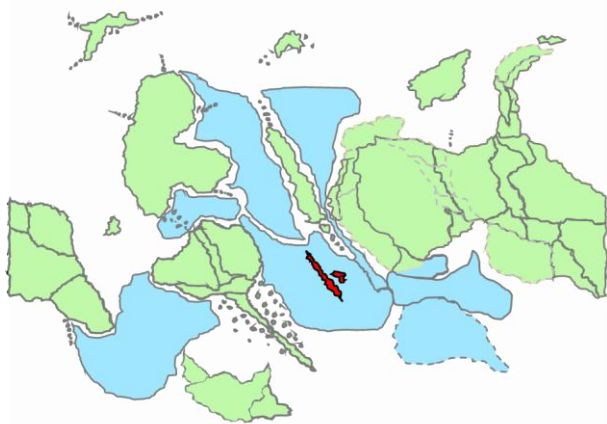
Vladimir von Silesia leaned against the ballistrade of his balcony and observed his nation. The smell of the crisp mountain air, the salty taste of the furious ocean four thousand feet below crashing eternally into the sheer cliffs of his ancestral home, this was the essence of what he fought for. This nation of tall, steep mountains hollowed out by magic and time to become the greatest force in the world. His home was perfect, it was timeless, and it is in danger by the ravening forces of mediocrity from the mindless hoards that think they somehow had the right to rule this world. The nation was also threatened from within by the shallow, corrupt and incompetent fools who should never have been allowed to survive past birth. Those elves were nothing but traitorous rabble that would have to swept aside like the dirt they were.

He felt so proud of what his people had survived, what his people had accomplished over the centuries and the

promise that now loomed in front of this nation of purity. Soon he was sick to his stomach as he remembered the treachery that his nation, his people were capable of. He knew in his elven heart that if only his people could stop hating each other and work together then this world would be theirs once again. He knew it with the certainty that he knew that his hands gripped granite or that he was breathing the most pure air on Vhraeden. It was a fact.

He frowned. It was also a fact that the elven nations had been torn asunder by those who were absolutely incapable of understanding that being an elf meant a life of service to the ideals that were set forth by the lords of ancient Lanthas. He looked out over the mountainous majesty of his home nation and knew pride. His heart beat with it, it sang to him in his blood and the overweening beauty of this single city that was A'Lanthas gave him an electric chill that ran down his spine and along his limbs.

A'Lanthas was the past, A'Lanthas was the future. He had sacrificed his entire life towards that goal. His sons, his daughters and his wife had sacrificed their lives for A'Lanthas. His friends, his mentors, his soldiers had all sacrificed for the dream of the Resurrection of A'Lanthas that there was nothing, no force and no being that Vladimir would allow to stand in the way of that dream that had bled the nation of its best and brightest for tens of generations.



Capital: Erian'Tier'Ol'Efferian

Population: 8 million

Races: Pure Elves 100%

Technological Base: Magic

Environments: Mountains, volcanoes

Architecture: Thousand-foot tall spires built into mountainsides and subterranean caverns that connect everything. The entire island appears to be nothing more than a singular castle hewn from the rock of the entire island. The nation also appears curiously porous from the sheer number of windows, ventilation shafts and sunroofs that blanket every portion of the castle-island that is not actually delicately hewn granite.

Governmental Structure: Fascist Aristocracy. The ruling aristocrats are referred to as the Pure, and they serve in the Council of Purity. Governmental department heads are referred to as Executors.

Leader: The Pure Yuthan I'Neve Buruth'an

Monetary Unit: Lanthan Pure. Although this monetary unit is considered very strong and stable, there is such a strong anti-elven stigma that few international businesses are willing to accept this as the primary form of payment.

Year Established: -990 IC

Economic Description: Rich, non-agricultural, barren, industrialized

Imports: Food, slaves

Exports: metals, information, magical devices, stone

Classification: Regional Power

National Motto: True sons of Empire

National Language(s): Lanthan

Religion(s): Religion is heavily persecuted by the government, and looked down upon by the majority of the populace. The only church of note is the Church of the Eternal Inspiration, although the majority of their members do so in secret.

Allies: The Second Founding (Secretly)

Enemies: All other nations

Description

A'Lanthas is a dark and brooding land of dark mountains and dormant volcanoes. Ancient in its traditions and terrible in its plans. After the War of Slaughter ended and the Second Founding arose from the ashes, A'Lanthas would not join the new nation. They would not join in any nation where the voice of the Pure was not the only voice. As the seat of power for the First Founding, it was inconceivable to them that Impure elves could even survive without the strong guiding hand of A'Lanthas to direct them. The Second Founding's promise of equal treatment for all elves was seen as the height of stupidity and heresy against the 4000 years of elvish perfection and racial dominance.

A'Lanthas was founded by survivors of the destruction of Lanthas on the island of Sserin. They quickly dominated the land and killed all other sentient races present on the island.

The forging of the First Founding of the Elvish Empire began quickly, as was their right. The imperative to rule, to conquer had been handed down for generations. One only had to look to the glory of Lanthas.

Life and Society

A'Lanthas are without exception the most cold, arrogant and aloof people on Vhraeden. There is nothing of value that has come from any other race, the history of the world is the history of the elves, and it is only proper that the most exemplary of races lead the world into a new golden age. The fact that other nations fail to see the vision of the A'Lanthas is to be pitied, since the elves realize that no race wishes to face their own inadequacy.

The ideal of "Directed Co-Habitation" is the central tenet of A'Lanthan life. This euphemism for racial extermination, violent occupation and gathering of undesirable races under dictatorial rule has spread like a cancer throughout the elvish population of Vhraeden and it is no secret that this cancer is supported by A'Lanthas.

The Council of Purity are the gods of the elves and to speak against them is heresy and one faces death, or worse, mutilation and exile. There is only purity and goodness in the hearts of all elves and all other races are to be shown by word, deed or death the perfection of the elvish race. The other races of elves simply must accept their place as second-rate beings, with the guiding hand of the Pure and the Council of Purity to lead them.

Major Geographical Features

The entire island nation is simply the peaks of an underwater mountain range and the sheer sides of those mountains are an unforgiving home. Hundreds of years of construction and subterranean tunneling have made the

entire island a single interconnected structure with hundreds of tall spires and millions of air-shafts, entrances, windows and light shafts.

Important Sites

The nation of A'Lanthas is composed of a single city, Erian'Tier'Ol'Efferian. The entire island is covered with elven settlements and the entire island is honeycombed with tunnels and T-Stations. This giant, sparsely populated giant city is the crowning achievement of the elves of A'Lanthas. Monolithic, beautiful, gothic, stark, timeless, graceful and seemingly empty. Vast portions of this city were built and subsequently abandoned due to the amount of casualties this nation sustained during the Wars of Slaughter. A'Lanthas is still underpopulated for this reason.



*Do not cross the Veid Krusus, it is fatal, and they **will** find you.*

NPC's

Executor of Manipulation Vladimir Lygren Lern von Silesia
Political leader

Vladimir is believed to be the epitome of evil to thousands upon thousands of beings on Vhraeden, and they would be correct. Personally responsible for deaths of several hundred beings, he has been the driving force for thousands of other murders. Utterly remorseless, he has no feelings of culpability due to his bizarre personal code of ethics. Impure beings are not worthy of life and should be removed before they breed and destroy the world with their slaving, idiotic offspring.

As Executor of Manipulation, Vladimir has almost unimaginable power, able to order the deaths of beings with impunity. His actual job description would be more accurate if it read Minister of Disinformation, Propaganda and Terrorism. He is on several national top ten lists for most wanted beings. His death would be celebrated in many national capitols. Vladimir knows this and finds it amusing.

Vladimir realizes that his actions bring death and misery, but in his eyes, it is for a good cause, the salvation of the elvish races. If the deaths of millions of beings are necessary, then so be it.

As evil as he is, Vladimir is quite the scholar and exceptionally worldly. Coldly analytical, he does not want to have to exterminate entire races, but they are a threat to his race and for that, they must be brought under control. The doctrine of Directed Co-Habitation is his brainchild. The other races must simply accept that they are not qualified to direct their own lives without the guidance of the elves. This is not just his hubris, von Silesia arrived at this finding through scientific research which indicates that the shorter lived races are simply incapable of understanding the concept of long term causality because the effects of their actions will not occur until after their lives are over.

Von Silesia realizes that the elves and their kin have their issues as well, especially the concept of racial superiority amongst the different breeds of elves. Von Silesia has been tireless in his efforts to bring the elven races together under the umbrella of a pan elven movement and to break the barriers that exist between pure elves, high elves, snow elves, sea elves and elves.

Von Silesia regrets that violence must be employed in order to give the gift that he feels the world desperately needs, and the most regrettable aspect, in his mind is that so many of his adherents are simply power mad racists who have no place in his perfect global society. Von Silesia has already laid plans that most of his greatest supporters would find very disturbing in the event that von Silesia's plans reach fruition, since most of them involve their deaths.

Von Silesia is a genius and philosopher par excellence, when combined with his penchant for planning and his willingness to act when the conditions warrant, he has become one of the major threats the world faces in the past century.

The image of a death-dealing figure clad in black with ominous features is wrong when describing von Silesia. Vladimir is an iconic pure elf. He is tall, wiry, but muscled and has sharp features. His jet-black hair is in contrast to his alabaster skin, and his sea green eyes have a tendency to draw you in. He is well spoken, very polite and cultured, both in public and in private. If he could be said to have a flaw in the elven mind, it is that he is rather a passionate being, especially in light of the fact that he has five children, which is simply unheard of in the elven lands. That he espouses greater passion and love within the lives of elves is extremely odd as well, since emotion is often thought to be a trait that short-lived races possess.

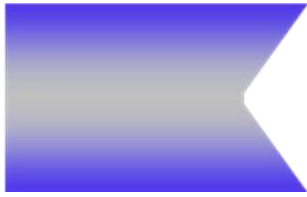
In short, von Silesia is a scholar who appreciates life, but he has come to the conclusion that some lives are simply worth more and those who possess these less valuable lives must either submit to their betters or be exterminated.

Penthe Vul

The continent of Penthe Vul is a dichotomous land. The western half of the continent is rolling plains and foothills of a temperate climate and is a rich agricultural and ranching land. The eastern half of the continent, separated by the Vulkit Mountains is a land of elemental and stark beauty. Volcanoes and glaciers ring the southern edge where

hundreds of underwater mountain peaks breach the surface of the Shard Sea. The northern edge is a land of cliffs and waterfalls that plunge hundreds of feet into the sea. There is an old growth deciduous forest known as the Eastern and Western Gorian Greenlands that hug the Vulkit Mountains on both sides.

Ulusia



The largest difference between an Ulusian soldier and an Ulusian mercenary is the bank where the funds are drawn from. Ulusia, or rather Sacrimal had a particular love of mercenaries, and in point of fact, the nation possessed a rather large supply of mercenaries that as a condition of their employment, and continued life, owed a debt of servitude to the nation. Mercenaries in Ulusia are considered to be in effect a paramilitary, quasi-police organization whose guilds are directly answerable to Sacrimal.

It was for this reason that the mercenary captain Makara, a red tinged Draconic and Captain Chorad Helix, a special operative of the Bureau of Sabotage were in conference, they were comrades responsible for the defense of their nation and the implementation of their queen's will. Makara was dressed in her ceremonial dress from the Inner Citadel and Chorad was in her stealth suit and they had each brought their seconds in command.

They stood around the runed obsidian dias that projected the three dimensional map of their objective area. It was a difficulty mission, and it would take the combined forces of their two units to be successful. A deliberate attack upon a forward deployed invasion force with an assassination mission to be carried out upon the commanders of those units when word of the attack forced them to converge in their command post.

Makara's voice was very breathy, since it took so much more air over her vocal chords to make sounds in the Ulusian language. "So this operation will have two outcomes, yours and mine, correct?"

Chorad looked at her counterpart and agreed with the assessment. "Yes, there are two portions to this operation, and two separate victories to be won. Unfortunately, my missions success depends entirely upon yours."

"I understand this fact, and you have my word upon my life and the lives of all of my soldiers that you shall have the necessary time window to successfully accomplish your mission."

"Thank you, and I shall see you in four days"

"Four days, comrade."



Capital: Erath

Population: 164 million

Races: Humans 93%, Draconics 4%, Other 3%

Technological Base: Psionics

Environments: Rolling plains, rocky hills, mountains

Architecture: The architecture of Ulusia varies depending upon the area. In the southern and western areas where ranching is the most common profession, the buildings tend to be low framed, hewn rock buildings. In the east and north, the buildings tend to be more ornate and beautiful with the usual building material being either obsidian, agate, marble, quartz or crystal. Rural Ulusians prefer function over form, while urban Ulusians prefer ephemeral beauty thrown into sharp relief. The typical styles are tall, well lit, crystalline spires or pillared classical construction with wide streets and open plazas.

Governmental Structure: Draconic Dictatorship

Leader: Queen Sacrimal I ("the Destroyer")

Monetary Unit: Ulusian Silver Schilling (SS) AKA Sacrimal's Silvers

Year Established: -441 IC

Economic Description: Rich, agricultural, hi-population, industrialized

Imports: rare foods, rare metals

Exports: natural resources, agriculture, information, psionic goods

Classification: World Power

National Motto: "We fear not"

National Language(s): Ulusian

Religion(s): There are no official religions in Ulusia. They have all been banned by order of Sacrimal. Religious adherents are allowed entry, but any attempt to proselytize will result in an automatic death sentence, as will any use of divine magic.

Allies: Trellanin, Anjia, Centaur Confederacy

Enemies: Emerald Empire, A'Lanthas, The Second Founding

Description

The psionic disciplines are nowhere as present as they are in the ordered perfection of Ulusia. The regimentation of Ulusian life is so overpowering to outsiders that the almost fanatical loyalty its citizens possess is unfathomable. The truth is that Ulusia is run by "Sacrimal the Destroyer" as if her nation were a well honed machine. The social order is based upon merit to the nation and to Sacrimal. She is the state, she is the law, she is Ulusia. Her long and continuous leadership of Ulusia has made the nation of Ulusia the only nation to have never suffered a civil war, coup or political upheaval in its' history.



Erath is a beautiful city created almost entirely of crystal.

The nation is also home to the few draconics in the world. These are the bloodlines of the dragons, the remnants of their once proud race. Draconics are those who have one-fourth or one-eighth dragon blood. They possess some of the same characteristics as their parents with some draconic features. There are perhaps three or four hundred draconics left on Vhraeden, and as such they are quite rare, and over 95% live in Ulusia.

Ulusia is a land of agriculture, with its fertile coastal plains being the majority of the nation. There are mountains on three sides, which offer protection against the desert to the east and the other nations on the continent.

Life and Society

Sacrimal founded the nation in order to build her power base and it has succeeded beyond her wildest dreams, becoming one of the leading nations on Vhraeden. Her belief in the primacy of the state over the individual was one of the turning points of history and the fact that her nation still exists lends mute testimony to her vision.

The citizens of Ulusia are all trained in the psionic disciplines from a young age. Magic is taught to supplement psionics and religious worship is outlawed. This is due to a rumored incident between Sacrimal and an unknown deity in ancient history.

The nation is very peaceful because of the prevalence of Peacekeepers trained in mind reading and psychometry. Crime in Ulusia is an exceedingly risky proposition, because of the harsh punishments for disruption of social order, including a frightening propensity for the death penalty.

The architecture of Ulusia is the same as its art, crystalline, and pure with no wasted effort. Obsidian, crystal and hematite are the materials of art, architecture and war.

Major Geographical Features

The nation of Ulusia is bordered on the east by the southern extension of the Western White Spines mountain range, all of which are in the nation of Kalasian. Ulusia is bordered on the south by the Southern Wall, although all of those mountains are in the nation of Jenesai. The lands around those two mountainous areas are gently rolling hills that flatten into the Ulusian Plain, which is a giant expanse of small hills and streams. The Ulusian Plain is the home to the majority of the population of this nation.

Important Sites

Erath, the Crystal City is a beautiful work of art. Tall spires of glass held aloft by telekinetic fields, invisible walkways connect the spires and open air elevators reach hundreds of feet into the air, this is a city that could never have been built by conventional architecture.

Erath is also one of the most clean and peaceful cities on Vhraeden due to the constant presence of the Peacemakers, or "thought police" as they are known to foreigners. The Peacemakers are implacable and tireless in their duties of finding criminals and punishing them.

NPC's

Chorad Helix

Human Special Operative

The nation of Ulusia is home to a large special operations community. Sacrimal feels that wars should be fast and violent affairs that should affect her people as little as possible. For this reason, the nation has a small, rapidly deployable military. The emphasis on special operations is also cost effective, in that several Ulusian squads of psionic warriors equipped with the best magical forceware and technological hardware are easily the equal of the best that Momono or A'Lanthas can field. Coupled with the rapid deployment capabilities, the Ulusians have a fearsome military, as well as intelligence agents, since there is no distinction between the military and the intelligence community as there is in almost every other nation.

Chorad Helix is a product of this nation, and one of the best. Her real name is Cynthia Norris, but her nom de guerre is so well known to other nations, in dispatches from embassies and safehouses, Chorad Helix is the name that is used. Smart, tough and resourceful, she is still only as good as the team that supports her, and that team is top notch as well.

Chorad Helix and the five members of Team Helix have been working together for fifteen years and that level of familiarity is one reason that she is considered to be one of the best agents in the world. Chorad and her team are so close that it now consists of three couples, Chorad is married to Blaine Rogers, surveillance. The other members are Tani, tech and medical support and Rin Mayrn, area expert; and Andrea, logistics/transportation and Nicholas Striver, armed support.

When dealing with Chorad Helix it must be understood that she is armed, over watched, ready to be extracted within 30 seconds, and will be reinforced immediately by one of the most violent psychopaths in Ulusia. There have been several attempts to eliminate Chorad, but none have been successful due to the level of teamwork and connection that exists within Team Helix.

Makara

Draconic Mercenary Captain

Makara is one of the few hundred Draconics that still live. Draconics are the close relatives of the Dragons and were allies long ago. It was they who interacted with the creatures that the dragons ruled. They are powerful, long lived and more than a match for most other mortal creatures. They are also far easier to kill than a dragon by several orders of magnitude and as the enforcers of their dragon masters' will, it was they who bore the brunt of the violence against the dragons.

They are a dying race and to know a draconic is to know sorrow. They are ancient, wise and realize that there is no longer a place for them on the world. It is for this reason

that Sacrimal has gathered the largest population of Draconics in the world within her borders. Draconics are feared and hated throughout the world by almost every race and they have been the victims of genocide for generations. Due to their long lives, slow rate of reproduction and lives filled with violence, there are very few left alive.

The pain of the elves is reflected and magnified in the souls of the Draconics and their relatives the Dragons. Makara is a typical Draconic. She is over 900 years old and she has been a warrior for 850 of those years. She was born in the Dreadryth region and moved with her parents often. Potent magic users, draconics are also fearsome combatants and for this reason, they are in great demand as bodyguards and war chiefs. Her parents were no exception, and they made a profitable life for themselves in that death-filled land.

Eventually, they moved to Ulusia and joined the Inner Citadel, the most devoted and loyal citizens of Ulusia who swore ultimate allegiance to Sacrimal and her vision of the future of Vhraeden. This allowed Makara to be educated as one of the elite of the nation and her race was no longer a hindrance, but a benefit. Trained in the Psionic Disciplines and the Martial Arts, she also studied technology, although it was a difficult and time-consuming pursuit.

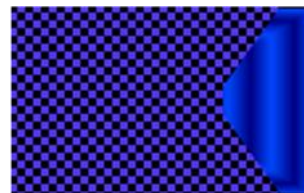
When her education was complete, she was also initiated into the Inner Citadel and given her Burden. She was sent into the world and tasked to build a mercenary unit that could be used with total deniability by Sacrimal for the most distasteful of tasks. She has accomplished this with a zeal that has been noted.

Her unit, the Death-Masters is small, but composed of ultimately proficient killers for hire. They travel from land to land doing unpleasant tasks for outrageous fees, no questions asked.

Her lifestyle and her history have made her an emotionally cold and distant being. She is callous and without sympathy for any being. She realizes that she will never have love and acceptance, other than from her parents, and she sometimes envies humans and other beings but it is simply impossible for her. She accepts this with the cold rationality of the Ulusians and puts her emotions into the "box" where they stay for another several years. She has focused her emotions into the art of killing, and it is this singular act which has replaced all other means of emotional stimulation.

Makara stands 14 feet, seven inches tall and weights 1200 pounds with a wingspan of 27 feet. She is rust red in coloration and wears a set of oil-blued steel chainmail armor that shines with a psionically-imbued iridescence. Her eyes are a striking forest green although she often wears sunglasses and her teeth are perfectly aligned. One of her small idiosyncracies is that she cleans her teeth after every meal and is always paranoid that her breath is odorous and thus is constantly munching of breath mints. She is literally bristling with weapons and carries psionic, magical, alchemical and technological weapons on her at all times. She finds that her size and strength allow her to carry truly massive firearms such as 20mm chainguns and .50 caliber submachineguns.

Kalasian



The immense project lay before her. The depth of the bay gave the water a cobalt blue appearance. The stone formed pillars and piers had a peculiar opaline sheen of this nation's rock. It was caused by crystalline formations within the predominantly fossilized coral that formed the majority of the strata found here.

Talen Vor, chief architect and project manager smiled as she thought of the immensity of the task that she had performed here. It had taken eighty giants one month to create this majestic feat of engineering. Creating an island to the specifications the Sankarans wanted was not a simple task, but Talen Vor was no stranger to difficulty.

It was her job to create and to build majestic works. It was her gift to see the best way to accomplish the visions of others. The project was incredible though. An island that was built to be a naval base like no other on Vhraeden, this would be a definite resume item if she was allowed to place it on her resume, but top secret submersible naval bases were hardly something that governments wanted advertised by their contract employees.

Talen loved her job, but there were times that she really resented the sacrifices that her profession required her to make. She would be extremely happy in six days when this project was finally completed and she could return to her home and most importantly be with her husband and her two children. She hated jobs that required her to be away from home for more than a week, and this one had taken two months. She was glad that it would soon be over.



Capital: Salanan Ethias
 Population: 2.1 million
 Races: Stone Giants 99%, Other 1%
 Technological Base: Elementalism
 Environments: Stark ice-capped mountains
 Architecture: The typical architecture of the stone giants is generally unknown except that they prefer to have incredibly ornate entrance halls to their subterranean homes which are typically built into the sides of cliffs or

mountains. There are no real cities as such within Kalasian, only areas where the population density increases dramatically. With the ability to cover large amounts of area quickly, there was never any real need to live in extreme proximity to each other as was the case with most Humanoid creatures.

Governmental Structure:

Leader: President Elena Olec

Monetary Unit: Southern Central Alliance Mark (SCAM)

Year Established: 9 IC

Economic Description: non-industrial, non-agricultural, lo-population, barren, glacial

Imports: agriculture, foodstuffs

Exports: processed resources, manufactured goods, natural resources, rare metals, rare stones

Classification:

National Motto: "We are Eternal"

National Language(s): Kalasian

Religion(s): Creations Majesty is the state religion, although other religions are openly accepted, with the exception of the Shining Path.

Allies: Ulusia, Jenesai, D'Geizen, Keskan, Sov'fein'a, Korkania

Enemies: A'Lanthas, The Second Founding, The Emerald Empire

Description

The stark beauty of Kalasian is in direct proportion to its inhabitants. This is the land of giants and the elements. Volcanoes, earthquakes, perpetual storms, treacherous rivers, majestic mountains and eternal glaciers; Kalasian is composed of these and more. The Elemental path is the way of Kalasian, as it is for all the giant lands.

This land is both ancient and young. Ancient because its inhabitants are the long lived giants, and young because the amount of tectonic activity here constantly changes the land. It is said that the youngest Kalasian is older than the oldest mountain. It is obviously hyperbole, but then the giants of this land are given to that trait. The unfortunate result of all of this geological activity is that the land is wholly unsuitable for large scale agriculture and that makes this nation completely dependent upon the state of affairs that exist between it and Keskan. Fortunately Keskan and the five giant nations that surround it forged an alliance generations ago that still stands.

Trying to define the nation of Kalasian, or any of the six nations of The Southern Central Alliance is akin to describing the functioning of the circulatory system of a humans' arm without reference to the heart or any other system. The Southern Central Alliance is, at it's most simple, a government composed of six mutually supporting parts. Although difficult for other nations to comprehend, it makes perfect sense to the member nations. Each nation provides something of worth to the whole, and without that contribution all the nations would suffer an inevitable demise.

Kalasian's contribution to the SCA is construction. Kalasian architects and elemental work crews are in constant travel between the member nations constructing homes, fortresses, dams, and all forms of civil and architectural engineering.

Life and Society

Due to the size of Kalasian's giants and elementals, the natives travel very little outside of the SCA. When Kalasians travel it is usually for only one reason. The first is construction. The Kalasians are absolute masters of engineering, using their elemental abilities, they can

build a castle or a city in a fraction of the time that other races would require.

The major influence in Kalasian society is, surprisingly not the nation of Kalasian, it is the SCA. The SCA is what allows Kalasian to exist, and there is no stone giant that will argue that point. Every Kalasian will proudly point to the SCA as the shining example of what can be accomplished if races would simply put away their racial and cultural differences and pull together towards a common goal.

Major Geographical Features

Kalasian is a nation that is exceedingly rugged since the entire nation is dominated by the Western White Spines. There is no flat land in this land, and for this reason, the giants are very reliant on the population of Roc's that call this land home. This dependence is so complete, that without these giant birds, the nation would collapse in short order.

Important Sites

The capital of Kalasian is Salanan Ethius, which translates as "the Home" in Kalasin. The majority of the population of this nation live within fifty miles of this city. It is in actuality a group of four hollowed out and stone shaped mountains. Over the generations, these mountains do not resemble mountains at all, but rather thousands of pillared temples and homes. The area has been reshaped to such an extent that it looks like the entire area has been sculpted.

NPC's

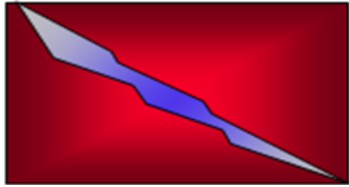
Talen Vor

Stone Giant Architect Elementalist

The name Talen Vor is well known in the architectural world for her mix of quality and quantity of projects undertaken. What is generally known is that she is a stone giant. Due to her size, she often utilizes human agents from Keskan to deal in her stead. She is an elemental and a connoisseur of cultures. This combination allows her to understand how different architectural styles fit into the culture of many different nations and her adherence to cultural architectural purity makes her sought after in many nations. Growing up in Kalasian, she learned the elemental arts and her love of other cultures, while not normal, was not discouraged. Graduating from the Issemal Kourry, the College of Elemental Mastery with two degrees, one in elemental architecture and another in anthropology, she gained employment as an apprentice architect. Within a decade she began her own architectural firm, and within a second decade she owned her own construction firm as well and was taking jobs in other nations at least as often as she was working within the SCA.

Married with two children, Talen's life is full. She works, travels and rears her two children with the help of her husband Korin Vor. Talen's skin is the dark beige common to her race and her dark green eyes mark her as being from the northern Beis clan. She has long red hair, also a common trait of the Beis clan, in a long braid. She wears glasses and her style of dress is a combination of various time periods in the history of Kalasian, but when traveling abroad, she will wear the style appropriate for the nation and the event. For this reason, she spends a lot of money on specially made clothing, simply because there are not many places where one can buy a giant-sized Momonoan pin striped suit with a suitably flattering cut for a rather pretty stone giant female.

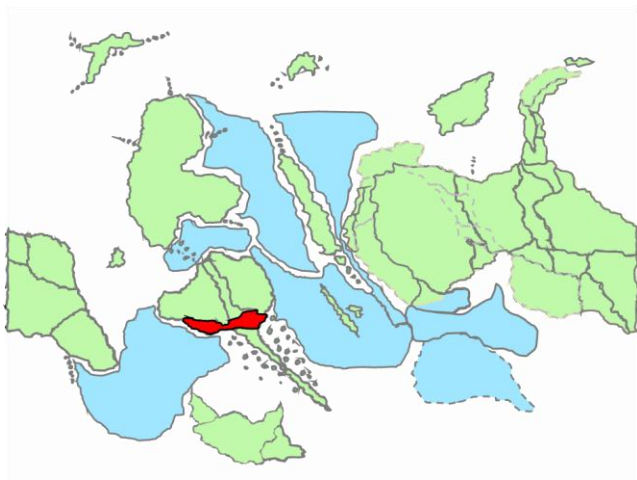
Jenesai



Art and science shaped by vision and skill were the ingredients necessary to create legendary blades. As a scientist, he knew chemistry and metallurgy as well as the principles of engineering required to create a razor sharp blade. As an artist he knew the aesthetic elements of style that a being wanted in order to have the weapon be an extension of their being. Vision was needed so that he could see what the finished weapon would look like, and of course skill was required so that Ehrynes could actually build his vision.

This was what Ehrynes thought as he began the process of creating a new blade. He never cared who the client was, only what they needed the weapon to be capable of performing. This was truly a magnificent challenge. He had the measurements of the client and a list of what they wanted the weapons' capabilities to be. This weapon would be expensive with razor sharpness, force blade empowerment, electrically grounded, thermally shielded, full basket hilt and a cryogenically treated blade.

A smile spread on Ehrynes face as he began to sketch out a design for what this powerful, exquisite, terribly beautiful sword would look like.



Capital: Agamin
Population: 2 million
Races: Fire Giants 99%, Other 1%
Technological Base: Elementalism
Environments: Volcanic mountains
Architecture: Fire giants, much like their stone giant cousins prefer to live subterranean in deep fissures near their territorial volcanoes. They favor simple entrances to their homes and cities since their land is often chaotic and few constructed items have the same permanency they would possess in any other nation. The two main construction materials are obsidian and a form of volcanic rock concrete which only they can produce but is highly prized
Governmental Structure: Republic composed of extended family voting blocs

Leader: Primarch Volgess Url
Monetary Unit: Southern Central Alliance Mark (SCAM)
Year Established: 11 IC
Economic Description: Barren, mountainous, icy, lo-population, non-agricultural, non-industrial
Imports: food
Exports: Processed resources, information
Classification: Regional power
National Motto: The fires of greatness
National Language(s): Northern Kalasin
Religion(s): Creations Majesty is the state religion of Jenesai, although all other religions are tolerated.
Allies: Ulusia, Kalasian, D'Geizen, Keskan, Sov'fein'a, Korkania
Enemies: A'Lanthas, The Second Founding, The Emerald Empire

Description

This is a land of fire, where volcanoes are always erupting and the land is crossed with rivers of fire. The Fire Giants call this violent land home, and it is rare to see any other races in this harsh and violent land. The Fire Giants, or the Feiren, as they call themselves are a tribal society of large extended families, and they are very proud of their families.

Jenesai is also a member nation in the SCA. The contribution of this nation is their talent for warfare. They have a large military and they are also the expeditionary force of the SCA. While each nation in the SCA has their own military, it is the Jenesai that form the backbone of the SCA's military force, with 42% of the combined SCA forces mustered from this land of fire.

Life and Society

As with Kalasian, the central focus of society in Jenesai is the SCA. This alliance is what allowed the giants to emerge from generations of tribal warfare and enter into the global society. While each nation in the SCA has its own history and culture, these remnants of a poverty and famine stricken past are quickly becoming unimportant. While it is true that these distinctions are important, they are universally regarded as less relevant than the SCA.

Fire giants are a proud and noble people who have a talent for warfare. Tactic, strategy and military theory are taught at an early age in their schools. This is because of their history of war and the nation realizes that is what their primary export is, warriors. Games that emphasize physical conflict are extremely popular pastimes in this nation, as is philosophy, oddly enough. The nation is seen as a group of disciplined warrior monks whose constant intervention in international politics is troublesome, but there are only a handful of nations who would ever dare challenge Jenesai in a war, and of the ones that would, the chances of victory are not assured.

The primary social construct of Jenesai is the family, although from the outside they resemble military units than a traditional family. Age and ability are the primary determinants of a family member's status within the family, instead of simply age as in most other cultures. There is also a lack of discrimination in Jenesai, where men and women are treated equally.

Jenesain culture seems to be focused on the concept of conflict where disagreements are encouraged and dueling is seen as a perfectly acceptable recourse for conflict resolution. Mathematics, ethics, morality and philosophy are also heavily emphasized, as is etiquette. This nation of 13' tall fire elementalists trained in warfare is surprisingly

polite, and foreigners are always shocked by this seeming duality.

Major Geographical Features

The major feature of this land is the Four Fires that feed the Fire Sea. The Four Fires are four volcanoes that have constantly been erupting for hundreds of years. They are gigantic volcanoes that grow, explode, collapse and grow again. They spew millions of tons of lava that flows into a deep valley called the River of Fire. As the River approaches the sea, the land suddenly flattens which allows the River to spread out into the Fire Sea. Where the Fire Sea collides with the ocean it creates the Steam Sea on the eastern shore of Jenesai.

The Four Fires are a geographical oddity to be sure, but the reason for this continued tectonic activity is simple, the crust near this area is thinner than other areas of Vhraeden, and with three moons and in a binary star system, the gravitational tidal forces are immense. Vhraeden is a very geologically active world with a great many tectonic plates. The nation of Jenesai is simply located in the most active of these areas.

Important Sites

Jenesai is a land of volcanoes, and for that reason, they create few structures that stand for generations, with the exception of the Celestial Forge. The Celestial Forge is located in a volcano that has been "stabilized" by the use of massive elemental rituals. The Celestial Forge is so called because the various metals that are found in the magma of the volcano have spectacular qualities. The most noticeable is called Star Steel, so called for the thousands of small crystals that look like the night sky against the black metals.

NPC's

Ehrynes

Fire giant forgemaster

One of the most respected bladesmiths on Vhraeden, Ehrynes is capable of producing masterwork weapons in prodigious quantities. His fees are exorbitant, and so is his list of customers. He began his career when he left the military and attended the University of the Immaculate Flame. He graduated and became a forge-apprentice for an armorer. His talent was quickly recognized and the forgemaster quickly became rich and retired on Ehrynes' work. Having no children, the forgemaster gave his forge to Ehrynes and became his business advisor. Ehrynes wasted no time, changing the layout of the forge and began experimenting, but he did not change the name of the forge out of respect for the old man and he still places the work sigil of his former master upon every blade.

In time, his work became so well known that there were hundreds of customers and Ehrynes had to turn some of them away and raise his prices. Ehrynes personally reviews every blade request and those that are simple are returned to the customer with a note that lists other forgemasters who could easily make the blade and an apology. It is the difficult and bizarre blades that Ehrynes treasures as tests of his skill. The more difficult the request, the less he will charge, going so far as to complete some works at no cost, if money becomes a factor.

Ehrynes is short for a fire giant, only 11' tall, but his chest and forearms are huge and heavily muscled. He has the ruddy complexion typical for his race, as well as the bright reddish hair that is common. His eyes are a bright, almost phosphorescent green and his hair is kept in a long single braid that stretches to his waist. He is typically dressed in

his leather apron, protective face mask and asbestos gloves.

He has a constant smile while in the forge, and he works at least 16 hours a day, taking time off only when his wife pesters him too. His forge has become the center of his family, where his wife, five children, three brothers and their wives and children and his former master and his wife all work.

K'Keb'Rebah

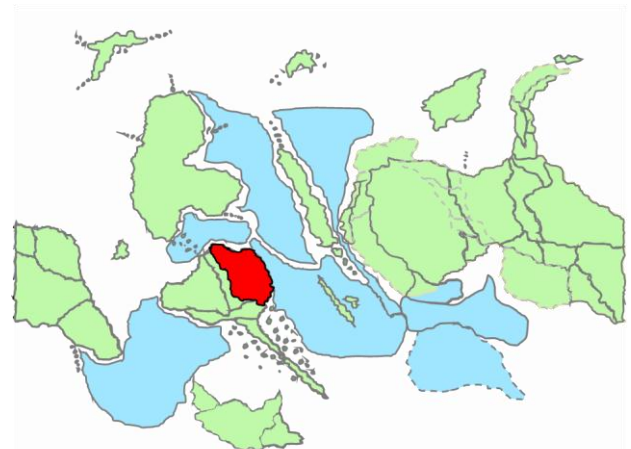


Another day of blessed control was dawning over the desert. The morning comes quickly over the burning sands of Salla's nation. The coolness of the evening was being rapidly blown away by the sun heated winds from the east. The sky was quickly brightening from reds to oranges to yellows until the majesty of the twin suns shone over the white sands of the desert.

Salla went back into his tent. As a religious leader, he needed his privacy in order to commune with his deity. He had to ensure that he followed the necessary rituals so that his visions would come clearly and not be subject to interpretation, which Salla had to admit, he lacked the skill to do properly.

First he had to purify his body, which the three concubines he had purchased last week would do admirably. That complete, the heroin would allow him to commune directly with His Majesty.

Seven hours later, Salla called a council of those tribal leaders loyal to his dream. His Majesty had come to him in his fevered dreams and confirmed that it was his right to rule, and all of his dreams of lust and hunger were fated to become true. Rising from his luxurious pile of velvet pillows, slowly swaying from side to side, a thin line of spittle running from the corner of his mouth, he laid out plans to invade the capital and slaughter the A'sham mages and their governmental lackeys.



Capital: Deler Vouris

Population: 159 million
 Races: Human 96%, other 4%
 Technological Base: Magic, Divine Favor
 Environments: A desert nation bordered by the mountains to the west and the south, and the ocean to the north and the east. The coastline is a paradise and is ripe for international development, but the state of affairs in the nation has scared off any potential investors.
 Architecture: The color white is all-pervasive in this desert nation to fend off the oppressive heat. The buildings are usually one to four stories tall and organized around a central open air garden or plaza with a fountain usually found in the exact center of the building. The primary building material is a form of magically formed sandstone brick that is porous and cool during the day, and retains heat and is solid at night. Domes, verandas, and covered walkways are some of the contributions that this nation has made to the worlds' architecture.
 Governmental Structure: Feudal aristocracy with a strong religious oligarchy operating as a secondary government.
 Leader: Sultan Al Nadil, "The Sultan of Thieves" and Sultana Sim Naej
 Monetary Unit: Rebahn Duna (RD)
 Year Established: 6 IC
 Economic description: Desert, Non-agricultural, industrial
 Imports: Food
 Exports: Manufactured goods, natural resources
 Classification: Regional power
 National Motto: Our founders are watching
 National Language(s): Rebahn
 Religion(s): The Word of Purity is the state religion of K'Keb'rebah. All other religions are heavily persecuted. Clerics of other religions are not allowed entry into K'Keb'rebah and open proselytization is a death penalty offense.
 Allies: K'Keb'rebah pursues no diplomatic relations with any other nation on a long term basis. Diplomacy for this nation takes the place of barter or one-time only alliances.
 Enemies: K'Keb'rebah has no desire to alienate any other nation by naming any nation an enemy, but it does pursue their national interests by any means available.

Description

The desert nation of K'Keb'Rebah is a nation on the verge of a civil war between the A'Sham mages and the Ividic clerics of In Vidu. The Sultan and Sultana are both faithful of In Vidu, but they both realize the wisdom of retaining the A'sham mages within the social order, but the Ividic clerics do not. There exists a state of cold war between the clerics and the mages of K'Keb'Rebah and there seems to be no way to stop the conflict from escalating into open warfare between the two groups, and that is a war where there could be no winner.

The Sultan's moniker, the Sultan of Thieves was given to him by the former head of The Word of Purity church in K'Keb'Rebah, Supreme Grand Prophet Erdana Resah Aban, for his dealings with the A'Sham mages, whom the church sees as nothing more than petty criminals and charlatans. Erdana Aban was found dead in his church two weeks after that incident, and although no one has claimed responsibility, it is believed that the Sultan had him killed.

Since Aban's death, violence between the Sultanate, the Ividic clerics and the A'Sham mages has increased. There is at least one murder a day that is politically motivated. Other nations fear that if the Sultanate loses control of the situation, the volatile Ividic clerics will start an actual war with the A'Sham mages that will eventually draw other nations into the conflict. This is especially likely since the Ividic faith is vehemently opposed to any form of

technological/national paradigm other than a Faith based theocracy.

Life and Society

This desert land is a harsh and unforgiving nation of warriors and extended families where oral traditions and familial honor are the ultimate forces within their world. Although there is a nation of K'Keb'Rebah, it exists only in the hearts and minds of those who actually lead the nation in the capital city of Deler Vouris. The actual condition of K'Keb'Rebah is fractured at best, and hopeless at worst. There are approximately 34 major clans that constantly engage in petty conflicts and political skulduggery for their own benefit. There are also 127 minor clans composed of refugees from the major clans, ex-slaves, and those deemed unworthy for acceptance to the major clans.

The political situation is a delicate mix between the major clans, the Ividic clerics, the A'sham mages, the national government of K'Keb'Rebah and the minor clans. This chaotic mix of political players makes the back streets of Rebahn cities very dangerous for those who know too much as well as those who do not know enough.

The family unit of Rebahns is the most important facet of their lives. The average family consists of mother, father, two sets of grandparents, unmarried, widowed or divorced sisters and brothers and up to ten children. The eldest son is expected to provide for the extended family, although the grandfathers are expected to give their advice, which is to be taken.



The incessant psuedo war between the A'sham mages and the Ividic clerics has spurred the historically pacifist A'sham mages to focus on force based Protocol magic or aggressively powerful BioMagics

Major Geographical Features

The entirety of this nation is desert. The giant, shifting dunes of the Rebahn Desert is what people think of when

they think of K'Keb'Rebah. This barren landscape is broken only by the few oasis there are. Hot, barren, dry and inhospitable, the vast majority of beings live near the coast where the temperatures are much more comfortable and the land is actually able to support agriculture.

Important Sites

Der So'ur is the largest of the oasis in K'Keb'Rebah, and as such is the most important location in the western two thirds of the nation. The large mines in the western half of the desert nation all converge at Der So'ur and from there they follow the Eastern Road to Deler Vouris.

NPC's

Salla Quillas Vanda

Human Ividic Cleric

In Vidu called and young Salla had no choice but to heed his lord's will. Unfortunately, Salla also heard his ambition and he has thus combined them into a bizarre and violent philosophy that appeals to the ignorant, the criminal and the poor. He was the youngest of three brothers and tried to be upstanding, moral and peaceful like his father and older brothers, but he failed. He was a drunkard, a drug abuser, a whoremonger, a criminal and been ousted from his religious training and had been disowned by his father. His father was an outspoken opponent of the A'Sham mages, but was widely regarded as a peaceful man, which was true as were his two sons.

Then he was assassinated, as were his two sons, by Besana Hamati, an A'Sham mage.

Salla was then left as the sole heir to a large religious congregation. Surrounded by loyal-unto-death lieutenants and advisors, Salla sobered up and realized that In Vidu had obviously chosen him to lead his people to freedom. Salla's brand of freedom is one where he is free to do as he pleases and everyone else gives him the objects of his desire. Quickly assuming the mantle of leadership he began to speak at religious rallies and speak of violence and revolution. Those who spoke in defense of peace, as his father had were quickly silenced by the new converts to Salla's brand of religion, criminals and thugs who were pardoned by Salla if they would join his new "army". Other clerics of In Vidu quickly denounced Salla as a false teacher, and he had them killed, since they were obviously wrong. Salla lives in a world of violence where his word is law. Salla is also still a drug addicted, alcoholic, whoremonger and is now insane. He has violent mood swings and often rambles for hours in his rallies, which he attributes to the "touch of In Vidu". Still, he is immensely popular among the youth, the criminal and the poor, since he not only condones their behavior, he encourages it by saying that they are victims of the A'Sham and that In Vidu knows their plight. Only when all of the A'Sham are dead will peace reign, but since the sultanate is the running dog-lackey of the A'Sham, they must all be killed as well. All other clerics of In Vidu who do not agree with Salla are all wrong and thus blasphemers and must be killed. Clerics of all other gods are little more than demon worshippers and they have to be killed. In fact, Salla thinks everyone who doesn't agree with him should be killed. Indeed, there is only one true leader, and that is Salla himself.

Sadly, this philosophy of hate, ignorance and violence is very attractive to young men and there are now over 200,000 loyal soldiers in his Mekhet Al-e'usai or Army of Purification.

Salla's greatest attribute is his luck, which has saved him from seven assassination attempts and his bizarre

charisma. He is a 32 year old, short, pudgy human with crazy black eyes and black hair dressed in religious regalia. He has a scraggly mustache and beard and appears to have never done any physical activity in his life. He only stands when he is giving a speech, which means he is on drugs. He has a light olive complexion.

Salla is also not capable of any clerical abilities and it is readily apparent to those who can sense such things that he is not a cleric, but a rambling, violent sociopath who thinks he is a cleric.

D'Geizen



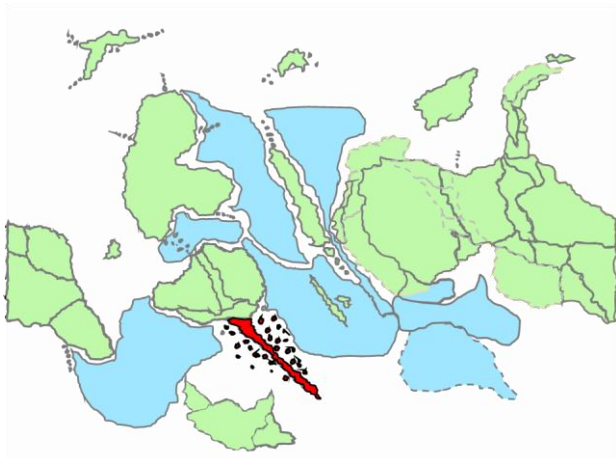
Agara loved the solitude, and in his line of work, he rarely had the opportunity to simply be alone. It had taken several weeks of pulling all night stakeouts to clear his calendar of all the bounties that were still pending, but now he was free. Agara truly felt that his job was both worthwhile and necessary, but it had been years since he had the time to just relax, although there were few of his friends who would consider this retreat relaxing.

Standing on the cliff overlooking the angry sea, a storm brewing over his shoulder a few miles inland, he meditated upon the majesty of the balance that allowed everything to exist.

Agara had for years been slightly ostracized for his differing philosophical views, but here, in nature, he knew deep within his soul that he was not only correct, but was in harmony with nature. Most of the giants followed the paths of the elements, which was only natural with their racial predilection for control of them. Agara, on the other hand followed the path of the druid and the natural law which included the elemental philosophies of his people within them.

He suspected that the druidic path had not found greater acceptance within his homeland and the SCA because it simply had not been discovered or codified there. Agara frowned, he was allowing temporal concerns to crowd into his mind. That was not conducive to understanding the balance. The storm was now close and the smell of ozone from the lightning snapped his mind into focus. He meditated upon the rain drops as they began to fall against his naked bluish skin. Each drop was perfect and in balance.

The angry ocean beneath him, the swirling storm above him, the earth supporting him and the fires deep within Vhraeden all were in harmony with each other. Perfection, harmony and the eternal balance were within reach, and Agara saw once again his place within this timeless dance. He was to balance the light against the dark, the good against the evil, life against death. He did not hate his enemies, they were following their path, as he was following his. He smiled within the storm, his faith renewed.



Capital: Geizzalesa
 Population: 1.5 million
 Races: Cloud Giants 98%, Other 2%
 Technological Base: Elementalism
 Environments: Ice capped mountains and innumerable island mountains.
 Architecture:
 Governmental Structure: Feudal aristocracy
 Leader:
 Monetary Unit: Southern Central Alliance Mark (SCAM)
 Year Established: 11 IC
 Economic Description: water nation, lo-population, non-agricultural, non-industrial
 Imports: Food
 Exports: natural resources, manufactured goods
 Classification: Regional Power
 National Motto: Our lives for our future
 National Language(s): Central Kalasin
 Religion(s): Creations Majesty is the state religion of D'Geizen, although all other religions are quietly tolerated.
 Allies: Ulusia, Kalasian, Jenesai, Keskan, Sov'fein'a, Korkania
 Enemies: A'Lanthas, The Second Founding, The Emerald Empire

Description

D'Geizen is often referred to as the shattered lands because it is composed of a single continental mountain chain and thousands of islands. This land is exceedingly poor for agriculture, farming or cities. What this nation does have is natural resources and aquiculture. This is also the land where storms form.

The contribution of D'Geizen to the SCA is in the form of weather control, rare gems and fish. While Kalasian has much more metal wealth, D'Geizen is rich with gems and other precious stones.

Life and Society

The Cloud Giants are a race that prize hard work and solitude. As such, this land is perfect for them in that each island is a home to a singular family of storm giants. They live upon their mountainous island and mine the gems from the earth, work the seas surrounding their homes and create weather patterns based upon the time of the year to ensure the optimum climate for Keskan.

Because each island is a home to a large family, they have constant ship traffic from island to island transporting food to the islands and gems to the central mountain chain where the older aristocratic families live. The family is the central social building block of D'Geizen and once a year

each ellos (a term denoting an alliance of families and thus, islands) has a meeting where all manner of things of mutual interest are discussed. Each ellos is beholden to provide a certain amount of gems and other goods, primarily seafood, to the Rui, or regional governor. The Rui is in turn beholden to the Raight or King to provide a certain amount of goods. The Raight, Rui and ellos are beholden to provide security and money to the citizens.

This is a very relaxed social structure where work is seen as its own reward and shirking a responsibility is the greatest sin. Also, education is very highly prized even though the majority of D'Geizens have never entered a school. Parents take great care in educating their children, which is considered to be their responsibility. An uneducated D'Geizenian is looked down upon and so is the family that produced the dullard.

For this reason, there is a peculiar social construct called the *lestorium*, which is in effect a fleet of library ships that visit each island on a regular basis and deliver books and other educational products. They can be "checked out" or purchased. A lestorium vessel visits each island at least once every two weeks.

All cloud giants are also excellent swimmers and seamen by sheer necessity, although most of their ships have to have been made in Keskan, since there are very few trees in this mountainous land.

Major Geographical Features

The Shard Sea is the nation of D'Geizen. The thousands of islands of the Shard Sea are the homes to the storm giants. This entire area is wracked by constant geological activity. This entire area is full of remarkably beautiful sights. The Shard Sea is a very popular sight for tourists and is stark and harsh but filled with life, especially fish and birds who have vast areas that are protected from predators.

Important Sites

The Cliffs of Coruma are the largest cliffs on Vhraeden. The top of the Cliffs are the home to the Hotel Eathen, one of the most exclusive resorts on Vhraeden. Isolated, secure, expensive and beautiful, the Hotel Eathen has hosted a vast tapestry of official parties, royal weddings, closed door meetings and other forms of high powered negotiations. That the Hotel Eathen is a seething morass of well behaved skullduggery is taken for granted. Jobs for all sorts of professionals are easy to come by in this playground of power.

NPC's

Agara

Cloud Giant Bounty Hunter

A 17' tall, very polite, well-dressed, bespectacled storm giant with green hair and bluish-tinged skin. Agara is an international bounty hunter and a very good one. Being 17' tall has presented some unique problems for him, but with some biomagical training he purchased at extreme expense has allowed him to expand his operating area throughout the world.

Agara is an oddity due to his following of the druidic path. He was drawn to the concept of justice and law and knew at an early age that he was simply not like other storm giants. He had simply always had an extreme sense of morality and thought that by joining the military he could make the world a better place, but the structure of the army was not directed toward morality, but victory in war. He accepted the concepts of military efficiency and

incorporated the philosophy of sacrifice to ensure victory into his philosophy.

When he mustered out of the military, Agara drifted for a long time trying different religions and found that none of them truly paralleled his own morality. Until he found the druidic path. That day, he quickly became an adherent and it only seemed right that he become an instrument of justice. He searched for a way to exercise his new purpose and found it in bounty hunting.

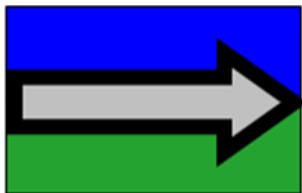
He finds that hunting and removing threats to the orderly, lawful existence of the universe to be very self-actualizing and attacks his targets with fervor and zeal. Agara is unfailingly polite and will not lie, cheat or steal to catch his prey, but has no compunctions about using every means at his disposal to ensure that they are found and captured or killed. Agara also feels no sorrow towards the taking of life if that is what is required.

Agara is quite adept at armed and unarmed combat and usually carries at least three weapons on him at all times, though they are always concealed since he finds that being heavily armed attracts far too much attention from those on both sides of the law. Despite the fact that international bounty hunting is illegal, he has excellent relations with many national and international law enforcement agencies.

Keskan

The continent of Keskan is composed of two tall mountain ranges and the exceedingly vast fertile valley and plains located between them.

Keskan



Ra'vin Fal'oth smiled. He always felt a bit giddy before he completed a circle. He liked the way that sounded, completing the circle. Ra'vin was the final sight that his victims would see, he was the end of their life. They were born, they lived their lives and Ra'vin killed them. He closed their circle, he was an agent of fate.

This victim was going to be delicious. His job allowed him to travel widely, and he visited several areas frequently, though at random intervals, and today he had business in one of those places. That evening of course, was his to do with as he saw fit and he was quite happy with this sequence of events.

The woman was looking forward to his visit and had gone through great pains to ensure that everything was perfect. She had purchased a hotel room and come up with a quite elaborate story in order to alleviate herself of the burden of her husband and three children for the next few days. Killing her and mutilating the body would not only be richly satisfying, but would in some ways be a public service in a manner of speaking.

Her husband, whom she never knew Ra'vin had met during a not so chance meeting in a bank four months ago, seemed a rather nice fellow. If only he knew that his wife

were a harlot with a taste for being dominated, he would be crushed. It was for his own good, as well as their three children, at least until Ra'vin killed them off, several years hence. They were fruit that was not yet ripe enough to be plucked from the tree of life. Ra'vin was almost a sort of victim farmer, his victims had to be properly prepared.

The smile in his heart broke through to his face as he walked out the door of his lavish home. He looked at his face in the mirror by his door and took stock of it. He saw it and was pleased that it was perfect. No scars, no moles, no imperfections to his perfect face, and of course it was perfect, it was his face.

He felt the same way about his body, his mind and his work. It was all perfect, he was perfect. Ra'vin felt a small twinge of pity for those who were less than him, which was everyone. He alone of all the beings in this world knew the real purpose in life was to die.



Capital: Hirut

Population: 144 million

Races: Human 97%, Other 3%

Technological Base: Druidic

Environments: This nation is fortunate to be located in the southern temperate zone. The nation is composed of a large fertile valley that traps all of the warm, wet air traveling south and thus it rains often, usually 300 days every year. The mountainous regions are not very economically useful and thus the majority of the population is located near the coast. The interior of the nation is primarily dedicated to agriculture.

Architecture:

Governmental Structure: Feudal aristocracy in transition to a Federal republic

Leader: Prime Minister Victoria Kalla Hellsis

Monetary Unit: Southern Central Alliance Mark (SCAM)

Year Established: 11 IC

Economic description: Agricultural, hi-population, industrial, mountainous

Imports: Metals, agricultural seeds, manufactured goods

Exports: agriculture (3), information

Classification: Regional Power

National Motto: Perfection is our goal

National Language(s): Keskan

Religion(s): The Druidic Tradition is the state religion of Keskan. Creations Majesty is also well represented in this nation. Other religions have made few inroads here.

Allies: The giant nations of Jenesai, Korkania, D'Geizen, Sov'fein'a and Kalasian. Those five nations are almost entirely dependent upon Keskan to meet their agricultural needs.

Enemies: The Emerald Empire, The Second Founding, A'Lanthis

Description

A nation nestled between two mountain ranges, this is a fertile agricultural paradise. The lands bordering the mountains are lush forests with innumerable trees. The fact that the weather and climate is carefully controlled by the storm giants to their northwest, and the druidic nature of the people make this a pastoral, peaceful land.

Life and Society

The people in this land are universally happy, hard working and peaceful. The vast majority of the population is involved in agriculture in some way as this land provides over four-fifths of the food for the SCA. Because of this, the nation is well protected by the giant nations of the Alliance and has a minuscule military and has never been the plagued by wars or civil unrest.

The major building social structure is the farm, where there are usually three or four large families that own and cultivate the land. The farm is the center of society in this land and the people are very comfortable living their entire lives in the same house. Marriage between families that live on the same farm is common and over the generations the families are actually one large extended family, with perhaps one to two hundred people living on them and as such they act as very small villages surrounded by vast expanses of farmlands or ranch lands.

Major Geographical Features

The most noticeable feature of this nation is the enormous Meriac Grasslands. The Meriac is flat as a table and extends for hundreds of miles in all directions. The Meriac is the literal heart of Keskan and the SCA. It is here that the SCA creates the enormous amounts of food that is the lifeblood of the SCA.

With the population of the SCA being primarily giants and with the vast majority of the land within the SCA being mountainous, the Meriac Grasslands are of the highest importance, because it is the food that this region produces that allows the SCA to even exist.

The Meriac River, on the southern edge of the Meriac Grasslands, is fed by the Scheer Mountains, south of the Meriac River, and the river in turn waters the immense grasslands.

Important Sites

The Meriac River runs along the southern half of the Meriac and this waterway is the primary method for moving the agricultural goods from the Meriac to the rest of the SCA. This waterway is the most important river in the SCA and it is used for transportation, irrigation and recreation. For these reasons the Meriac is the cleanest of any industrial use river in the world.

NPC's

Ra'vin Fal'oth

Human Serial Killer

Ra'vin was the middle child in a large family with eight siblings. He was not the baby, he was not the oldest, the cutest, the smartest, the most athletic, the most talented or the most vocal. He was quiet and was ignored. He was loved, but with nine children, his parents could only spend so much time with their quiet, well-mannered, middle son. Which was fine with Ra'vin, he didn't like them anyway. He figured out that as long as they didn't find out what he did, he would be left alone.

Ra'vin's first victim was his older brother's cat. It was meowing to come in the house one day, and his eldest brother told Ra'vin to let it in the house. Ra'vin simply went outside, coaxed the cat into his arms and broke its neck and then threw the body into the trash can. Ra'vin liked the way the animal squirmed and fought to escape. He liked the power. Over the years, he began to kill more and more animals, especially those of his siblings. He liked the way they would fret and cry over their missing pets. He really enjoyed teasing them by "helping" look for them and giving them false hope by saying that he saw it, but it ran away or looked hurt but wouldn't come to him.

When he was old enough, he began to watch his younger siblings while his parents worked and his older siblings were away. He didn't mind, because it gave him opportunity to scare them by leaving them in the park till they would cry. One day he took his younger brother to the park and left him there, but watched from the trees until he began to cry. He watched for hours until he finally grew bored and went back. His brother was not pleased, and threatened to tell their parents. Ra'vin told him that he better not and began to choke him as a joke. Then his brother fought back and punched and kicked him. The feeling of choking his sibling was intoxicating and he killed him. The excitement was incredible and the thought of getting away with it made his blood race. He made up a story and described a man that he had seen earlier in the park, one of his teachers. Ra'vin carried the body of his brother through the woods to an area near the teacher's house. Rushing home, he told his parents that some man had grabbed his brother and although Ra'vin had fought him, the man was too strong.

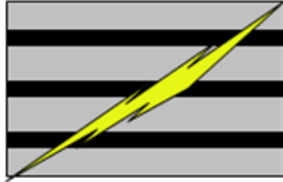
The next time Ra'vin was at school he stole the teachers' scarf and took it to where he had hidden the body and then told his parents that the teacher was acting very strangely towards him and that told Ra'vin had better not tell anybody that he was at the park. Of course his parents immediately called the police and they went to the teacher's house and searched and found the dead boy in the woods. The man was arrested and quickly put on trial for murder and the chief witness was Ra'vin. This was better than he ever imagined. The teacher was found guilty and killed and the case was so widely televised that the outcry was too much to ignore even though there were many inconsistencies in the case.

Ra'vin found that killing people was an intense experience, but that killing people close to him was a huge risk and so resumed killing animals. He found that he could, however, molest his two younger sisters and keep them silent with the threat of killing them. He molested them until he was about to graduate. He felt that once he left home they would quickly tell on him, so he devised a plan to stop that. He invited them to a party his friends were throwing, and then pressured them to go. They agreed, reluctantly. Ra'vin took them to the party and got them drunk. He waited till his friends were drunk and stoned, then allowed his friends to have sex with them for money. He then started a fight, got bloodied up, found his two sisters passed out in a bedroom and killed them. He then returned to the party acting crazy, got abused more and then left to find the police. The police arrived and arrested everyone. His friends were arrested for statutory rape and murder. Ra'vin was found not guilty, because he is charismatic and a gifted liar. Since then Ra'vin has murdered thirty-four other people.

His job allows him a good deal of flexibility and anonymity since he travels quite a bit as an international commodities project manager. He finds new customers for agricultural items, then plans the logistics and the financial aspects.

He is tall, rather plain, wiry with black hair and dark brown eyes. He is friendly, polite and very helpful to others, especially those he intends to betray and kill. He dresses in plain clothes of good quality and is absolutely fastidious about cleanliness. He has three girlfriends in different areas of Keskan, all of whom he plans on killing.

Korkania



Sseins Reig sat in his chair and observed the proceedings unfolding before him. The Prosecutor had made their case then the Defender had made theirs. The decision was now his. The scum had committed the crimes, that much was certain. The extenuating circumstances presented were valid, however.

Theft, murder and drug trafficking were not to be simply absolved, but when those crimes were committed in order to save the life of a loved one held hostage by a third party, then the crimes were understandable. Judge Reig nodded gravely and stroked the bone white beard on his chin. "In the case presented before me for Judgment, The Southern Central Alliance versus Frederick Knoller, I find the defendant guilty of three counts of premeditated murder, one count of drug trafficking and four counts of grand larceny." Sseins focused on the face of the man he had just found guilty of those crimes. This was the important part. Frederick looked at the stony face of the Judge and set his jaw as their eyes met. Sseins smiled at the guilty man.

"I sentence Frederick Knoller to be executed by the state. The sentence is to be carried out immediately upon his arrival to the Black Isle Alliance Penitentiary." Sseins grasped his polished iron sphere that was his gavel in his right hand and struck the iron pillar on the right corner of the marble podium three times, sparks flew with each heavy impact. The finality of the decision was audible. Turning, he stepped from the podium and entered his chamber.

Waiting inside was one of the original members of the Council of Judgment, the Director of Prisons for the SCA, Michel Lampsan.

"So, how did he take the news?" Michel asked.

Sseins smiled as he took off his black silken Robe of Judgment. "Not as angry as I would have liked, but I think he will do."

"He will do, or is he a worthwhile cause that we should feel safe in risking our entire professional lives on? Hmmm?" Michel had a way of not being one for small talk. Perhaps spending every day surrounded by murderers, rapists and other distasteful members of society did that to a person. "Michel, I do not make my decisions lightly. I have just sentenced a man to death in perhaps two days for crimes

that I know he did commit in order to save the life of his child, and even if he did commit them of his own accord, they would not rate the death penalty from most judges. I sentenced him for one reason, and one reason only. Frederick Knoller is the newest member of the Punishment Committee."

Michel smiled and stood up. "I'll make all the arrangements"



Capital: Regrege

Population: 300,000

Races: Storm Giants 96%, Other 4%

Technological Base: Elementalism

Environments: Mountainous

Architecture: The trend for giants is followed here as well, with the majority of architecture is located in hewn out mountains, although the portions that exist above ground are well maintained and beautifully detailed marble structures in the classical style with large pillars and gently sloping roofs.

Governmental Structure: Representative Republic

Leader: Prime Minister Khaven Ubari

Monetary Unit: Southern Central Alliance Mark (SCAM)

Year Established: 11 IC

Economic description: Barren, icy, Lo-population, non-agricultural, non-industrial

Imports: food goods

Exports: processed resources (2), information (2), natural resources

Classification: Regional Power

National Motto: We bring change

National Language(s): Western Kalasin

Religion(s): Creations Majesty is the state religion of Korkania. All other religions are well tolerated.

Allies: Ulusia, Kalasian, Jenesai, D'Geizen, Keskan, Sov'fein'a

Enemies: The Second Founding, The Emerald Empire, A'Lanthas

Description

The nation of Korkania is the home of the storm giants and is composed almost entirely of mountains. As such, this land of stone and ice is barren and very scarcely populated. This is due to the extremely slow birth rate of the cloud giants and that the land is totally unsuitable for agriculture. It was primarily due to the efforts of the cloud giants that the SCA was formed, as much for the advantage of the humans and the other giant races as for the cloud giants.

Before the SCA there was constant conflict between the giant nations and Keskan over who was going to rule the

fertile lands that the humans occupied. It was the storm giants who finally brokered a peace among all of the giants and the humans. That the cloud giants had to first conquer all of the other giants and the humans before they would agree to the concept of the SCA is left out of the history books, but it is widely known that the cloud giants are easily the strongest of the nations simply by virtue of the cloud giants size, power, wisdom and unwillingness to accept anything less than victory.

This nation has never been invaded and the storm giants have never tasted defeat. For this reason, they are courted by all of the major world powers as it is better to be on the same side as these forces of nature. They are signatories to thirty-three non-aggression treaties, and by extension so is the SCA.

This is the heart of the SCA and it is here, in Regrege, where the SCA holds its seat of power, the Council Chamber.

Life and Society

The storm giants of Korkania are the largest beings on Vhraeden other than the dragons, and as such are some of the most physically powerful. Immensely strong, their culture is based upon the concept of justice. They learned long ago in their history that if they wanted something, it was very simple for them to simply take it. It is a testament to their will that these most powerful of beings are very vehement in their pursuit of peace.

Storm Giants are an extremely proud, wise and long lived people. The primary social unit is the individual, since it is very difficult for more than a pair of cloud giants to hunt and raise enough food to survive. It was this need for space that eventually led them to realize that there was a definite limit to the number of cloud giants there should be. This need for resources also led them to develop strict laws of ownership and use as they related to land that directly to the SCA.

The storm giants see themselves as the wardens of all other nations, which places them in seemingly direct conflict with many of the other nations. This is true, but there is no nation that wishes to engage in open warfare against Korkania. Covert operations are also rarely if ever conducted against them, because the risk of discovery is entirely too high.

By acting as the warden of the world, Korkania does not react out of hand to right supposed wrongs and impose punishment, but rather, they keep nations from endangering the entire world. Wars, terrorism, natural disasters and other small events do not concern them, but attempting to summon a demon lord to slaughter millions certainly would.

The Storm Giants were also one of the major forces involved in the creation of the Conclave of Nations although the current state of the Conclave leaves many cloud giants thinking that perhaps it should be abolished. The thought that perhaps Korkania may one day pull its support and forcibly remove the CoN, gives many people very uneasy feelings.

Major Geographical Features

The Scheer Mountains are rugged and are the source of the waters that feed the Meriac Grasslands. The annual snow melts feed this mighty river and allow the river to supply the Grasslands with life-giving water.

Important Sites

The Meriac River empties into the Dark Water Ocean at a place called or Theensa Exus, or Deep Harbor in Western Kalasin. Deep Harbor is the single most important harbor in the SCA since it is the single largest agricultural shipping port in the world that feeds the millions of giants in the SCA.

The city of Regrege is also built upon the banks of the mighty Meriac River and thus, the capital city of Korkania has the worlds largest and freshest agricultural market in the world, even slightly better than the Meriac Agricultural Market in Hirut, the capital of Keskan.

NPC's

Sseins Reig

Storm Giant SCA Judge

An imposing figure, Judge Sseins Reig stands 21 feet, 7 inches tall. He has blue skin and short-cropped white hair that contrasts sharply with his judicial hooded robe. His eyes are an icy cobalt blue. Sseins Reig is renowned in judicial circles worldwide for his wise and measured council. As the sitting judge of the SCA, it is his job to determine guilt or innocence in the most convoluted cases within the SCA.

He began his life as a typical storm giant, educated in the classics, ethics, morality and criminal justice at the foot of his father. The difference was that his father was the great SCA Law Giver Dgee Reig, one of the most respected beings in the SCA. Sseins felt that he must live up to the expectations placed upon him by society and by his father, which he has done extremely well.

He grew up and as soon as he was able, he enrolled in the premier law university in the SCA, the Pen Hnagen. Graduating with the highest grades in two generations, he immediately became a Defender of Law, then a Prosecutor of the Guilty and finally a sitting Judge. He has received numerous awards and ever greater responsibility, until now, he is the highest judge in the SCA, and is regularly consulted by lawmakers and professors of ethics worldwide in order to gain his opinion on particular matters.

Sseins Reig is a stoic giant of a giant, but he is also capable of heart-rending kindnesses as well as blood chilling punishments. Law and all of its' permutations, uses and forms is his life.

He is married to L'velda Reig and they have one daughter, Riala Reig, who has recently been accepted to the Pen Hnagen in order to follow the Path of Law, just as her father and grandfather have.

Sov'fein'a



Nimruul hated restaurants. They were enclosed, you were stationary for far too long, they were larger than a team could cover completely and there was a large amount of civilians. He was seated facing the principal on the principals' left drinking tea with his left hand. His right hand was below the table cloth, unseen and waiting. The

principal loved to eat, which was remarkable since he still looked absolutely starving.

As the principal's shadow, Nimruul had seen firsthand the amount of drugs his charge could put away, which was impressive. Nimruul wondered how he had ended up becoming responsible for the safety of a being that he despised on every level. He suspected that the oracles of the church were full of shit, and not for the first time. Nimruul saw the attack and moved. Bringing his hand up, automatic pistol in hand the attackers moved in concert.

There were three of them, and not very good. Killers really only fell into two groups, the really good and the really bad. Really good killers were hard to catch and harder to stop because they were well trained and well equipped. Really bad killers were just wanting to die, go to prison or get exposure. Oh, sure they wanted to kill their target, but they rarely accomplished their task.

Nimruul's pistol aligned on the first attacker and a double tap brought the gnome tumbling down. Out of the booth and moving for the principal, Nimruul engaged the second attacker with another pair of shots, killing the ork. Vega the other shadow brought down the third attacker with a double tap as well and as soon as Nimruul reached the principal, the outlying bodyguards, four of them, formed up and became a wall of bodies as they ushered their charge to the steam carriage waiting outside.

When the doors of the restaurant burst open there was panic as scared restaurant patrons spilled out into the street surrounding Nimruul, his team and his charge. That was where the real attack was staged. The steam carriage the team thought was outside was not, it was the same model and in the rush of the escape, the team made the assumption it was the same carriage they had come in.

Nimruul opened the door and was shoving his principal inside when he saw the flash of red fabric. Immediately shifting his weight he went from pushing to pulling. He pulled the principal out of the carriage so fast that he was thrown backwards out of the carriage. Yelling out "ambush", Nimruul turned and placed his body between the open carriage door and his principal.

There were three hard impacts against Nimruul's back, but the tight weave Kevlar stopped them from penetrating his skin. The blunt trauma would still bruise him heavily, putting him out of commission for a few days at least. Gunfire at close range rang out loudly for a few short seconds.

Standing up, supporting his charge, Nimruul looked inside the carriage and saw the dead body of their attacker. Her name was Rekrissa Veless, ex-wife of his principal. As the police were gathering, Nimruul could see that the oracles had not been insane at all.

His charge, Mikelis Chomsky was crying over the body of the woman he had left after twelve years of marriage. Mikelis' had regained his humanity, although the cost in Nimruul's opinion was far, far too high. Perhaps he would go on to become a saint or something to justify the loss? Following the Word of the Church was difficult work indeed.



Capital: Chessen

Population: 1.5 million

Races: Frost Giants 99%, Other 1%

Technological Base: Elementalism

Environments: the nation of the frost giants is a cold glacial mountainous land. There is very little to recommend this country to anyone except the frost giants.

Architecture: The primary building material of the frost giants is ice. Their ability to mold ice to their needs by use of their elemental magic allows them to build almost any structure out of ice. The preferred building style in Sov'fein'a is the ice spire. They are usually created entirely of ice and the elemental magic of the giants preserves the structure from excessive heat.

Governmental Structure: Socialist republic

Leader: Prime Minister Usiah Stahl

Monetary Unit: Southern Central Alliance Mark (SCAM)

Year Established: 10 IC

Economic description: Barren, tundra, icy, lo-population, non-agricultural, non-industrial

Imports: Agricultural products

Exports: Water, information, metals

Classification: Regional Power

National Motto: The purity of nature

National Language(s): Southern Kalasin

Religion(s): Creations Majesty is the state religion. All other religions are tolerated with a cool disinterest.

Allies: Ulusia, Kalasian, Jenesai, D'Geizen, Keskan, Korkania

Enemies: A'Lanthas, The Second Founding, The Emerald Empire

Description

Ice spires hundreds of feet tall, glacial crevasses hundreds of feet deep, months of daylight and months of darkness. Sov'fein'a is a frozen wasteland, much the same as Volksung, but unlike that land, the ice giants prefer to leave their home unspoiled and create their homes from ice and do not seek to change the land to their tastes.

Life and Society

This is a nation of loners, for many of the same reasons as the cloud giants, their land does not produce the resources necessary for the sustainment of a nation. The SCA is the reason that this land exists as a viable nation, and for that reason, every ice giant places their first loyalty to the SCA.

This loyalty is above race, nation or family and thus every member of this nation feels it is their duty to give something to the SCA and in this way, the nation has become a gigantic charity. There are no poor people, no illiterates, no homeless and nobody goes hungry because

all ice giants feel that if a giant, or a human if in the SCA were to ever be in that state, then the ice giants have failed to properly repay the debt to the SCA for the gift of having their own nation.

Major Geographical Features

While the overall environment of the nations Volksung and Sov'fein'a are similar, Sov'fein'a places its society above ground in massive citadels of ice that grow from glacial valleys far from the jagged sides of the mountains that border it on the south. The Cheska Glacier is in the central portion of the nation, and during the short summer melts, the glacier feeds the Thuss and the Flesis rivers.

Important Sites

Ic'zer Urth Aleim (The Hall of Valor) is the final resting place of the heroes of the SCA. For tens of generations, the Ic'zer Urth Aleim has been recognized as the home of valor for all the giant races. It was originally a monastery that accepted all manner of races, and upon the death of their students, they were always returned to the school, regardless of the cost. Before the formation of the SCA, the Ic'zer Urth Aleim, it was always considered to be neutral ground, for although the students were taught all manner of martial skills, the school grounds were never allowed to be sullied with bloodshed.

Due to this, the Ic'zer Urth Aleim has always been, in the collective memory of all the giant races, the epitome of the philosophical martial spirit. Due to the fact that the majority of giant leaders were educated at the Ic'zer Urth Aleim, the largest collection of giant heroes are buried on those sacred grounds.

NPC's

Nimruul

Frost Giant Warden (contract security)

If you need something protected that is of vital importance, there are few who come as highly recommended as Nimruul. As a contracted security specialist, Nimruul has guarded all manner of beings, places and objects. He began his career as a soldier in the SCA Army and found that he possessed an immense amount of patience and a certain talent for thinking like the enemy.

He is also immensely loyal to his employers, and there are not many beings who would deliberately cheat an Ice Giant, for obvious reasons. When he was guarding a celestial delegation to Skallis, he fully earned his reputation as a guard unto death. There were four unsuccessful assassination attempts, and the last one cost him his life when an elite mercenary team of Lycaons and koyl'te attacked and he took 137 bullets shielding his wards, then managed to kill off all of his attackers. He died of blood loss, but was then resurrected by the angel Nathaniel.

Since then he has become the standard for which all Wardens are measured, as well as becoming a devout Chakamist. He has recently been approached about becoming a paladin for the Church of Unity, which he has given serious thought to. The only point of contention is that he has been in a serious monogamous relationship for over 13 years and has a child out of wedlock with her. If he accepts the position as a paladin, he would be expected to sever all of his ties with her, and the option of marriage is also not possible, since he would be housed in a church. This is not a choice that he will make, and thus he will most likely not become a paladin, although there are some within the Church who wish to lift the ban on marriage and if they are successful, then Nimruul would become the first Ice Giant Paladin.

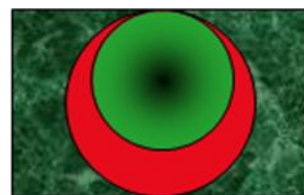
He is typically armored in lightweight, concealable armor, and wears heavy, but loose fitting ceremonial robes and cloaks over it to fit in with decorum of the occasion. His black eyes, blue hair and light blue skin are usually accented by white or gold robes. He is able to remain perfectly still for hours and make so little noise, that smaller beings often do not realize that he is there.

He is also very well armed with his elemental magic, a pair of giant sized short swords and a 30mm automatic pistol and 6 extra magazines with 15 rounds each.

Reavin

The continent of Reavin is a land of green. The entire continent is almost unspoiled wilderness. The nations of Reavin are ones that exist in harmony with the environment. This is a land of triple canopy rain forests, tropical grasslands, bogs, swamps and large rivers.

Emerald Empire of the Chosen of Ss'vash



"Are you sure this information is correct?" Shokoru asked. The large limbless serpent coiled in front of him hissed in the affirmative.

"Yess, my lord. I am sssure the information that we received from the orksss isss correct. It is improbable, but not impossissible, and the benefitsss far outweigh the costsss incurred." Kahlehn's milky white nictating membrane flicked quickly closed and opened.

"True, the positives are significant, and I can see no reason not to support the orks. Eveth, tell the orks that we accept their offer and that it will take six months to conduct the research and create the items requested. We shall employ Sath Yeness to create the items. Notify Shesi that he will most likely be the one to train this Momonoan elf in the use of these weapons. Also, congratulate Knoten Kaiz on his excellent instincts in bringing this to the attention of the Empire."

Eveth nodded and silently left the table in the Eternal Festival restaurant. The Chef Shark'us Vais was in the Emerald Empire for four weeks, and thus the restaurant was exceptionally busy currently.

The last bit of business required the personal touch, and for that, Shokoru turned to Soko El, the ptyrex Redeemer. Soko lowered his gaze as Shokoru looked upon his current favorite minion. "This traitor, Ethius, have we learned who he is allied to?"

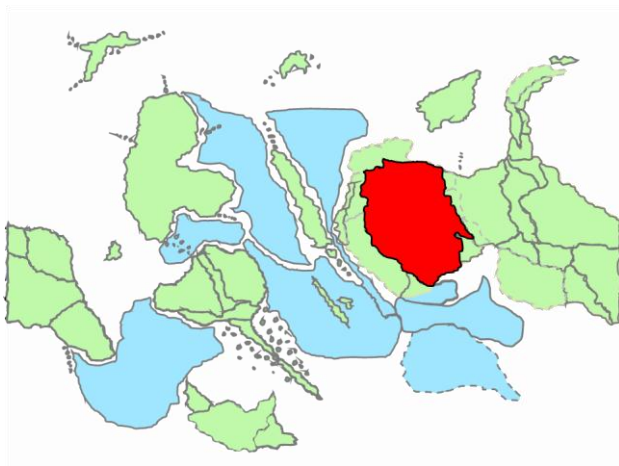
Soko looked nonplused and answered "No my lord."

Shokoru's eyes narrowed "do you need any further assets?"

Soko shook his feathered head. "Good, I didn't think so. You still have my undying faith. After you discover the rest of his network, we shall determine the traitor's fate."

"My lord" Soko said.

The food arrived, and with business concluded, the meal was enjoyed heartily. Shark'us lived up to his reputation.



Capital: Skallis

Population: 1,390,000,000

Races: The Chosen of Ss'vash (Huthas, Sserin, Alein, Feth, Ptyrex, Archyx, Ele'mu, the Chosen) 95%, Humans 2%, Other 3%

Technological Base: Infernal

Environments: Rain forest, swamp, bog, marsh, old growth forest

Architecture: The architecture of the Emerald Empire is primarily hundreds of gigantic stone monoliths that seemingly erupted from the ground. These monolithic stones were then hollowed out to become homes, businesses and for other purposes. The largest of these stone monoliths, measuring several hundred feet in height, is the Temple. The Temple is always in the center of the town.

Governmental Structure: Deific Dictatorship with an aristocratic advisory council of 8 members. Six members control one of the six districts. One controls the expansion of the Church beyond the Emerald Empire and the eighth controls the security of the Empire.

Leader: Ss'vash

Monetary Unit: Ss'vash's Covenant (SC) AKA Ss'vash's Corruption, Soul Chips. Although this money is quite valuable to certain professions, there exists a strong aversion to the nation of the Emerald Empire to the extent that this money is almost never accepted outside of the Emerald Empire except by those involved in the arts arcane. Each Ss'vash's Covenant contains one Power point and thus very valuable to those who use Power. The negative effect of using SC's is that each one contains a minuscule portion of Ss'vash's essence and thus gives the dark lord a way of listening to and watching a huge portion of the world. The money itself is slightly warm to the touch and has the appearance of a very slowly swirling drop of glittery obsidian. The fact that SC's are actually a portion of Ss'vash is not known beyond the upper leadership of the Church of Ss'vash.

Year Established: 177 IC

Imports: Ranch animals, metals, beer, armor, slaves

Exports: Spices, exotic animals, mercenaries, weapons, magical items, gems, drugs, paper

Classification: World Power

National Motto: "By Divine Right"

National Language(s): Serpentis

Religions: The Shining Path of Ss'vash (all others are outlawed)

Allies: Centaur Confederacy

Enemies: Khess, Sentak, Urrak Vit, Maklar



A Chosen of Ss'vash

Description

The Emerald Empire is very similar to the verdant triple canopy rain forests that cover most of the nation. Viewed from afar, they seem vibrant, endless, with a monolithic quality of beauty. From within, however, the Empire and its jungles are dark, literally endless mazes filled with hidden dangers, lurking predators and elemental menace.

The Emerald Empire was not founded by a group of people who forged a nation from nothing. Instead, the Empire was created by deific will in a desire to solidify his control on Vhraeden. The founding of the Emerald Empire was a simple matter of expanding the sphere of control that the cult of Ss'vash exerted upon the area into an all-encompassing and pervasive ideology. Ss'vash's nation is founded on the principal that family and faith are the twin central virtues of life.

The actual governmental structure is similar to an aristocracy with Ss'vash as the ultimate power of the land. His eight children, half mortal, each rule one of the six separate prefectures. They serve as lawmakers and are the supreme judges as well as the heads of the theocratic order that rule the nation. There is one of his children that serves as the Imperial Warlord and another who serves as the Imperial Spymaster.

The efficiency of the theocracy must be commented on in relation to other nation's governments. This is due to a

number of reasons. The first is that all citizens of the Emerald Empire are children of Ss'vash, literally. Ss'vash created the races of the Empire with his own seed. This means that all one billion citizens are related. While at first this seems ludicrous, it must be kept in mind that Ss'vash's empire has existed for over 3200 years and his original church is even older.

The Empire is broken down into six prefects each controlled by a demigod, one of his children. The demigods act as the ultimate power of their district and oversee all aspects of government in whatever manner they choose.

Everyone in the Emerald Empire possesses a link to their creator and lord. If they live by their lord's wishes, their lives are enviable by any measure. This link to their deity provides for their almost every desire and because they are very aware of, not only Ss'vash's existence, but his scrutiny, the culture and lifestyle of the Emerald Empire is amazingly heterogeneous. Art, music, literature, theater, science and technology are singularly focused on the twin subjects of Ss'vash and the glory that awaits his children.

Being intimately familiar with their god and his realm, the reality of death for a citizen is quite different than that of any other nation's citizens. Because Ss'vash's deific realm is coterminous with the Emerald Empire, the concept of dying is simply a change in state, not an ending with a possible afterlife. If a citizen dies within the borders of the Empire, his spirit will automatically enter the realm of Ss'vash, providing their lives were spent furthering the will of Ss'vash, where they may be interacted with at any time upon completion of a ceremonial sacrifice.

This property has two troublesome side effects for other nations and peoples. The first is that in the event of invasion, the Emerald Empire has at its disposal billions of reserves in the form of ghosts, wraiths and other forms of undead which may be animated by the power of Ss'vash. The other negative effect of Ss'vash's coterminous plane is that clerical abilities granted by other deities are rendered almost useless while most other magical, psionic, shamanic, spiritual, empathic, druidic and elemental abilities are reduced in size, effect, range and duration to one degree or another. After the complete destruction of the Elvish 20th, 71st and 93rd Army Groups during the expansion of the First Founding of the Elvish Empire, no nation has dared to invade the realm of Ss'vash.

Life and Society

The Emerald Empire is a land where farming is virtually impossible except by slash and burn techniques. Luckily, the sentient races of the empire are almost exclusively carnivorous. Because the land is so rich in life, supplemented by extensive ranching, there is rarely a shortage of food. If there were to be a shortage of prey, the nation would face an extreme threat of social implosion.

There are few cities in the Emerald Empire, considering its size. The majority of the population resides in sparsely populated villas throughout the lands. The exception are the Ele'mu who do reside in densely populated cities constructed into coral reefs tens of miles from the shores of the Empire. Their cities are basically three-dimensional cave like structures.

Major Geographical Features

The Emerald Empire is a huge area of land. It is mostly triple canopy rain forest. To the north lies the Sza-Zhan Mountains and beyond that the nation of Maklar, ruled by the felines.

To the Northwest lie the Fu-Wen Mountains and the small Zeteki nation of Brill-Epps, beyond them lay the Locathath ocean nation of Wraakaar. The violent nation of Urrack Vit, ruled by the Veriduslies to the West beyond the Sza-sen Zadorn Mountains. The South holds the Mur-Jan nation of Hyong-do, also beyond the Sza-sen Zadorn Mountains and into the Typhoon Sea. The western edge of the empire is bordered by the Sza-san Svedorn Mountains and the nations of the Centaur Confederacy and Sentak, ruled by the Lizardmen. To the Northeast, where the Sza-sen Svedorn Mountains run into the Azure Sea lies the "nation" of Khess where Felines and Naga wage a guerilla war against both the Emerald Empire and the Centaur Confederacy for control of the Sza-sen Svedorn Mountains and the southern edge of the Sza-Zhan Mountains.

Important Sites

Skallis (Megalopolis, 16,450,000)

The largest city in the Emerald Empire is the capital city of Skallis. It lies along the Ss'vash Shai river. The city is immense and the architecture is bizarre in that the city is divided into districts where the style of construction varies according to the population that it contains. There are at present 5 foreign sections, one each for the giants, dwarves and Humans, elves, Orks and trolls, and the last for various amphibious races.

Aper River: This river is in the western portion of the Empire and is crystal clear and very cold since it is composed of the melting snow from the Sza-Sadorn Mountains. This is the second largest river in the Empire and has a large population along its lushly forested shores.

The Arms of Ss'vash: This is a set of two rivers, the Eastern and Western Arm, that form a giant vee as they combine into the longest river in Vhraeden (if also counting the combined length of the Eastern Arm, the Western Arm), The Emerald River and supplies the majority of the water for the Empire's needs. The lower half of the Emerald River forms the western border with Sentak.

The Eel River: So called because this area is almost solely populated by the Ele'mu.

Shevidth (Metropolis, 4,388,000)

Shevidth is a city with a large Ele'mu population on the second island of the Syl island chain that is claimed by both the Centaur Confederacy and the Emerald Empire. It is a city that is poised on the brink of war.

Prefect Shokoru Zhehn

Prefect "Demonseed Elite" Imperial Spymaster "The Eyes of Ss'vash"

A towering mountain of muscle with four arms, the lower body of a giant serpent and a flat triangular viper's head, Shokoru Zhehn is the vision of the evils of the Emerald Empire that stalk the darkness and wait to invade other nations. The reality is that Shokoru Zhehn is not a pretty sight, and is, in fact, one of the true children of Ss'vash. As one of the Children of Ss'vash, he is on par with the dragons for sheer personal power and knowledge of the world.

As each of the Children of Ss'vash have a task appointed by their father, so does Shokoru. He is the Imperial Spymaster and as such serves as the "Eyes of Ss'vash", keeping him updated on all temporal matters that have the potential to influence the Empire. In this capacity, Shokoru has access to literally limitless resources in order to ensure

that his father is the most well informed world leader on Vhraeden.

There are times when even the will of a god and the resources of a nation fail to provide results. It is in these instances that Shokoru Zhehn is most like the puny mortal beings he despises. Fits of rage and homicidal mania overtake him when something occurs that he did not know about or occurs in a different manner than he predicted. In times like this he secretly hates his father for giving him this most frustrating task of all. His siblings all received simple burdens to either run a prefect or run the church, but Shokoru Zhehn was tasked with divining the actions and motivations of the mortals. Sometimes Shokoru likes to feel more important than his siblings since it is he who has the most difficult task of all.

The only true pleasure in Shokoru Zhehn's life is when he is able to actually outsmart his mortal adversaries. In the time that he has been alive, Shokoru Zhehn has come to recognize that the mortal beings he is forced to interact with on a hostile basis are intelligent, wily, crafty and as often as not just as effective in their duties as he is in his. This troubles Shokoru to no end, since the central tenant of his psyche is that as the progeny of a deity, he is far superior to any mortal being.

Over the past three decades, Shokoru Zhehn has been close to just accepting that he is simply another being on Vhraeden with some unique abilities due to his parentage, but is, in most respects the same as every other mortal being on the planet. He has yet to actually believe that, but is coming closer with every day. He secretly wonders if his thoughts are heresy, since even he does not have access to his father's council on a constant basis.

Shokoru Zhehn is 20 feet long and 14 feet tall with four heavily muscled arms and a viper's head. His fangs are retractable and are 8 inches long while the smaller teeth in his massive mouth are all five inches long. His eyes are dull rust color that shine with knowledge and ancient lore, although powerful psionics will be able to see that his aura has very small fissures of doubt throughout his being.

S'ath Yenees
Huthas Armorer

Creating weapons imbued with the essence of Ss'vash requires the skills of both a master armorer as well as a faith that few possess. The variety of weapons that S'ath can produce marks him as both a master of arms as well as creativity. She has created weapons and armor for all of the races of the Empire including the Ele'mu who live underwater as well as the Alein, who possess no arms.

S'ath has the four arms and the serpentine body of the Huthas and has an odd golden coloration to her scales, which seem to glitter in the dappled sunlight under her forested home. Her eyes are also golden and she seems as if she were almost made of flexible gold links.

Eveth Thulh
Sserin Official

Even though the Emerald Empire is ruled by a god incarnate and his half divine children manage the Empire's day to day affairs, the sheer amount of events occurring in the world around the Empire necessitate a large body of clerics, who in any other nation would be regarded as civil servants. Universally disliked, these faceless and overworked beings face the same trials and travails in every nation, including those in the Emerald Empire.

Eveth is a Sserin, a mostly humanoid, serpent crossbreed and his very inglorious job is to track money internationally. Although Ss'vash is a deity, he is well aware of the world and understands that economic power is vital for his Empire to succeed and flourish upon the world stage. To that end, he has built up a robust economy, but every economy requires constant vigilance and tweaking to ensure that it is working properly. That is not Eveth's job. His job is to find out where money goes when it comes up missing. He is a forensic accountant and is very good at his job.

He is so good at it that he spends very little time accounting for Imperial money but other nations' money. Most nations have large stockpiles of money to spend, and Eveth makes sure that they spend it on what they say they did. Several covert operations have been foiled by his abacus and his intuitively devious mind when he tracked the money trail. Eveth is so good at his admittedly odd job that he now has a staff of several other investigators to assist him.

Eveth has black skin and dark green scales. His eyes are a brilliant green and his short hair is the common black of his species.

Kahlehn Alfoom
Alein Analyst

Being a 17-foot long golden eyed, tan serpent with no arms or legs might seem to be a disadvantage, but in the Emerald Empire, it is not. Everything is designed to be useful for all of the Empires' myriad races and their special needs. Kahlehn, for example, finds that it is the simple things in life that give him the greatest pleasure. Resting in his sun warmed meditation pool for hours while working is truly one of the great rewards that his lord and protector Ss'vash has given him. While most other cultures would look poorly upon an employee who soaks up sunlight and meditated for up to 16 hours a day, the Empire does not, because what Kahlehn does is difficult work.

He is an analyst of data. While he is sitting and meditating, he is constantly being read long lists of information which he analyzes and then gives his analysis of that data. All Alein are highly intelligent, and many of them are chosen to be analysts. Extremely well educated, articulate and logical, Alein analysts are the equivalent of computers, oracles or diviners, but with the added benefit of being able to "explain" their thinking process to those who question their analysis, which occurs only very rarely.

Kahlehn is odd for an analyst in that he has a special interest in special operations, covert operations and mercenary operations as well as more than a passing knowledge of interrogation. Those rare foreign operators captured in the Emerald Empire have the unique displeasure of being questioned by Kahlehn. With his skills he is able to extract an amazing amount of information from a captured being in a very short amount of time. When the interrogation is over, Kahlehn likes to let them "escape", then slide from his warming pool for a bit of hunting. No one has ever escaped, though he truly wishes that one of his guests were intelligent enough to actually not be caught by him. If that ever occurs, Kahlehn would respect that being as he respects no other, save his eternal Lord Ss'vash.

Ethius Vade
Feth Heretic Leader and monkey rancher
Although the standard of living in the Emerald Empire is enviable and those who follow the Shining Path of Ss'vash

are assured an enviable life and afterlife. As with every culture, there are malcontents, and Ethius Vade is one of those. His faith started to waver when he learned that although Ss'vash does have vast amounts of power, he is neither omnipotent nor omniscient within the borders of his own realm. He learned this through sheer happenstance.

His wife and three children were killed when an elven destabilization cell cast a preformatted ritual of mass destruction. The trauma of the event was strong enough to weaken his faith to the point of wondering how, if Ss'vash were omniscient, he had not taken action to prevent the elves from completing their mission. He also came to wonder why the reports of the event were never made public and he was given marks of devotion in order to assure his silence. Why would his benevolent, omnipotent and omniscient god need to conduct a cover up and use bribery to assure it remained a secret.

His questions drew the attention of a local Heretic and he was soon inducted into the Heretic organization. Ethius now is quite valuable to the Heretics since he has since founded four Heretic cells and runs a very successful propaganda campaign. His success only serves to strengthen his belief that Ss'vash is not worthy of worship as a deity. His only doubt is that he truly hates Ss'vash, since he has never actually heard the claim that Ss'vash is omniscient or omnipotent from him. He does know that he hates the Shining Path of Ss'vash since the first pillar of faith in the church is that Ss'vash is both omniscient and omnipotent and that he protects all beings from the depredations of the elves, both of which he knows is patently false. As evidence, he cites his own continued survival. If Ss'vash were so powerful, would he not have eliminated the Heretics, Ethius among them as soon as he became aware of them, which should have been instantly?

Ethius is 5'8" of reptilian toughness. His scales are a hard olive drab color and his eyes are a rare shade of sky blue. He wears the simple brown robes of a monkey rancher.

Soko El
Ptyrex "Redeemer"

Redeemers hold a special place within the hierarchy of the Church of Ss'vash. They are the assassins of the church and those they kill are purified by their death so as to return to the glory of Ss'vash. Similar to the inquisitors of other faiths, they are on a holy mission from their lord and god. They have full reign over the laws of the land, and any others they may cross while in the fulfillment of their tasks. Although no other nation allows them that freedom, they feel that all other nations are simply unimportant and act in the best interests of their mission and care not for the "laws" they break.

Armed with diplomatic immunity, however, other nations are loathe to disturb them lest they find that their diplomats are retaliated against, which no nation truly wishes. Redeemers are a restrained class and they only kill those they have been sent to kill, all others are merely incapacitated, maimed or crippled. In the rare case of accidental death, Redeemers carry a large supply of money of various nations in order to pay for the inconvenience of an inadvertent or at least unintended death of a bystander.

Soko is a typical Redeemer, reared in the monastery for most of his life. Trained in the ways of the outside world, he is wise beyond his years and a very clear thinker in even the most chaotic situations. Soko's one great flaw is his vanity, which is quite obvious to all who observe him for only a short time. He is always checking himself in mirrors

and constantly preening himself. While he is actually quite vain, his constant preening and mirror watching serves as an excellent cover for his situational awareness, since he is always looking over his shoulder as well as his constant checking of all of his concealed weapons.

Covered in brilliant red, yellow and blue feathers, his golden eyes are quick and dart from object to object within his field of view. Heavily armed, he is disdainful of clothing, but will often wear a trenchcoat while abroad, although he finds even those are a bit too confining for his taste. That and they have a tendency to make his feathers feel too "smooshed".

He has a high voice for his size, which is typical for a Ptyrex, but catches many foreigners off guard when he speaks for the first time to them.

Shesi Estes

Archyx Head Hunter

Although he is not a head hunter that collects heads, that is what he is called by other nation's militaries. The Emerald Empire has long experience in fighting and they have learned that armies without leaders are useless and thus the Head Hunters were formed. A combination of hunter, guerilla and assassin, the Head Hunters move through an enemy's rear areas and wreak havoc by assassinating senior military leaders.

Head Hunters are quite effective at this and they are greatly feared by other military forces for their abilities. They are especially good at hunting down Elvish War Mages, and receive special training in order to deal with their powerful magics.

Shesi is a typical Head Hunter, a career soldier whose penchant for independence and quick thinking were recognized and he was asked if he would like to try out for the Head Hunters. He agreed and was accepted. He has since been involved in numerous campaigns most recently in the Khess Region against the Chara, Rayn and Naga rebel forces located there.

Shesi is very effective at his job, but of late has been having difficulty concentrating. After returning home from his last tour, he discovered that his mate had not only been unfaithful, but had turned their two children against him. Losing his wife and children have had a drastic effect upon his demeanor. He is on the short list for a return to the Khess Region and he spends his days training and becoming inebriated. His solitude is noted by his commanders, but as long as he is not a disciplinary problem they have no issues with it. The Clerics have noted that he attends services much more rarely, and they have their eyes upon him, but Shesi doesn't care. He fears them not, nor does he fear death. He does very much fear the day that his eyes fall upon his wife and her new mate in the Hall of Justice before the Prefect. He fears that day because he has no idea what he will do.

Seshi possesses the reptilian skin of his race, as well as the elongated toothy snout. His skin is a very dark green that appears black except in direct sunlight and his eyes are a mossy green color. He wears little clothing, just a tactical harness stuffed with the tools of his trade.

Shark'us Vais

Ele'mu Chef

Although it would seem odd that the Emerald Empire would produce some of the finest chefs on Vhraeden, it is true. Emerald Imperial cuisine is highly sought after by many

races. They have many unique dishes that have won favor. Indeed, it is very common for most people to list Emerald Imperial cuisine as one of their three favorite types. With aquatic, mainland, expansionist, traditional and neo-Imperial menus, it is also one of the most diverse types of menu.

Shark'us is one of the true masters of both aquatic and expansionist dishes and is a five star chef and highly in demand. He travels extensively between Ulusia, Trellanin and the Emerald Empire, where he owns a restaurant in each of those nations, "The Eternal Festival". He is a culinary visionary and has created many original dishes which are sold for hundreds of IM in his restaurants.

The Eternal Festivals are well known in political circles as well, not only for the quality of the food, but also for its impeccable security arrangements.

Shark'us himself is simply pleased to travel and spread his knowledge of cooking. He is the top ranked chef in the world, and he has held the title for over eight years. Every year, he is favored to win the worldwide Culinary Invitational Contest and win the title of Iron Chef.

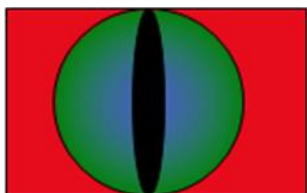
Shark'us has an odd skin coloration, bright silver, and his eyes are the typical dark brown of his race.

Knoten Kaiz Missionary of Ss'vash
Chosen of Ss'vash Shamanic Missionary
A fervent adherent of Ss'vash was once a human shaman of alligator, and who is now closer to his patron through his conversion and new system of belief. With the head of an alligator and possessing an intimate link to both alligator and Ss'vash, Kaiz is a very potent shaman/cleric. He is now a missionary and emissary of the Shining Path, traveling the world to spread the truth of Ss'vash and his sacrifices to save the world. He sets up new churches and assists them in solving problems that are beyond the scope of smaller churches.

With bronze skin, an extremely muscular physique and an alligator's head, Kaiz is extremely powerful, intimidating and noticeable. Although able to revert to his human visage, he feels that it only for emergencies, as he doesn't like using that form and does not his enemies to know what his second form looks like in order to preserve his anonymity when operating in that form.

Kaiz wears as little clothing as possible and is usually dressed in only a loin-cloth decorated in sigils of Ss'vash and high brown leather boots. His chest and arms have black tattoos of the same sigils. Kaiz has yellow eyes and dark green scales running almost to black. Armed with a huge axe and a magical bow, Kaiz is on the front lines of the battle for souls for his lord.

Urrak Vit



Kneeling before the gigantic altar in front of the circular stone gate always made Grappa feel somehow less powerful. Although he was the one summoning the beings

from beyond the walls of death and space, he was slowly forming alliances with some of the more powerful beings and thus felt it appropriate to adopt a humble stance when communicating with them, it irked him nonetheless. The ritual was complete, but the wording of the magic was such that it was a call instead of a summons, which meant that the beings would answer when they wanted to. Again, it was a way to show some form of supplication to them. Making deals with spirits was his national and racial culture, but Grappa Lo Graen was a megalomaniac and thus even appearing subservient was hardly in his nature.

The area within the large stone ring began to become distorted and ill focused. Thin wisps of smoke coalesced and interwove themselves into a thin white sheet as the dimensional boundaries were sundered and the being that Grappa called a quarter hour before finally answered. The white mist began to apparently solidify into a membrane. The membrane vibrated tremulously. "Grappa Lo Graen, arise. I seek news on the status of our...design."

"My lord Ikinu, the plan continues as you have foreseen. I know that I contacted you earlier than we agreed upon, but there has been a random element entered."

"Explain to me this, random element and how it is that...our... plan has come to be threatened by it".

Grappa cleared his throat with a low groaning croak and began explaining the failure of the assistants that Ikinu had sent Grappa to assist with this most delicate and fiendish plan.



Capital: Sechuana
Population: 10 million
Races: Veridus 90%, Zeteki (slaves) 8%, Other 2%
Technological Base: Spiritualism
Environments: Marsh, bog, swamp
Architecture: Magical modification of trees and other plant life.
Governmental Structure: Clan based Feudalism
Leader: Prefect Gray's San Blini
Monetary Unit: Vittish Gralin
Year Established: 85 IC
Economic description: Non-industrial, non-agricultural
Imports: slaves, metal
Exports: natural resources, processed resources
Classification: Stable Nation
National Motto: The sea, the land are ours
National Language(s): Si'Vittish

Religion(s): Spiritualism is both a paradigm of reality as well as the "religion" of this nation. Other religions and paradigms are vehemently protested against.

Allies: None

Enemies: Brill Epps, The Emerald Empire

Description

"A nation of shadows and violence" is the general description of this land by those brave enough to venture here. Urrak Vit and it's sister nation Brill Epps are involved in a war of gods and devils, spirits and demons, hearts and minds, history and truth. In the distant past, the Veridus and the Zeteki were as one people. As time passed, they began to drift apart, genetically and socially. The Story of the Shaman (presented previously as an alternate world view of history) has its roots in the Zeteki Song of Life and is the central belief system for the Zeteki. The Veridus, have the same beliefs, but they became spiritualists instead of remaining Shamans. The war between these two peoples is not one of land, or gold, but is a war of justification that can only end with the complete extinction of the enemy.

Urrak Vit shimmers and wavers with power as powerful spirits are summoned and bound or drained and banished on a daily basis. The actual lands the Veridus inhabit are composed mostly of tropical swamp and semi-submerged rain forest.

Life and Society

Young Veridus are reared in birthing pools by both parents with all of their siblings. Veridus are not a cruel race, indeed they are very loving and strive to rear their children to the best of their ability. Veridus families are extremely unique however. The young are "imbued" during incubation by spiritual essences by their parents. These essences are not always beneficial, and sometimes several young are outright possessed by spirits, instead of imbued. These "devoured souls" are not very common, and are exterminated whenever found, but there are always a few wily spirits that are able to cloak their aura in order to pass undetected for years, and sometimes generations.

Once the children are imbued, it is a simple task to find out their talents by extensive testing and rigorous training. The parents are very proud of their children and do all they can to further their progeny's success. Unfortunately, the hunting, subjugation and destruction of spiritual entities (including various pantheonic entities AKA gods and their servitors) is a very hazardous undertaking, and the vast majority of Veridus die at an early age. At the Age of Ascension, the Veridus must travel to the planes and return with a class III spiritual entity under their control, voluntarily or not. The Veridus and his slave/accomplice (depending upon the methods the Veridus used in gaining the beings' cooperation) must then pass the Tests. The nature of the test is different for each individual Siv.

The Veridus is now an adult member of society and is a very experienced and skilled spiritualist. Almost every facet of Urrak Vit reinforces the very unsettling presence of so many extradimensional beings. This is a society that breeds confidence, competence and power.

Major Geographical Features

The salt marshes and mangrove swamps of the Loem Swamps are immense and are treacherous and unknowable except for those beings who have lived their entire lives within the dark and dankness of the swamps.

Important Sites

Geazza Gate is a massive multiplanar gate that is used by the Prefect to communicate with his favored spiritual advisors. The gate is a massive structure 42 feet in diameter, but the requirements the gate requires an immense facility to hold the requisite amounts of sacrifices and material components for the spells performed there. The gate is on the summit of the only mountain in the nation, The Altar of Eternity, or Luol P'in Aeope.

Grappa Lo Graen

Siv Spiritualist

Grappa is proud of his accomplishments, and for good reason. A spiritualist, he has great power with the spirits and has visited places and seen things that would make lesser beings quail. His senses are sharp, his mind is focused and his heart set. He will destroy the deluded Zeteki, and his name shall ring throughout the halls of his great nation.

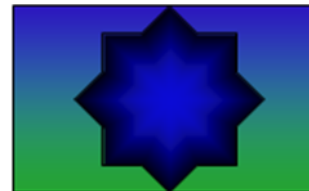
Grappa is the eldest son of the great Hakken Lo Graen, and it was his birthright to gather his father's power and build upon it. As leader of the second largest clan, the Lo Graen, his life is filled with power. Political power, economic power and spiritual power are his to do with as he sees fit. To this end, Grappa has dedicated his life to the eradication of the Zeteki and the destruction of the La Lagen clan, the only rivals the Lo Graens possess.

Grappa is dressed in the brown robes common to his race, with the intricate weave of the Lo Graen clan done in gold thread along the cuffs and front. He is also fond of wearing a large amount of jewelry, all imbued with various spirits. He is also never without his friend, Simonious, a Class V spiritual entity he rescued from eternal torment on some forgotten plane. Grappa is a formidable force, and with Simonious, he is virtually invincible.

Grappa thinks big and plans well, and he constantly has plots in various stages of completion. His thinking is convoluted however, which leads many in his clan to see him as a bit unhinged, but as long as he manages the clan with fairness and with an eye for expansion, his clan is content with his leadership.

Grappa has the olive drab skin and large yellow eyes common to his race, as well as the webbed feet. His only remarkable feature is that he seems to always be surrounded by an intangible wind that makes his excessively long robes constantly flutter and flow, never touching the ground.

Brill Epps



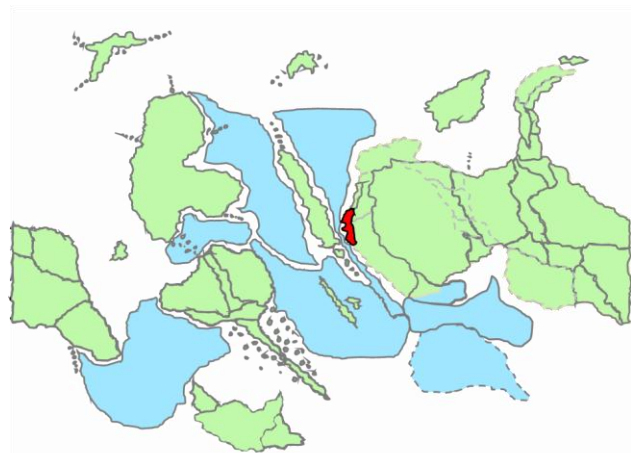
The darkness of the jungle, its cool evenings, the misty atmosphere that came with the dusk were the only peace that Ferghal could have of late. Tomorrow he was going to the Hall of Totems to learn his next task in service to O'oobriil, and he was certain that it would entail a long absence from his home, and of course from Me'shass.

He could not tell her of his love, he could not kill her

current mate, he could not allow his service to the Totems to falter, but yet he could also not stop thinking about her. His conundrum was horrific to him, especially in light of his stoic demeanor and stolid nature. He had returned from his last totemic mission fully intending of telling Me'shass of his love for her and his desire to rear tadpoles with her, but alas, the totems had another fate for him. He was informed of his appointment with the Totems in the morning, and he felt his heart melt with sorrow.

He clung to the tall tree, hundreds of feet in the air and absorbed the beauty all around him. The jungle, the countless stars and the moons and felt nothing but cold. Ferghal decided upon his fate. His entire life, he had followed the will of the Totems, but Ferghal's only desire had fallen on deaf ears. His fate was no longer that of the totems, but was his own.

If he could not have Me'shass, then he would no longer be around to be plagued by his soul crushing sorrow. His decision was made, his mission complete, he would surrender to his fury and allow himself to die at the hands of the Siv.



Capital: Gro Atep
 Population: 9.1 million
 Races: Zeteki 98%, Other 2%
 Technological Base: Shamanism
 Environments: Rain forest
 Architecture: Magically modified plant life, subsurface plant habitats
 Governmental Structure: Federal Republic of city-states
 Leader: Supreme Teacher Phelan Usak
 Monetary Unit: Brill Epps' economic system is based on barter and so there is no monetary standard in this nation.
 Year Established: 85 IC
 Economic description: non-industrial, non-agricultural
 Imports: none
 Exports: natural resources (2)
 Classification: Stable Nation
 National Motto: Our jungle, our life
 National Language(s): Grippa
 Religion(s): Shamanism. All other paradigms and religions are not tolerated. Visitors of all religions are welcome to visit however, churches are not allowed to be built, nor are visitors allowed to worship publicly.
 Allies: Brill Epps has no desire to be active in international relations and thus has no official allies.
 Enemies: Urrak Vit.



The Zeteki have a very unique architectural style that is in harmony with their environment.

Description

Brill Epps is a peaceful society of extremely well trained killers. The decades of warfare against the Veridus have made the Zeteki a very hard and pragmatic race. Communing with nature, spirits and each other is a constant state with the Zeteki and not an event. The Zeteki homeland is dense triple canopy rain forest where almost no light reaches the ground during midday. It is hot and wet constantly and is the most dense jungle in the world. This is also the scene of massacres by moonlight, demonic summonings and totemic rages. This land of bright green along with Urrak Vit is the most blood drenched, most beautiful area on Vhraeden.

Life and Society

The life of a Zeteki is both humble and hard. Being a forest dwelling race, they have few needs that the jungle does not provide. What the jungle does not provide, the totems do. The life of a Zeteki is essentially spent within two worlds. The "daytime" world of beings and the concerns of life, and the "twilight" world of the spirits where the Zeteki are the tools of the Totems in their war against the Veridus and their hoards of spirit slaves and lackeys.

Within this duality, the Zeteki live and they know no other way. This is why the Zeteki were created by O'oobrill; the Frog God, to serve the totems, the jungle and Vhraeden. Zeteki children are born into their watery world in a birth pool and it is during their first few days of life that a young Zeteki is chosen by a totem. The coloration they develop is in direct relation to the totem they are chosen by. This allows the elders of the tribe to properly apprentice the young Zeteki to an appropriate master.

The social construct of the nation is the tribe. All Zeteki are members of Brill Epps, and Brill Epps is nothing more than the tribe of all Zeteki. Brill Epps is the oldest tribe and it is the tribe that makes decisions that all other tribes are beholden to obey by totemic decree. It is important to remember that a Zeteki does not see themselves as an independent being but more a servitor or tool of a totem. Their culture is heavily slanted against the concept of free will or choice because the totems have made all of their choices for them.

Each tribe is its own nation in all regards except that they always expressly follow the will of the Brill Epps tribe, to do otherwise is simply not an option. The tribes are organized along caste lines with age and wisdom being requisites for entry into a higher caste. The most powerful caste are the Spirit Guides who commune with the totems constantly, being followed by the Shadow Hunter caste, composed of shamanic warriors of great skill. All other castes are considered to be equal in every way.

Major Geographical Features

The entire nation of Brill Epps is covered in a blanket of brilliant green, the Kherem Rain Forest. This is a beautiful area, filled with thousands of unique creatures and plants, and has been visited by explorers from around the world who marvel at its beauty. The only detriment to the wonder of this land is the constant violence that rages between the Zeteki and their genetic cousins, the Siv. Those who venture into the Kherem without a Zeteki guide are frequently never seen again, killed as either invaders by the Zeteki or captured as sacrifices by the Siv.

Important Sites

The most unique aspect of this nation are the forest cities of the Zeteki themselves. The city of Gro Atep is a wonder of harmony as the Zeteki build their cities directly into the gigantic trees that tower hundreds of feet into the air. The Zeteki are equally at home on the sunlight dappled jungle floor or high in the arboreal world of the jungle.

Ferghal

Zeteki Shadow Hunter

A Shadow Hunter is a shaman who is a master of hunting all manner of prey. The prey of choice in these days of darkness are the Veridus as their war drags on eternally. Ferghal is a Shadow Hunter, one of the best in the nation and it is his joy to destroy the enemies of the totems.

Ferghal is a shaman and not only uses, but trusts the totems implicitly. For this reason, they reward him lavishly. Indeed, Ferghal is a shaman of great promise and has displayed much valor in his short time as a Shadow Hunter. He is fast, lithe, strong in mind, body and spirit and has accomplished every mission presented by the totems in the Halls of Life.

Ferghal sees nothing wrong with executing the wishes of the totems, though it means the killing of other beings, due to the peculiar world view of the Zeteki. Ferghal has made it known that his only desire is for the hand of Meshass, a fellow Shadow Hunter. The only problem with his desire is that Meshass is married to Y'krai, and they have already birthed 2 clutches in their 6 seasons together.

Ferghal dreams that one day Y'krai be taken to O'oobril and be found guilty of blasphemy so that Meshass must leave him, which would then allow Ferghal to step in and take Y'krai's place as her husband and their children's father. Ferghal's dream is known only to himself although his desire for Meshass is known to all the totems.

He has bright golden eyes and shiny blue and black striped skin.

He'sh Region

The sunlight streamed down through the verdant canopy of the early morning jungle as the cool mists slowly burned away. The arboreal dwellings of Ceavan was the only area

within the entire region that could be called a town, much less a city, but it was where Tarim made her home.

Stretched languidly upon her pillow collection from the four corners of Vhraeden, she surveyed her audience. A Tlachol from the H'r'ru clan, Iesha squatted in front of Tarim a respectful distance from the leader of the Or'in clan. Tarim licked her forepaw and flicked her ear. "What would the H'r'ru clan have the Or'in clan do?"

"Shaman Or'in Tarim, we have need of your wise council."

"For what reason?" Tarim finished licking her paw and switched to the other one.

"Our shaman, Mealas has had visions of the hairless ones invading our holy land. He does not know the reasons for this, and my clan hopes that perhaps you may be able to inquire of your totemic allies, their intentions and perhaps if this is the future or merely a possibility."

Tarim's vibrant green eyes closed slowly and a slight smile almost escaped her muzzle. Careful, she reminded herself. "I too have seen these visions, but as of yet, I am still unable to determine whether the totems are giving a warning or a vision. I do however know that the totems do not seek to manipulate us as the hairless one's gods manipulate their petitioners. These visions must therefore be seen as they are presented, which is as a warning."

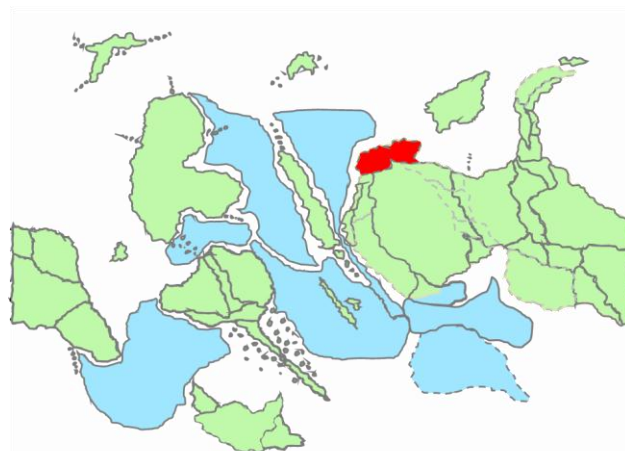
Tarim's ears folded forward slightly before she continued. "You know that your clan cannot stand before the hairless ones, and you also know that we cannot stand before them." A small pause for effect "...But, together as one people, with the gifts of the totems, we can defend ourselves against any threat that might come from outside our lands."

"Our shamans have foreseen this as well, Tarim of Or'in"

"Then the path must be clear to your clan as well as mine." Tarim canted her head slightly in a quizzical manner, clearly indicating her desire for a response.

"If an alliance is what the totems would have us do in order to save ourselves, then that is what we will do." Iesha's eyes closed in a resigned manner.

"Fear not sister, I welcome you with open paws and sheathed claws Iesha of H'r'ru". Iesha opened her eyes in slight surprise, quickly concealed and smiled.



Capital: Ceavan
 Population: 2.2 million
 Races: Tlachol 95%, Other 5%
 Technological Base: Shamanism
 Environments: Rain forests, jungle, mountains
 Architecture: There is only one city, and it is built into a deep ravine in the jungle. The Tlachol who live here have hewn their city into the porous rock and into the tops of the ancient trees lining the bottom of the valley. Everything in the city is built of wood, bone, vine or stone. The typical house is a wood and leaf hemisphere built into a tree at least thirty feet off the ground. Only the oldest and most influential individuals have cave dwellings.
 Governmental Structure: Anarchist Democracy
 Leader: None
 Monetary Unit: None, barter is the only manner in which to trade items or services.
 Year Established: Has never been incorporated under any governmental control.
 Economic description: lo-population, non-agricultural, non-industrial, poor
 Imports: None
 Exports: None
 Classification: Non Nation
 National Motto: Wisdom and ferocity
 National Language(s): Felene
 Religion(s): Shamanism is the most popular "religion" in the region, although the Church of Night is also well represented.
 Allies: None
 Enemies: None

Description

One of the most beautiful jungles on Vhraeden houses the "nation" of He'sh. The lush triple canopy jungle provides for the every need of the inhabitants. The life of the average Tlachol is that of a hunter-gatherer and the "city" of Ceavan is little more than a trading post. This nation is old, underdeveloped and the populace is ungoverned by any rules other than those they discern from the totems' visions.

The nation is extremely literate, tolerant of foreigners (the less than 100 that may arrive in a year), and well educated in those skills that are needed in their jungle home. This means that He'sh is not the source of mighty magic, high technology or any other tangible resource, but the shamans of this nation are just as well informed as many world leaders. Knowledge and wisdom are highly prized in this nation.

Life and Society

The primary unit in He'sh is the individual. Family is important, but only for the formative years of a cub's life. After they take the Trial of Majority, they are expected to rename themselves and forge their own destiny in the jungle. Being a member of a race where everyone is either solitary or a mated pair has meant that the nations' development peaked about 3 thousand years ago. The way it was then is the way it is now.

The social structure is based upon hunting grounds. Each clan has a huge tract of land, usually several hundred square miles, and within that the members of the clan live and hunt. Clans are simply collections of adults with some genetic relationship and not true governing organizations, although the Clan elders do command the respect of those in the clan, they do not act in the role of leaders. If anything, they act as counselors to anyone in their clan who requests their services.

Major Geographical Features

Brilliant green, eternal and powerful, the Endless Jungle is the geographical feature of He'sh. Rough terrain, rivers and untamable wilderness is He'sh.

Important Sites

The Endless Jungle is one of the most important sites on Vhraeden due to its' production of oxygen that is the breath of life for the entire planet.

Tarim

Tlachol Shamanic Advisor

Tarim, daughter of the Or'in Clan's Shaman, was expected to simply replace him upon his death. She has and far outdone herself in this capacity. Gentle, wise and beloved of the totems, she commands respect from all those who know her. Many creatures seek her council, and she gives freely of her wisdom and magic.

Tarim is also cunning and is slowly becoming a power broker within the jungle. Making deals with totems, earning the trust and respect of all those around her in a bid to become the first ruler of this "nation". She is not greedy nor are her goals in the least bit self serving, but it has become clear to her that the time for hiding in the jungle is simply not the answer that will allow the Tlachol to survive. She knows that eventually the lizards from the south, the paka from the east or the humans from across the seas will one day arrive and begin to take what is not theirs.

This is a future that she cannot allow to happen. To avoid the eventual destruction of her home and her people she has begun to build power. This power is not of a tangible nature, more of a respect for her advice that will allow her to manipulate others into seeing the truth of the coming tragedy.

Tarim is of typical height for a Tlachol, and is considered to be of average looks for her species, but she has noticed that human males seem to have some sort of bizarre attraction to her, which she finds both repulsive and inane. Her fur is dun colored with the usual black rosettes and spots upon it. She is very proud of her tail, however, which has almost perfect symmetrical rosettes around the base and a black tip.

She has forest green eyes and wears human style clothing, primarily because she does not like the way that humanoid males stare at her when she is only in fur. It creeps her out, although she is good at hiding it, since she has discovered that humanoids are very easy to take advantage of. A promise, some trinkets and a totemic revelation close enough to accurate is all that is needed to secure the eternal fealty of the furless ones.

Lehkis Region

Through the damp underbrush Ruatha moved. He was silent, sleek and infinitely in tune with his surroundings. When Ruatha moved, his footfalls were so light and quick that even the plants barely noticed his passing. Only through sheer force of will were his almost hairless, loud, and smelly group of Humans able to follow in his wake. Their weak eyes, unaccustomed to the dappled light so far below the canopy of the jungles, had a hard time making out his lithe form as he went in front of them. He often had to wait for them to catch up, allowing his irritation with their slow pace through the jungle show in his slashing whip of a tail.

In the jungles of Vhraeden, many lifeforms took hold. The beautiful, verdant area of land that is the Endless Jungle seemed to brim with every type of creature one could imagine. If it had feathers, scales, or fur, it probably lived in the Endless Jungle or wished it did. Humans, however, did not live there naturally and Ruatha wished the Humans would leave well enough alone. It always seemed the hairless ones' way to explore things that had nothing to do with them. This time was no exception. A group of the creatures had breached the northern part of the jungle, chopping their way through tender shoots of plants with their axes and crude machetes. By the time Ruatha had heard them approaching, many more may've seen them first. Ruatha worried about who might've seen the Humans but he didn't show them his discomfort as he had informed them that they were not wanted here. He had, then, shown them claw and fang, sword and bow, to 'encourage' them to leave peacefully. It was well with them that Ruatha was not in the mood to play with his food that morning. He had offered to show them the way out. They had been too afraid to refuse.

Just as the group was making their way back out of the jungles, Ruatha smelled a new scent on the air. He stopped, his tail swishing, his stance falling from two legs to four, readying for a pounce. The bunch of noisy troublemakers he was babysitting stopped suddenly short behind him. One female Human let out a horrible, ear flattening screech. Ruatha growled deep in his throat as two dark emerald eyes appeared in the brush near him. Ruatha knew this interloper well from seeing him stalking the borders for prey.

Ish'ral's black, muscled body came forward through the trees. He almost smiled as he saw Ruatha; his muzzle turning up on one side to show a half busted fang in a mockery of a grin.

"Ruatha, I should've known you would be the one to find the tasty ones and bring them back to me. How kind of you..." Ish'ral said in a hissing tone of fake friendliness, "Now, which of these hairless ones shall I let you keep for your trouble while I eviscerate the others and take them back to my tribe?"

"You shall have none of them. They are mine. I have marked them so," Ruatha growled and tensed his muscles.

"What's going on here? What are they doing? Looks like they're about to fight. Maybe we should run?" Ruatha could hear the Humans fearfully chattering amongst themselves like addle brained monkeys.

Ish'ral sniffed the air and laid his ears back to his skull. "You lie. Your scent is not upon them, Ruatha. These Humans are not yours. They are mine now."

"You touch even one of them while they are under my protection and I will hunt you for the rest of my days until you are dead, Ish'ral. Leave your claw from these that are with me."

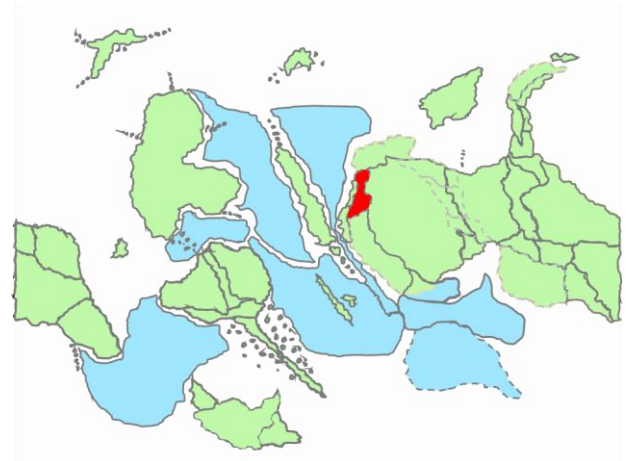
"I don't think you understand, Ruatha. I'll do as I please...and leave you dead when I'm done."

Then, with a flash of silver light across black muscle and a rustling of leaves, Ish'ral was upon Ruatha. Instinct took hold of them both as they mauled, slashed, clawed, and bit into one another in a frenzy of hatred and anger. In the midst of the melee, neither noticed that one of the Humans was armed with a bow of his own. He shot several arrows

into the ball of hissing fur and flying claws, caring not which of the felines was hit. The rest of the Humans, as is their wont to do, ran from the battle in terror. Ruatha did not know if they ever made it out.

"Humans," Ruatha thought as he lay crippled from two arrow wounds to his side and numerous other wounds, "I should've eaten them all. They're good for nothing but trouble..."

Ish'ral, for his part, thought only of how much grief he was going to get from his sister Asana for once again failing to kill Ruatha and allowing the hairless ones to escape. He slunk off towards home favoring his left side where he had a large portion of his hide stripped from his body by the ferocious Abaga warrior.



Capital: Hessik
 Population: 2.4 million
 Races: Paka 98%, Other 2%
 Technological Base: shamanism
 Environments: Forest, rocky plains, mountains
 Architecture: Small arboreal structures.
 Governmental Structure: anarchist democracy
 Leader: Patriarch Jas'er'ien'hek'Hessik
 Monetary Unit: None. Barter is the only method to trade items or services.
 Year Established: Has never been incorporated under any governmental control.
 Economic description: lo-population, non-agricultural, non-industrial, poor
 Imports: None
 Exports: None
 Classification: Non Nation
 National Motto: The gods are strong, the jungle is stronger
 National Language(s): Felene
 Religion(s): Shamanism is the religion followed closely here, although the Church of Night is making large gains in this area.
 Allies: None
 Enemies: None

Description

The deep jungle is a violent place, and the masters of that violence are the paka. They feel that the jungle is theirs and they actively work to remove those they do like or want in their jungle. A warlike "nation" Hessik prides itself on the skills and abilities of their war parties.

Like He'sh, this nation is composed mostly of hunters-gatherers and is extremely poor. The jungle provides for her children, what the jungle does not provide

is not needed. The dislike of outsiders is more properly labeled xenophobia, but there are those in this nation who wish to begin a campaign of expansion against the Outsiders in such a way as to weaken them all, then the Paka and the jungle will swallow the world.

This vision is a very agreeable one to most Paka and this nation of felines has already begun to take steps to accomplish it.

Life and Society

Much like He'sh although without the tolerance. Paka are aggressive and will not tolerate anyone entering their lands. They despise the outside world and wish that they would leave them alone. A growing movement in this nation is to expand. The logic is that if they expanded, then the world would have to leave them alone. The ideological framework for this campaign has been in place for hundreds, if not thousands of years.

The primary social unit of Lekhis is the individual, although there has been a shift over the past few generations to a more family oriented social network. The tribe is more a governing body led by the eldest male, his mate and the strongest warriors than a family, however. Constant strife and feline indifference is common, thus they are not an effective form of government. Indeed, there is not really a capital for this nation. The "city" of Hessik is little more than a large pile of rocks in the center of the hunting territory for the largest tribe, the Hessik tribe.

In regards to effectiveness or efficiency, there is no government for this area. In order for something to be agreed to, one tribe basically has to challenge another one to a duel, the winner imposes their will, at least until the loser challenges them again or wanders off into the jungle to plan their revenge. In this manner, the chaos of the jungle is mirrored perfectly in the Paka.

Even the concept of war against the Outsiders can only be agreed upon as a good idea, but every tribe, and there are hundreds, has their own ideas about how to accomplish their goals. For the Hessik tribe to assume leadership, it would have to kill off half of the nation to get the other half to agree to their leadership. And that would only be for about a week until the defeated Paka rose up and killed off the Hessik tribe or simply wandered off into the jungle to brood and plan to kill them.

Major Geographical Features

This entire nation is simply endless jungle in treacherous topography. This is a land of brilliant green and the Endless Jungle holds complete sway here.

Important Sites

The Endless Jungle is one of the most important sites on Vhraeden due to its' production of oxygen that is the breath of life for the entire planet.

The "capital" of Lekhis, Hessik, is an exceptionally cosmopolitan city, although all those who live there that are not Paka, are slaves. Although it is not a large city, nor is it among the cities with the largest population of slaves, it does have an exceptional variety of slaves, and that those slaves take an active role in the education of Paka cubs, is remarkable.

As'ana'kuri'hek'Hessik (Asana Hessik)

Paka Shamanic Assassin

Moving like a shadow and killing effortlessly, As'ana is the tool that her father Jas'er'ien'hek'Hessik uses to punish

those who will not acknowledge his leadership of the Hessik clan. As'ana is a fine warrior, like her father and her mother, but she is truly most effective when operating alone. Her name strikes fear into the hearts of other tribal chiefs and for good reason. As'ana has yet to fail, and has never been seen while carrying out her lethal missions.

She is also one of few paka who have ventured outside of the jungle. Her father had captured several outsiders over the years and forced them to teach his daughter all they could about the outside world. She learned much from them and consequently has actually stalked the streets of several nations and become familiar with them, as well as learning how to kill in an urban environment.

As'ana is also not in the least bit bothered by other races, since she was educated, at least partially by outsiders. She does not consider outsiders her equal however, but they are useful and most clever.

As'ana is a lean, black shadow that moves silently over any terrain. The only visible part of her is her golden eyes and perfectly white teeth. She has taken the outsider custom of wearing equipment, although not clothes, which has led to a series of embarrassing incidents between humanoid males and her. She grew up being tutored by outsiders and she never really saw them as anything other than useful servants to be killed when their usefulness ended, but during her adventures outside the jungle, she discovered that male humanoids had a very bizarre interest in her. The fact that male paka did not, because they feared her and her father, did not make her feel particularly, feminine, while she was growing up.

As'ana now has a very confused emotional state concerning males. She finds that male paka are what she is attracted to, but they pay her no heed, while humanoid males pay her a lot of attention, she does not like them. The fact that humanoid males are all sorts of different colors and sizes also makes her feel exceptionally odd when in their company. As'ana has therefore come up with a solution. She spends as much time as she can around males looking for one of two things. The first is a paka male that will acknowledge her a paka female, not as a wonderfully efficient killer or someone to be feared. The second is a humanoid male that she might actually like enough not to eviscerate when he leers at her.

Maklar Region

She did not know why she had come to the sea, she often had no idea why she did anything anymore. There was always a reason, she supposed, the totems would tell her where to go, and she would find the reason why when she arrived. This trek was no different, Grey Otter had told her to go the sea, and Falcon had agreed. Lemur and Mantis thought she should go to the Grey Misted Valley, but after conferring with the other totems, they had acquiesced and supported Ic'inde going north to the sea.

So Ic'inde had gone north, at a comfortable clip, moving quickly through the jungle day and night, always moving. Her life was always about movement and blood. She found herself thinking of why she was always moving and why nobody she ever encountered could see the totems and hear their incessant racket.

Ic'inde continued moving, the totems didn't like it when she stopped, and they weren't exactly fond her thinking about her situation as their tool of change upon the material plane. The totems much preferred her to just listen and

obey, therefore it was quite odd for her to listen to other beings speak of the totems as nice, benevolent and benign forest spirits who wished to live in harmony with everything.

No matter, thought Ic'inde. She crested the Mashalk mountain and the vista of coast of her homeland spread out before her, and she could see with her own golden eyes why Otter and Falcon had been so vehement and unrelenting in badgering her to go to the coast.

There, perhaps four miles below her on the sandy coastline was an encampment of foreigners, those hairless apes from across the endless seas. That was enough for the totems to want them dead, but the fact that they were killing animals for their skins and no other reason, that was why they had forced Ic'inde to travel north, and now she knew the reason for her exertions...vengeance.



Capital: Tiffansa
Population: 1.7 million
Races: Abaga 97%, Other 3%
Technological Base: Shamanism
Environments: Scrublands, jungle, mountains
Architecture: Abaga rarely build permanent structures, although the few who do are usually simply piles of rocks with a roof of magically intertwined trees or vegetation.
Governmental Structure: anarchist democracy
Leader: None
Monetary Unit: None, barter is the only manner in which to trade items and services.
Year Established: Has never been incorporated under any governmental control.
Economic description: Poor, non-industrial, non-agricultural, lo-population
Imports: None
Exports: None
Classification: Non Nation
National Motto: The sons of Felene
National Language(s): Felene
Religion(s): The Church of Night is the only real church there is in this area, but it is small compared to the number of those who claim pure shamanism as their religion.
Allies: None
Enemies: None
Description
Maklar is another nation of felines that would be more properly described as a monoracial hunting territory. The Abaga are a race that prize justice, freedom and stability. Due to this, they have not changed as a nation for hundreds of years. This is a nation where hunting grounds are clearly marked and to enter into another's domain is to

invite death. This is how it has always been. Unfortunately, this also means that this area, socially, is a thousand to two thousand years behind the rest of Vhraeden.

The sages of Maklar know this, and care not. Their home is the jungle and it shall be for all time.

Life and Society

Maklar is name given to the hunting grounds of the Abaga. They are like the other two feline nations in that they have no need of government and because of that, they do not have one. The primary social unit is the individual or a mated pair. They have a hunting territory of several hundreds of square miles and spend most of their time hunting or talking with totems. In this way, they are very wise and knowledgeable, but as is the feline way, aloof to anything that does not concern them immediately.

Major Geographical Features

The Endless Jungle holds sway here as well. It is hundreds of miles of brilliant greens that cover the rough hills, deep valleys and fast rivers of this nation.

Important Sites

The "capital" of Maklar, Tiffansa, is the name given to a mountain where a pilgrimage of sorts occurs every few years at odd intervals. These meetings can be called by any Abaga, and the message is given via the totems to all other Abaga. Those who wish to come do so to hear what is to be said. It must be noted that these meetings can occur very quickly and involve hundreds of Abaga. While at Tiffansa, the Abaga must fast because there is simply not enough game to support hundreds of tigers for weeks at a time. A hungry Abaga is an irritable one, and quickly becomes a violent one, so in order to prevent violence, these meetings are usually scheduled months in advance, the totems appeased to provide more game and even then last perhaps three to five days.

Ic'inde

Abaga Druidic Spiritual Shamanic Vigilante
Orange and black fur, golden eyes and white teeth, Ic'inde is a vision of terror for those she hunts. Roaming the jungle and punishing those that defy the totems, she is a *gurash'il*, or the "will of the jungle". With no home and no family she can remember and no life other than eternally hunting transgressors against the natural laws, Ic'inde is an enigma. Born somewhere in the northeastern expanses of the jungle, she grew to adulthood and became what the totems intended her for. A Shaman of immense power with a seemingly preternatural understanding of morality and the affairs of the spiritlands, Ic'inde is seen by many who have met her as a singular example of what happens when a mortal being comes into too intimate contact with the spiritworlds.

Seemingly schizophrenic and suffering from dissociative personality disorder, she often appears to be listening to three conversations at once and is constantly answering questions that no one asked her. She also has no attention span and is just as likely to just get up and begin wandering away. The reason for her completely bizarre behavior is that she is literally surrounded by various spirits and totems. When Ic'inde travels there seems to be literally hundreds of awakened totemic avatars that accompany her of all types. Due to her eccentricities and the chaotic existence she leads solving problems for spirits, dispensing justice and ensuring the safety of the jungle for the totems, she has had almost no time to ever truly formulate her own personality. She often appears to be

testy, spacey and stressed out. Wandering from one end of the endless jungle to the other has brought her into contact with hundreds of other beings and she has earned the eternal gratitude of many, and the hatred of many more.

One of those whom she has met became enamored of her and has since made it his mission to protect her. His name is G'rynad, and he is an abaga as well. Ic'inde saved him from certain death at the hands of an Anjian mercenary team that had captured him. Swearing his eternal fealty to her, Ic'inde merely wandered away from him. G'rynad has since been following her for the last two years and has been instrumental in her survival on at least three occasions, but he has always disappeared and stayed out of sight for fear that she may dismiss him yet again. G'rynad has now fallen completely in love with Ic'inde as he has seen her in every aspect of her life and he knows that he has the capacity to make her happy, but is so fearful that she might reject him, he refuses to even allow her to know that he exists as anything other than as a forgotten two year old memory.

The Khess Region

Istan the Rayn and Danisma the Naga were sequestered in the back of a third floor room overlooking the entrance of the Merkezi slave stables. They were planning to kill him in order to end his criminal activities, which were having a very negative effect upon the Rebellion. Many of the slaves that he held were former members of the Rebellion and the manpower was sorely needed in these dark days.

Istan looked at his sometime ally, Danis'ma, the naga gang leader. She, for her part had no real feelings one way or the other about the Rebellion, but as long as the rebels continued to look the other way regarding her less than savory activities in exchange for her support, Danis'ma and her Blood Fangs would be at their service.

Today's operation was a simple hit against the slave trader using weapons from Anjia supplied by Koy'sleri, the Charan smuggler.

"Your soldiers are ready?" Istan asked in a low growl

"Of course," she answered. "Just like we planned. It's all going down as soon as that scumbag walks out his gates. Three arrows for him, two for each of his guards, total number of shots eleven, and each of my archers can do all those shots in thirty seconds easy, but I hope it won't come to that." She smiled and showed him her fangs.

"You're right, I just get a bit irritated when I'm not in complete control of everything."

"Well, then I guess you're going to become very irritated. An Investigator just showed up".

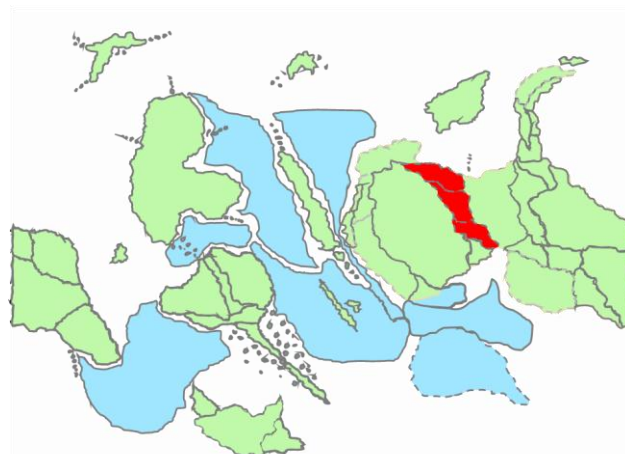
"What?" He shifted his head to look out the window easier and saw the rickshaw pull up to the gates of the slave trader's compound.

"Well, rayn, it's your call."

Three stories below, the Investigator dreaded her meeting with the abysmally self-destructive slave trader Merkezi. She stepped out of the rickshaw and walked towards the gatehouse with an irritated glint in her eyes.

"We wait until the Investigator leaves, taking out Merkezi and an Investigator at the same time will stir up a storm

that neither of us can afford. If she doesn't leave in an hour, we abort". Istan shook his large head, his mane flowing slowly in the breeze from the window.



Capital: None

Population: 3.1 million

Races: Chosen of Ss'vash 27%, Jemlah 24%, Chara 17%, Rayn 17%, Naga 15%

Technological Base: Infernal (Chosen of Ss'vash), Shamanism (Chara, Rayn), Spiritualism (Jemlah), Druidic (Naga)

Environments: Savannah, plains, rocky hills, scrub land

Architecture: Magically modified plants, small arboreal structures and large piles of rocks with small passageways.

Governmental Structure: Foreign occupied territory

Leader: None

Monetary Unit: Ss'vash's Covenants

Year Established: Has never been incorporated under any governmental control. The three nations ceased to exist in 205 IC.

Economic description: non-industrial, agricultural, lo-population

Imports: meats, metals

Exports: natural resources (2), slaves, manufactured goods

Classification: Non Nation

National Motto: None

National Language(s): Ch'rania, Khessia, Eastern Serpents

Religion(s): The official religion of the region is The Shining Path, although there are large pockets where Shamanism, Spiritualism and the Church of Night are far more powerful.

Allies: The Emerald Empire (officially)

Enemies: None

Description

A region of land that was originally 3 separate nations; Therissia (Naga), Ch'rania (Chara), and Khessia (Rayn). This is a land of outlaws that is facing destruction from two sides. The Centaur Confederacy and the Emerald Empire both declared war upon the three nations that they intended to split between them in a quick coordinated military action. The nations were overrun and divided, but those proud nationalists who refused to admit defeat have taken to the hills to fight a guerrilla war. That was 28 years ago, and although most nations have forgotten about the future that was stolen from them, those that called the Khess region home fight on.

Life and Society

The majority of the population of the Khess region are actually Centaur Confederacy or Emerald Empire immigrants. The Khessians who remain are either second class citizens of the Confederacy or the Emerald Empire or

guerilla fighters. Because of the invasion, those Khessians younger than Professional age received only the most paltry of educations (-8 to EDU).

The Chara and the Rayn had a long history of alliances and faced no difficulty in fighting with each other. The Naga, however were always viewed with suspicion by both the Chara and the Rayn, and it took years before they accepted each other as equals. The war against the invaders has made the bonds between these three races unbreakable and they look forward to the day when their efforts will result in a nation free of foreign invaders.

Major Geographical Features

The topography of the Khess region is split into four portions. The first is the northern savannahs where the Chara and the Rayn live. The central portion of the region is composed of the Western Wall mountains which serves as the border between the Centaur Confederacy and the Emerald Empire of the Chosen of Ss'vash. To the east of the mountains the environment becomes that of endless grasslands and to the west, it is the rain forest of the Emerald Empire.

Important Sites

The long insurgency of this region has resulted in numerous locations of terrorist actions and atrocities committed by both sides, but the worst is known as the Plain of Bones. The Plain is located to the west of the Western Wall mountains, near the center of the Khess Region and was the location of a large city of "rebels". The military forces of the Jemlah and the Chosen learned the location of this settlement and conducted a joint military strike in the darkness of the early morning. Thirteen hundred beings were killed in the space of forty-five minutes. The few hundred survivors were all placed under arrest, tried by a military tribunal held that morning at daybreak and all were executed. The Plain of Bones massacre was intended to break the will of the rebels, but it had the opposite effect.

While the action did damage the ability of the insurgents to conduct operations for a long time, the level of viciousness displayed by the insurgents increased dramatically to the point where the governments of the Emerald Empire and the Jemlah both now consider the Plain of Bones operation to be a strategic failure. The Plain of Bones is considered to be a sacred site to the insurgents, and there has been no successful reconnaissance of this area by the Emerald Empire or the Jemlah since the massacre due to the immense strength of the spirits of the dead at that location.

Ssevko

Chosen of Ss'vash Investigator

As a female, Ssevko is constantly amazed that those she hunts consistently underestimate her because of her gender. As a child of the Emerald Empire, she never experienced any sort of discrimination and finds that she has an unfair advantage over her male counterparts due to the rebels belief that she is somehow less capable than they are.

Dedicated to her job and her role in the Empire, she sometimes wishes the enemy would just give up. Ssevko pities her targets for their ignorance of the truths inherent in the Shining Path of Ss'vash. Perhaps once a month, she takes a day off in order to commune with Ss'vash to regain her strength to deal with the mind numbing stupidity of those she hunts. Her superiors see her behavior as a model of dedication and faithfulness and say nothing of it.

Tall, muscular, with mocha skin and vertical pupiled bright golden eyes and emerald scales across her back, neck, arms and legs, her exotic features are almost constantly concealed under her black leather armor and cloak of warmth. She also wears a face-mask, boots and gloves because she absolutely can not stand to ever be cold. Equipped with the symbol of her office, the obsidian badge is worn proudly on her chest, the silver lettering shining brilliantly.

She is also well armed with two rods of judgement and two short swords.

Merkezi

Jemlah Slave Trader

There are few beings who are as hated, reviled and despised as Merkezi, and there are none that take as much pride in that fact as he does. Merkezi sees his status as the ultimate compliment to his professionalism. There is literally nothing that this icon of greed would not do for a profit. He has murdered, pillaged, raped, robbed and burned his way across the world, eventually setting up shop in the Khess region as a slave trader.

A pure white coat hides his dark heart, but any being spending more than five minutes around him cannot help but observe firsthand the absolute evil and depravity that he exudes. Casual murder, rape and pointless torture fill his days. The only activity that takes precedence over his sadism is the pursuit of a profit. He feels that it was only his destiny to combine his talents and become the world's most prolific provider of slaves.

Merkezi drapes himself with luxury, as he feels that many other beings consider him to be nothing more than a thug that made it big through luck. Usually wearing fine silken clothing with a heavy crushed velvet coat and covered in jewelry, Merkezi is quite a sight to behold. Tall for a Jemlah, and utterly white, except for his square pupiled yellow eyes, he is built for combat. His teeth have all been filed and covered with mithril, his body is a collection of scars, incredibly powerful muscles and corded tendons.

Merkezi is also totally insane, since he is almost constantly high on one drug or another. His Jemlah constitution has kept him alive and healthy through years of substance abuse on a level that would kill almost any other being, but the damage to his psyche can not be avoided. It has made him even more violent and paranoid than ever.

His psychotic rages, mixed with his paranoia, inferiority complex and sociopathy have made him an infamous employer. There are few beings who will voluntarily work for him, and he has discovered that morally damaged slaves, when enticed with a favor or two are much more loyal than someone from the outside and that is why his organization is composed strictly of Merkezi and former slaves so mentally deviant that there is literally nowhere else in the world that they could go.

After living through six assassination attempts, his underlings fully believe that there is nothing that they could ever do to kill him and that he is truly invincible. Merkezi believes this as well, and his arrogance grates on the nerves of everyone, but his control over the largest share of the slave trade gives him a great deal of international pull, and as long as he keeps his customers' slave pens full, they are willing to overlook his rages, his threats and his insanity.

Koy'sleri

Chara Smuggler

Land, sea and air are all equally traversable to the infamous smuggler Koy'sleri. Fast, smart and utterly fearless, this Chara is quite simply one of the world's premier smugglers. She knows the back alleys of ports and the shortcuts to all the sea lanes or air corridors across Vhraeden. Even with the fact that she is one of the best, she is still not wealthy. The life of a smuggler is not easy and does not really lend itself to a life of luxury. Upkeep, information, bribes and overhead eat the majority of the profit from any job, and the fatalistic attitude that most smugglers have does not make saving money very common either. Money is meant to be spent and when it's gone it's time to look for a new job.

That is Koy'sleri's creed and it has served her well for the past ten years. She always delivers on time, although there have been many close calls, but she chalks that up to bad luck. As long as she continues to succeed, she will always have clients who will pay her rather steep prices for her importation of merchandise. With the long insurgency in the Khess region, she will always have customers and so she takes her chances and spends her rewards.

Koy'sleri has the yellowish fur with black spots common to her race as well as the black lines from her eyes to her muzzle. She has the golden eyes of her race as well as the uncommonly thick tail with the black tip.

Ist'an

Rayn Rebellion Warlord

Proud, honorable and ferocious, Ist'an is the iconic Rayn. Tall, muscular, imperious and proud, he is the shining hope of the entire Khess region. Leading an army of thousands of true believers, he is the bane of the occupying forces and they have lost all hope of reaching any concessions with the warlord. They have also lost faith in their ability to assassinate him, since he has survived three separate attempts. His followers are all incredibly loyal and there has been no success in infiltrating anybody into Ist'an's organization or turning any of his soldiers or advisors against him. In short, Ist'an is the largest irritant in the Khess region.

Ist'an is the son of one of the original rebellion leaders and has been reared to lead his people to freedom. Educated by foreign soldiers as well as his own dispossessed people, he is a natural combat leader. His experience and education have combined to form him into one of the most talented insurgents in the world. He is meticulous, careful and carries the open support of the entire region.

While he does have enemies within the Khess Region, none of them would dare to act against him while the rebellion continues. His fate after his victory is not so sure, but as long as he continually delivers victory after victory against the invaders, his life is not only safe, it is sacred to those who fight under his banner.

Ist'an is of average height and average build for a rayn, which means that he is impressive to most races. His greatest attribute is his bravery and his mind, both of which are envied by friend and foe alike. The rayn have little individuality by their appearance, although his mane is far darker than is normal for a rayn, a deep russet brown. His eyes are gold and seem to radiate warmth, humor and serve to only build his cult of personality.

Danis'ma

Naga gang leader

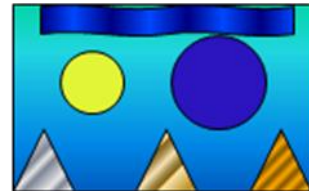
Young, violent and opportunistic, Danis'ma has risen through the ranks of her gang to become its leader. Tough and ready to defend her power, this young naga has either a short violent future or a long prosperous one ahead of her, depending on the choices she makes with her gang over the next few years.

Intelligent, but poorly educated, she has a natural cunning and a criminal mind that places her in a league of her own when it comes to the illegal aspects of life. Born the daughter of a drug addicted prostitute, her life has been constant struggle and pain. Without a father, she followed any strong male role model, which usually happened to be her mother's pimp at the time or her current lover, none of which were exactly good role models, but it was all she had. Introduced to violence by harsh beatings and inured to suffering, she grew emotionally cold and distant from other beings seeming them either as rivals or targets, both of which were subject to immediate retaliation or persuasion, respectively.

She has no respect for anything that does not affect her personally and sees the insurrection in the Khess region as unimportant. She provides drugs and prostitutes for the occupiers and weapons and information for the insurgents. Danis'ma does not use her own products, but does avail herself to the flood of naga prostitutes that she provides on a regular basis. Her stable of males are for her own use only, and only after she tires of them are they retired to general circulation.

Danis'ma has green scales with a black diamond pattern along her spine and her face is slightly oriental in its features. Her eyes are deep ruby color with vertical pupils like all of her kind. Her belly is the common pale off yellow most common to her race.

The Centaur Confederacy



For a nation with such a natural magic tradition, the castle of the High King of the Centaur Confederacy was a very anomalous structure. Seemingly built of monumental stone in the ancient past, it still shone brightly when sunlight struck the gleaming white marble walls and columns. The rich greens of the ivy climbing the structure was thick and strong, but had not damaged the walls in any way in the centuries since the Great Hall was built.

Within the thousand rooms of the Great Hall, there were always meetings and other affairs of state and the heart, regardless of the time of day or night. This beautiful morning both were occurring within yards of each other as the High King held court within the Main Chamber of the Great Hall.

The Main Chamber was large, but the business that was conducted there was not always fit for all ears, and thus there was a large anteroom where the various guests waited until they were allowed an audience with the High King or whichever minister they were scheduled to meet with.

Prince Sinjyn Stormcloud was seated next to a stunningly white Jemlah female. He was enamored of her beauty, but even more piqued by her seeming resistance to his charms. The Prince was well known in his racial homelands for his ability to engage in the most carnal of pleasures almost at will with anyone who came into contact with him long enough for him to ply his skills.

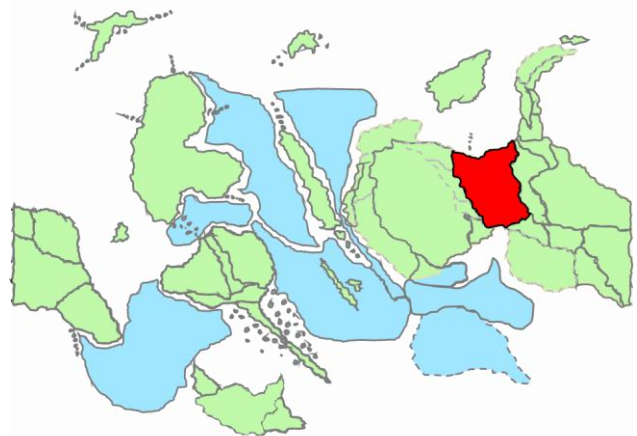
For her part, Julesi Havensaver, the Jemlah standing next to the prince was quite enamored of the handsome young prince, but he was young, arrogant and seemed that he needed to be taken down a few notches.

Across the room, a centaur, looking haggard and drawn was being closely guarded by a pixie and a sprite. The sprite was in well cared for, but obviously well used fine weave chainmail and his weapons seemed to be carried with an easy practiced grace. Even though the weapons were scabbarded with peace knots, the eyes of the sprite mercenary regarded everyone else in the room as a potential target. A practiced observer would see that when the sprites eyes landed upon the pixie at his side, they softened and the corners of his mouth would rise in a barely visible smile. The pixie for her part was dressed in an extremely conservative and formal manner that seemed more appropriate perhaps twenty to thirty years earlier.

There was another group in the corner silently talking among themselves. It was a Chital pathguide, and equine sniper and a kaikka battleshaman. There were discussing how best to present the news to the Minister of War. Their mission has gone very well, which was to say they gathered all of the information that they needed, but it all pointed to something exceptionally bad happening in the near future. The majority of their team had been killed and it was only luck that these three had escaped. The sniper, Kathat Foekiller was still injured, but since he had seen the majority of the conspiracy from his observation point, it was decided that he be the one to speak of the danger facing the Confederacy.

The battleshaman, Ursai Stonemountain and the pathguide, Ottel Thickskull, as the remainder of the team were sent to speak to lend credence to the words of the anti-social and socially graceless sniper.

The last group in the room was composed of a nymph protector, a minotaur enforcer and a dryad lawbinger. They wished to speak to the Minister of Justice about a very important discovery that the minotaur, Pen Hawktalon, had made and gone to the nymph for protection. The nymph protector, Naratta Firetide, had recommended going to the law, and that had brought Brinde Oakenstaff into their circle of knowledge.



Capital: Hazat
 Population: 270 million
 Races: Bariaur 29%, Centaur 12%, Equine 11%, Chital 8%, Minotaur 8%, Nymphs 7%, Dryads 6%, Satyrs 6%, Pixies 9%, Kaikkas 4%
 Technological Base: Shamanism (Satyrs), Elemental (Nymphs), Druidic (Dryads), Spiritualism (Bariaur). The other races use one of those four types.
 Environments: Rolling hills, flood plains, grasslands
 Architecture: Caves, Low hung, sod homes and roughhewn stone halls
 Governmental Structure: Tribal Chieftains beholden to racial Kings who are in turn beholden to the High King of the Confederacy
 Leader: High King J'russ of the Minotaur
 Monetary Unit: Confederation Credit
 Year Established: -919 IC
 Economic description: Rich, hi-population, agricultural, industrialized
 Imports: metals, processed goods
 Exports: information (2), natural resources
 Classification: World Power
 National Motto: Peace and Liberty
 National Language(s): Confederation Basic, Tauran, Minoan
 Religion(s): The religious backdrop of the Confederacy is varied. There are adherents to almost every religion, although Shamanism, Spiritualism and the Druidic Path are by far the most numerous.
 Allies: Emerald Empire of Ss'vash
 Enemies: None

Description

The Centaur Confederacy is a large multiracial conglomerate in the endless grasslands and rolling hills of the Laimach River Valley. The races of the Confederation are only loosely aligned with each other, and only in times of great threat to all. In actuality, the Confederation is a collection of tribal states each ruled by a chieftain. Above a chieftain is the King, who rules all members of a certain race within a certain region. Each King is beholden to the High King of the Confederacy who is chosen from among the racial Kings to serve for 10 years or until the other Kings tire of his rule. Then a vote is held to determine the new High King of the Confederacy.

This system of government has resulted in each area of the Confederacy being a nation unto itself, but in affairs that affect two or more of the Confederacy members, the High King is the voice of the whole. This has had the effect of giving the nation a schizophrenic character that many nations try to avoid.

As a case in point, the invasion of the Khess Region by the Jemlah was undertaken solely by that nation, but when the international outcry began, it was the entire Confederacy that was responsible. The High King Byrass of the Equine held a Call of Kings to discuss the matter. At the Call, he had King Aaraan of the Jemlah executed and then declared the invasion justified before the Conclave of Nations in order to maintain the facade of unity.

The constant irritation of the Khess Region has worn thin the patience of the Confederacy and for that reason, the Jemlah lands must fight against the rebels alone. By Decree, the High King has placed a death sentence on any member of the Confederacy who involves themselves in the Khess Region, the exception being the Jemlah. The consensus among the citizens of the Confederacy is that the Jemlah made their own problem and it is up to them alone to solve it.

Life and Society

Because of the variety of species in the Confederacy, there is no template for the lifestyles of those living within. The Centaur are a relatively peaceful people who are content to live in small aggregate communities of several hundred members. Their style of architecture is large one-room dwellings, typically made of sod and stone. The centaur home is usually sparsely decorated internally, since the structure itself is usually only for sleeping. The exterior of their home is usually richly decorated and able to be spotted at a distance. Their homes are usually separated from others by at least a hundred yards of lush grasslands, which are analogous to gardens. Markets and other non-habitable areas of their towns are usually tightly compacted in the center of town. A typical centaur city is huge in comparison to the populace when compared to a human city or especially an ork or goblin city. There are almost no multi-story buildings as centaur have difficulty with stairs, and elevators are simply too confining for them.

The Chital follow the same model as the centaur, but to a lesser extent, since they are about 25% smaller than a centaur, they require less room, overall. They also live in the higher altitudes as well.

The Equine follow a roughly human model for their homes and cities, since they are only slightly larger than the average human. They have adapted well to living in large, multi-story structures, and they have few difficulties when traveling to other nations. Being bipedal has given them an advantage over their quadruped brethren.

The Jemlah are seen as ignorant, dirty and overly violent creatures, which they are. Smaller than the centaur or the Chital, they are gruff and have an expansionistic outlook politically. They feel that they are simply the perfection of nature's plan and are impossible to convince otherwise. A bariaur town is composed of multi-level structures that, oddly have either no walls or low walls that more resemble fences than walls. This is due to the deep seated claustrophobia that all bariaur possess. They do not like travel, and can with great difficulty live in bipedal cities, but only when there are many windows for them to look out of.

The typical Jemlah will have several litters of kids in their lifetime, and each litter is usually composed of 6 to 8 kids. For this reason, the Jemlah is the most rapidly growing demographic in the Centaur Confederacy.

The Kaikka that live within the Confederacy are those that felt that rebellion against the High King was treason and stood against the other Kaikka when they seceded from the

Confederacy. For this reason, they were given all of the original lands of the Kaikka and it is almost uninhabited, though the Kaikka that do live there are very wealthy since there are many natural resources and no competition. The Kaikka rebellion occurred 265 years ago, and was defeated by the Confederacy. The traitors were routed and they fled north where they founded the nation of Ko Galia. To this day, the Centaur Confederacy will not officially recognize Ko Galia as a sovereign nation and often finds ways to ignore, ridicule or damage Ko Galian policies and plans.

Kaikka homes are of the same model as centaurs, although they prize internal decorations and their homes are usually all stone.

The minotaur are vastly different than the other races of the Confederacy in that they prefer to live underground and are usually nocturnal. The minotaur breed very slowly, a cow might have 3 calves in her life, although one is the norm. The normal home for a minotaur herd is a large area of grassland with a centrally located cave complex. While the normal social unit is a nuclear family of one male, one female and their offspring, the minotaur are truly herd animals with one bull, up to 20 cows and their attendant calves. When a male reaches the age of ascension, he is ceremonially banished from the herd, along with up to two cows if they so wish in order to create a new herd. This lifestyle has effectively limited the number of minotaurs to 21 million and of those, only 4 million are males. That social model has led many minotaurs to seek their fortunes outside of the Centaur Confederacy. Being bipedal, they adapt easily to large humanoid structures and their innate fondness for close quarters stands them in good stead while in humanoid cities.

Many Minotaur bulls leave their herd with one or two cows and immediately find themselves being courted by mercenary companies, bodyguard agencies and other professions where their strength and innate aggression are advantages.

The nymphs, dryads, and satyrs form a social triad within the Confederacy. Nymphs and Dryads are all females and Satyrs are all male and they can procreate only with other. Their social structure is intimately tied to their belief systems. All nymphs are elementalists, while all dryads are druids. Satyrs are all shamans. The bizarre relationship of these three races lead to common sight of a satyr traveling with both a nymph and a dryad. This gives rise to foreigners impression that nymphs and dryads are promiscuous and satyrs are polygamists. While this is not that far from the truth, a satyr in the above situation could just be traveling with his sisters.

Pixies and sprites are the same species, but males are known as sprites and pixies are the females.

Confederation society is based on two things, aristocracy and guilds. "The aristocracy is responsible for taxes, the guilds are responsible for everything else", to quote a popular Confederation epithet. Due to the prevalence of guilds, there are many different levels of membership in each guild, but when one has achieved the rank of full guild member, there are huge perks, such as legal protections while doing a job that was contracted to the guilds, insurance and others.

Major Geographical Features

The geography of the Centaur Confederacy is dominated by the Laimach River Valley. Composed of thousands of small streams, hundreds of tributaries, they all flow ceaselessly

into the Laimach River, and this river is the source of life for the ten-thousand square miles of grasslands that are the Centaur Confederacy.

Important Sites

The city of Hazat is important primarily due to its amazing diversity of architecture. As the second largest producer of agricultural products in the world, Hazat has a large population of foreigners and those foreigners have different architectural needs than the population of the Centaur Confederacy, which are also very diverse.

There are hundreds of different architectural styles in Hazat, which still manages to maintain the rather slow pace of life that the Centaur Confederacy is known for. Hazat is not an exciting city that never sleeps, but its' sedate pace and cosmopolitan atmosphere make it an attractive city for relaxation for those who desire a break from international machinations, but still desire connection to the world at large.

NPC's

Prince Sinjyn Stormcloud

Satyr Aristocratic Shaman

Although he carries the title of prince, he is very low on the list for a possible ascension to the throne. Educated in the palace by the best tutors in the Confederation, Sinjyn is very interested in the world beyond the borders of his nation. He finances numerous unofficial "expeditions" from his personal fortunes in order to learn more about the world. He has traveled abroad many times and wishes that he were not as sequestered as he is.

Gifted with innate shamanism, Sinjyn took stag as his Spirit Guide and as such has a magnificent rack of antlers that grow from his head. He is very proud of them. His brown long hair is worn loose and he possesses a very forceful personality. He is still young, only 25 years old and his face still has a boyish charm. He is not happy that he has no facial hair, which makes him appear even younger. He does like his completely black eyes with no discernable pupil. Stag also gifted him with a phenomenal sense of smell, strength and endurance.

Sinjyn is rich and busies himself with palace intrigues and bedding the hired help, which is the most common pastime for his cousins as well. He is very handsome and the gifts of Stag have come in very handy in his hobby. Sinjyn has taken his hobby to excess several times as he and his cousins compete to see who can claim bragging rights for every visiting female that stays overnight in the palace. They call themselves the Bedroom Bandits.

Due to Stag's gifts, he is currently the reigning leader among his club. He is also in the lead for the number of illegitimate children he has fathered, twelve. He has to pay out a quite sizable sum every month in order to provide for his children and to keep the women from telling who the father is. He is currently not in good graces in the royal court due to his hijinks, there have been several instances where war loomed because of his hobby.

Sinjyn knows that he is about one more escapade away from being banished from the palace, which he secretly desires anyway. The only reason that he not been kicked out earlier is that if he is thrown out, all of his cousins would have to be banished as well, and the King really does not want to have to listen to the complaints from all of the royals that action would cause.

Sinjyn dresses only in the most well crafted garments and is considered somewhat of a dandy, but not a fop. Most of his clothes are blue silk or purple crushed velvet with silver gilt edging. Sinjyn also wears his foil constantly, since he is an expert in it's use, besides women seem to like it. Sinjyn does, however hate fancy shoes, and thus always wears his black leather riding boots.

Julesi Havensaver

Bariaur Government Spokesperson

A high-ranking government official, Julesi travels extensively. It is her job to change the opinion of the bariaur race in those who meet her. She is very effective at this. She is very well spoken and appears as if she were made of the purest white in existence. Her curly fur is white, her hoofs and small horns are enameled white, her skin is almost albino white, her fingernails are painted white, her teeth are sparkling white as well. Indeed the only color on her is her eyes which are a yellow and the black rectangular pupil of her race. She hates her eyes that detract from her perfect appearance, in her opinion at least. To conceal them, she has a huge collection of glasses with tinted lenses. Her favorite is a pair that appear to be made of platinum and frosted ice, which they are. They were a gift from the nation of Sov'fein'a during some negotiations several years ago. Continuing her fascination with the color white, her clothing is also all white, from her handbag to her cloak.

Her selection of clothing, her accent and her mannerisms are all carefully planned to show that the bariaur people are not ignorant, violence-prone bumpkins. The fact that Julesi hates her own people for being that way serves as her impetus to convince others that she is not.

Naratta Firetide

Nymph Protector

Naratta is an elemental, as are all nymphs, and her element is fire. Most people can guess this by her name if not her appearance. Long, flaming red hair, smoldering black eyes and putting off a palpable heat, Narrata looks like a forest fire; wild, destructive and uncontrollable. It is her willpower alone that allows her to pursue her profession as a Protector, one who is a full member of the Bodyguards Guild as well as a Pursuer, a full member of the Bounty-Hunters Guild.

Although she has a tendency to be provocatively dressed, she is always well armed and is not shy about using violence to keep would-be paramours away from her. She is very capable of taking care of herself and prefers to use ranged weapons, especially obsidian throwing spikes and knives. Her preference for ranged weapons stems from the fact that if she loses control she has a tendency to turn into a fire elemental and cause massive damage as she burns everything around her with her body that reaches temperatures up to 10,000 F.

For this reason, she tries very hard to remain calm and cool, which is why she prefers very little clothing, or clothes with a revealing or strappy nature.

Badasar Blackthorn alt Tallia

Sprite Mercenary

If you have a desperate need to sow fear and confusion while spreading violence, then this psychopathic mercenary is the last word in atrocities for hire. There is nothing that is beyond the pale for this mercenary or his merry band of murderers, the Harbingers. War crimes, atrocities, genocide, murder and ethnic cleansing have all been performed by this mercenary captain. What is

incomprehensible to outsiders is that the Harbingers have also fought wars allied with angels and churches for no pay. Badasar and his Harbingers are all members of the Brotherhood, the Mercenary Guild, and as a member in good standing, is allowed all the benefits therein, including immunity from judgement while carrying out the letter of any contract.

The truth behind the Harbingers is they are not manifested demons sent to feast upon the blood of innocents. They are loyal unto death to their Captain, and it is his orders they obey. Badasar Blackthorn is also not a demon, nor a monster, but a being driven to pursue his version of perfection at any cost, and if several thousand people have to die in order for a goal to be met, then so be it.

Badasar was a soldier, until he could no longer justify in his mind the slow rate of peaceful change and became a mercenary in order to speed up the rate of social evolution. Understanding the concepts of right and wrong on a visceral level, he has classified all those who stand in the way of building a social order rewarding merit, intelligence, valor and duty, as "enemies of life", and taken it upon himself to eradicate them. He makes no secret of his support for eugenics programs, earned citizenship, the death penalty and above all a justice system based upon personal accountability. He sees himself as a law-abiding citizen of his homeland and is no longer able to understand why people have such an intense hatred of him.

Tall, for a sprite, and thin, he has black hair that is shaved along the sides of his skull. His jet-black hair is shoulder length and usually swept over side of his face. His face is thin, almost gaunt, and he is far from handsome. He has noticeably pockmarked skin, although not too excessive. He also dislikes shaving, so he has usually two days growth of stubble. His green eyes have a remarkable capability to express condescension, and he has a habit of rolling them before killing someone who irritates him with their stupidity.

With excellent posture, whatever he wears, it always has the appearance of being tailored for him and his bearing always gives the impression that he is wearing a uniform of some type, regardless of the actual clothes. Typically leaning towards woodland camouflage patterns from various nations, he is festooned with weapons. Due to his small size, he is incapable of utilizing most firearms, so is instead heavily armed with magical weapons and armor, usually a very fine weave chainmail of unique manufacture.

Badasar is also hopelessly addicted to nicotine, and is always smoking or chewing tobacco products. He is also exceedingly hyper, both because he is a sprite and his love of super strong coffee.

Venomessa Tallia alt Blackthorn
Pixie Assassin

Although Badasar Blackthorn is widely considered to be a murderous psychopath, even his small black heart has a soul mate, and Venomessa Tallia is his. Married only four months after their meeting, hence the alt Blackthorn, they have been inseparable for the last twenty-two years. Rearing two children while pursuing their violent careers was not simple, but they managed to rear them to be intelligent and contributing members of society.

Venomessa is a pixie assassin, one of perhaps a half a dozen pixies who have killed, and perhaps the only one who does so for money. She does not kill purely for money, she kills due to the social impact that the death will have. With

her auburn hair and black eyes, she dresses very conservatively, especially on the job. Her diaphanous wings make her taller than her husband when folded, which she thinks is quite funny. Although a Ghostface, a full member of the Assassins Guild, she prefers not to draw attention to herself.

Remarkably strong, flexible and tough for a pixie, she is nonetheless very attractive and shockingly nimble for being as voluptuous as she is.



Urthain Palace, now renamed the Forlorn Palace, is the ancestral home of Rason Razorleaf

Rason Razorleaf
Centaur Advisor

Ancient and wise, Rason's counsel is sought throughout the Confederation. His countenance is stern, for he has seen the best and the worst that life has to offer. Born to an aristocratic family, he was educated in the best schools in the nation. He was beset by wanderlust early in life and used his family's money to travel around the world. His fortunes allowed him to be active in causes that he felt were worthy, thus he became an adventurer.

At first he was simply an overeducated rich child pretending to be a hero, but that changed quickly enough when his first group ran afoul of an elven covert operations group. The heroes felt that observation and subsequent confrontation would allow them to discern their intentions and if necessary stop them. The heroes had no idea they were immediately detected and tracked. Within seven hours of their initial sighting of the elves, all of the members of the group were dead except for Rason, including his brother, his best friend, his fiancé and two others. Rason lived only because he ran.

Quickly descending into a deep alcohol fueled depression, it took him twelve years to finally crawl his way back to his homeland. The previous twelve years he spent drugged up, drunk and looking for death. He took any job provided he worked alone and seemed a likely way to die. He did not die, but did gain a reputation for being insane, suicidal and very lucky. Amassing a fairly large fortune, he simply returned home one day.

A warrior, a mage, a shaman, a spiritualist and a cleric, Rason is also a virtual hermit who rarely ventures from his family holdings other than when he is summoned by the King or the High King, both of whom value his advice. Still

intensely suicidal and mentally unstable, he lives alone. He lives the life of a penitent, sleeping outside, eating only to survive and enjoying nothing. Quite noticeably insane he spends an inordinate amount of time stalking the Shadowlands looking for the spirits of his original companions in order to bring them back to life.

With a sallow, gaunt face that shows no emotion and an aura like ice, Rason has a palpable creepiness about him. His grey, bloodshot eyes are haunted and it looks like he hasn't slept in years. He is remarkably patient, courteous, if a bit absentminded, talking to himself constantly. He constantly wears clothing opposite of what is appropriate for the weather, thin cotton shirts in the dead of winter and heavy layered cloaks in the summer. He also very thin, seemingly starving, his stomach is constantly rumbling. He has very long straight white hair that hangs limply around his face.

In combat, he arms himself with rusty weapons and never wears armor of any sort. If anyone is unlucky enough to see him without clothing, his torso is a patchwork of scars, scabs and undressed wounds; the result of thirty years of masochistic behavior. In combat, he will begin to weep and cower and attempt to talk his way of fighting...until someone strikes him. When he is first injured, he seems to instantly change into a raging, screaming, weeping berserker with no ability to discern friend or foe and without mercy, pummeling and destroying all those who face him. He will spare no one, not friend, not foe, not woman or child. When the combat is ended and he is invariably covered in blood and viscera, he will run away to punish himself. No one knows of his rages, everyone who has ever witnessed them has been killed. This is why he never works with anyone, it is just accepted by all who know him that he will never join a group, regardless of the wisdom of doing so.

Pen Hawktalon Minotaur Enforcer

Minotaurs are strong, and they are considered to be ideally suited for physical labor. Pen grew up in the city, his father worked on the docks, using his prodigious strength to do the work of five other men. Pen loved his father, but realized that days and nights of labor, regardless of how hard he worked would never give him the lifestyle he wanted. When he was old enough, he simply walked into the Reposessor's Guild and hired on as an apprentice. After ten years he has gained the rank of Shadowhand and works alone.

The Reposessors's Guild has been thoroughly penetrated by various organized crime syndicates, but Pen doesn't care. His job is make sure that people's debts are paid. If it was money, then he takes items of equal value plus interest. If it was merchandise, then he takes the items plus interest. If the thief has no money or anything of value, then it is Pen's job to dispense a beating of equivalent value. Sometimes Pen has to make several trips to fully repay the debt, plus interest.

Pen is of average size for a minotaur, which means he is a hulking mass of muscle, hide and horns. He is actually quite a peaceful and stress free minotaur, but that is because he is able to work out all of his aggressions while on the job. While he does dislike the fact that he is in the threat business, it is rare that he actually has to carry out any of his numerous negotiating techniques. The sight of a black eyed, grey dappled minotaur is usually more than enough to convince a deadbeat to pay their bill.

Pen and his wife and their three calves enjoy a very good living, but his father disproves of his choice of profession, as does his mother. Pen's wife knows what his job is and is also unhappy with his work, but it does pay the bills quite well. She has suggested several times to get a different line of work, which Pen would actually like to do, but he feels that he doesn't have any particular skills other than injuring people.

Ottel Thickskull Chital Path Guide

Frequently mistaken for small centaurs, the Chital are very similar to their larger cousins but are a totally separate race. Smaller, more deer-like and graceful than centaurs, they are also a much more peaceful and gentle people who prefer to out think their foes. When violence must be joined, the majority of the campaign will fall to those like Ottel Thickskull, a Path Guide. Path Guides are those who can travel a hundred miles in a day through terrain that others would be hard pressed to move two or three miles in, and a Path Guide will leave no trail for anyone to find. Swift, silent and if need be, very deadly, the Path Guides are exquisite long range scouts and commandoes.

Ottel is a young Path Guide, but very talented and a wide range of skills that many of his peers do not have. Long of limb and lean, he is typically Chital, brown flanks with three horizontal stripes, one per side and one on his spine, tanned skin, a boyish face, long curly brown hair, warm bright shiny brown eyes, ear rings and a staff and bow as his weapons.

Brinde Oakenstaff Dryad Lawbringer

The Lawbringers are the respected protectors of law and order within the Confederation. They are composed of all races within the nation, but the most prevalent are dryads. With their inordinate predilection towards druidic magic, they are uniquely suited to seek the truth and bring offenders to justice. Brinde Oakenstaff is the latest in a long line of Lawbringers. Her family name is taken from the Oak Staff of Justice that is the symbol of office for a Lawbringer. The Oak staff is the symbol of Law in the Confederation. The Oak Staff is immensely strong, it is alive, if broken it will heal, it is ancient and it can change although slowly to avoid hasty decisions.

Brinde's staff is the same one that all of her forebears have used for six generations. It is old and almost black from constant hard use, but it's power is unmistakable to all those who see it. Every owner of the staff has added their own modifications to it, and it is now powerful enough to be classified as an illegal military grade magical item in every nation on Vhraeden.

Like all dryads, Brinde's appearance changes with each season. In the fall, her hair is red and her eyes are hazel while her skin tone has a slightly pink or ruddy appearance, usually with freckles. In winter, her hair becomes black, her eyes are icy blue and her skin is a pale white. In the spring her hair changes to brown, eyes become green and her skin becomes very tanned, almost brown. Summer is the most dramatic change where her hair becomes a very light blonde, her eyes turn black as does her skin.

Brinde is a tall and rawboned woman, usually described as handsome rather than beautiful by those she knows. Those she hunts describe her as ominous and threatening. She is a typical dryad, by turns ambivalent or direct, harsh or tactful. The seasonal nature of a dryads appearance and psyche is a massive detriment when dealing with other

ances, but for a Lawbringer it is a massive asset since a dryad's changes allow them to see long duration investigations and cases with massively different viewpoints.

Brinde is equipped as a typical Lawbringer in their rugged, utilitarian brown leather jumpsuit, high topped leather boots, heavy black leather jacket, long green woolen cloak and of course, the Oak Staff of Justice.

Kathat Foekiller
Equine Sniper

The Equine are an odd race, bipedal humanoids with thick musculature and the neck and head of a horse. Strong, intelligent and a possessed of a solemn loyalty, they make excellent soldiers. Kathat is a soldier and a good one. Specially selected to be a sniper, he excels at this profession in spite of his size and seemingly ungainliness. A loner, Kathat is one of very few snipers who operate completely alone. His last four partners have all died, and there are rumors that he is cursed. When no one would be his spotter, he continued to go on missions without one, and that suited everyone just fine.

Kathat prefers to be seen as little as possible, spending days or weeks alone stalking his targets. If there are many targets in one area, he will usually just stay out in the area of operations living off the land and returning only for new equipment if he needs it. An accomplished woodsman and shaman, he understands the way of the wilds as few other beings do.

Kathat approaches his job without relish or reservation, it is all just a job to him and he performs it to an exacting standard. He has no desire for fame or fortune or even a kind word. He likes his job because it allows him to be alone for long periods of time and to spend time in the outdoors.

With chestnut brown fur, a black mane, black eyes and deeply tanned skin, he usually wears camouflaged pants, no shirt, a rucksack with a poncho and a warm cloak. He has a very ornate, masterwork longbow, half a dozen extra-bowstrings, a shortbow, a short sword and four quivers with forty arrows each, three for the long bow and one for the shortbow.

Ursai Stonemountain
Kaikka Elemental Battleshaman

A huge imposing force on the battlefield, Ursai is both an elemental and a shaman and wields extreme power. Physically powerful, he is an accomplished warrior as well. Young for a Battleshaman of his rank, for him to be an elemental as well is particularly noteworthy. Tall with black fur, black eyes, huge silver plated horns and a deep rumbling bass voice, many enemies mistake him for a demon at first sight, a fact which he reinforces with his choice of weapons, a great axe and a great sword.

Due to his size, the axe is used one handed as his primary weapon, with the great sword held in his off hand in a reverse grip, as if he were fighting with tomahawk and dagger, not great axe and great sword. His size allows him to hold the weapons this way, but his immense strength allows him to actually use them in this manner effectively.

A Confederation loyalist, he is still viewed with suspicion by many within the nation. Those who have observed him in battle trust him implicitly. It is simply not in his nature to be discreet or surreptitious in anything. He is loud, powerful, loyal and very proud of his nation.

In addition to his weapons, he typically wears no other clothing other than his black magically armored cloak with has seemingly innumerable pockets.

Karniv

The continent of Karniv is the largest of Vhraeden's land forms. It extends from the fertile Laimach River Valley in the west to the Hardline, it's eastern coastal cliffs. The climate ranges from the glacial tundra of Ghyla to trackless heat of the Sand Sea.

Momano



Sitting in her apartment, she idly clicked links and wandered around the DATA-net while two GDC tower computers sat on the floor where her cracking programs worked their magic, filling in holes of numbers as they performed billions of calculations per second. She looked over and noted that the two towers that had been working six hours had finally managed to break the encryption. Faeton smiled.

With the broken encryption key, she could now access any and all files that she found, which is important if your client wants the information but doesn't have the encryption keys. She opened a diet cola and sat back stretching. She connected the two towers to her main computer, a IIE Imperator. Taking a drink of cola and cracking her fingers she began to wind her way through the electronic web of connections in order to assail her target from a different location that did not have anything to do with her actual location.

She easily made it past firewalls and all of their encryption meant nothing to her. There was only one defense against her level of skill and that was to have a stand alone computer that had no access to the DATA-net, but she wasn't attempting to attack systems, she was looking for information, and there was almost no information that was not located on some computer that was accessible through the DATA-net. She began running searches through the memories of all the computers that were in the system she was currently connected to, which just happened to be the Advanced Research Projects database.

She was currently logged on as the system administrator, which gave her access to everything. She was safe as long as the real system administrator didn't attempt to log on, which she didn't think was going to happen today, since Faeton had paid an exceptional amount of money to a professional escort to keep him busy that day. Running searches through databases was time consuming, but then she finally located something that had an odd ring to it.

It seemed that six months ago a heavy infantry immediate reaction company had been dispatched to the MEEED to contain an incident against technologically induced necrotic agents. The only other information was that the research was conducted from a secure location in the MEEED under

the supervision of an unknown party.

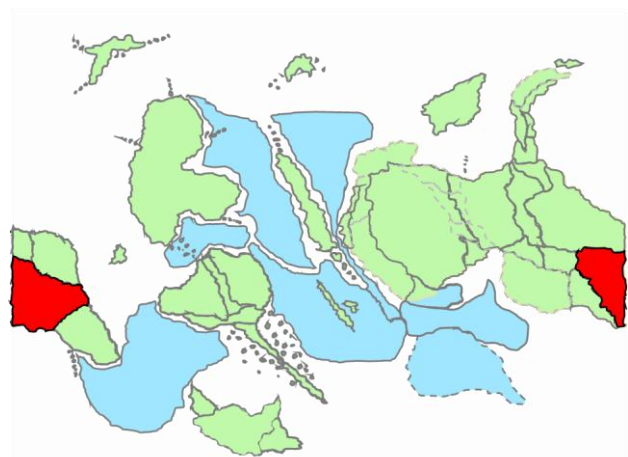
Copying that data, she began looking for information on this immediate reaction company, although all that she could find was the designation, the 7th Immediate Reaction Company, the Widowmakers, and the name of their commander at their time, who was still in command, a Captain V'shok Karnelva.

As Faeton copied that information, the computer that she had accessed immediately began tracing her location, and although the electronic location came up as being fourteen miles away from computer terminal A-12, system administrator, the time that it took for the inquiry to return to it was far too slow. The AI, named Sentinel, that controlled the system was far smarter than a simple program and already began to make plans for the safe retrieval of the information, which was its' imperative. Sentinel knew all the tricks and began to check every computer that was currently logged into the DATA-net and then cross referenced that computer with the owner of that system. It took him, Sentinel considered itself to be male, twelve seconds to locate the thief.

A coded distress call went to another AI, code named Midway, who was in charge of the Emergency Response Center. The on call team was on five-minute standby in the ready room. Speaking with the irritable female voice it had chosen for itself, Midway gave the team leader, Jaeg Brandt the details of the operation. It was to be a simple rundown of some female hacker, who seemed to have deep pockets and was also a corporate VP. Discretion would be at a premium tonight.

Jaeg listened to the AI and wondered if the disembodied voice was modeled after a real being, or if the machine had chosen it for itself, and if so, why?

Being an antisocial ork cyborg with a slight attraction to a disembodied voice had to be yet another in the laundry list of psychological problems that he seemed to be collecting since his transformation into a mechanical super-soldier. Jaeg shook his head and led his team up to the helopad.



Capital: Vor Gurath
Population: 320 million
Races: Orks 77%, Gnomes 9%, Trolls 6%, Ogres 4%, Halflings 2%, Other 2%
Technological Base: High Technology
Environments: Desert, mountains, scrub lands
Architecture: High tech cityscapes
Governmental Structure: Republic

Leader: President Vesicus Solan
Monetary Unit: Momonoan Standard Credit (MC)
Year Established: 7 IC
Economic description: Rich, industrialized, hi-population, barren, desert, agricultural
Imports: Metals, ranch animals, foodstuffs
Exports: Oil, high technology
Classification: World power
National Motto: "By fire we rule"
National Language(s): Sarkathian
Religion(s): Religion is not considered to be a very important subject in Momono. All religions are represented here, although the Church of Unity is the largest religion within the nation.
Allies: Yakkis, Urrykya, Lurkhite, Momano Eastern Economic Expansion District
Enemies: Trellanin, Ulusia, A'Lanthas, The Second Founding, Volksung, Sepenerais

Description

The Orks of Momano are not evil, stupid nor prone to bad hygiene. What they are is tough and angry after generations of being abused and killed off by the elves and their Halfling collaborators. Momano is the home to Orks and Gnomes. The great power that Momano enjoys would not have been possible without the mass immigration of Gnomish refugees from the Halfling Holdings and the Trellanin Empire 180 years previously. The gnomes were banished and they founded colonies on the eastern coast of Karniv, on the Hardline, so called because of it's treacherous cliffs and dreadful weather. Realizing the danger of cohabitating in close proximity to trolls, ogres, goblins and Orks, the gnomes quickly made peace treaties with the neighboring nations. Together these races and nations came together and forged a desert continent of nomads and exiles into a high tech superpower in under 150 years.

It is here that hardtech and science have come to fruition. Capitalism, free trade and aggressive economic expansion have combined to make Momano one of the most exciting places on Vhraeden to live. Even with the rapid rise of industry and prosperity, combined with a grafted economic system, the unit of identity remains the family. This occurred by virtue of the manner in which the Gnomes were assimilated into the culture of Momano.

When the peace treaties were made, it was deemed that the nations would serve as allies and as time passed the national borders began to simply fade until the Gnomish nation of Giffen was simply gone. The gnomes simply spread out, although most stayed in Momano, many moved to the other nations of Urrykya and Lurkhite, while very few immigrated to Yakkis. Because of the importance of family to Gnomes and Orks, Trolls, Goblins and Ogres and the relatively tiny number of Gnomish families, the gnomes were simply "adopted" into existing families.

Life and Society

The original governmental structure of Momano was the Lords of 500, whichever family that could claim 500 male warriors was allowed a vote at the annual grand conclave. When this form of government was no longer viable since the issues facing the nation were too great and annual meetings were simply too slow and infrequent to realistically deal with problems, the Lords of 500 system was abolished and each Lord was made into a Prefect, ruling all the lands that they held. The borders were made permanent and the system was turned, slowly, into a republic.

The current President, Vesicus Solan was sworn in after the Night of a Thousand Daggers incident. The Night of a Thousand Daggers marks the worst political assassination in Vhraeden history, although the Night of Horror in Anjia is a very close second. A large number of Momonoan political leaders, including the President, Vice-President, Defense Minister, Minister of Justice and Master of Lords were killed by Halfling terrorists. The only surviving political electee was Deputy Defense Minister of Current Operations Vesicus Solan who utilized the headset of a dead guard to provide information to the hostage rescue team. The Bloody Fists hostage rescue team was able to storm the Presidential Compound in record time and took only two casualties while killing all 24 terrorists.

Vesicus' obvious heroism and humility vaulted him into the Presidential Compound (refitted with all manner of remote sensors and defensive systems). The Night of a Thousand Daggers served to solidify the hatred of the Halflings that Momonoans, Urrykites, Lurkhites and Yakkians had felt for generations and led directly to the "liberation" of the Halfling Holdings and the formation of the Momonoan Eastern Economic Expansion District.

Major Geographical Features

The nation of Momano is a harsh land. Bordered to the north and the east by the Hyz Pekor mountains and the south by the Dark Water Ocean, there is little to recommend this land. The three major features are the Great Western Desert, the Hyz Pekor mountains and the Hardline.

The Great Western Desert is just that, a giant desert that encompasses 80% of the land mass of the nation. It extends from the eastern Hyz Pekor mountains west to the border of Korvalis, and beyond. It is a giant desert, but it has great mineral wealth, and it is that wealth that has been leveraged by the orks and the gnomes of Momano to turn this nation into a world power.

The Desert offers a relatively flat area, and thus cities are easy to build, the only requirement is water. The desert is such an omnipresent force in the nation that the two largest industries in Momano are directly related to the Desert. The first is power generation. The desert offers a perfect place to place wind driven turbines and combined with the large reserves of petroleum products, this is the largest industry in the nation. The second largest industry is water. All aspects of water are of critical importance to this nation. The majority of the water in the nation is provided by the Uperi River, with the second largest source being desalinization plants placed along the oceanic coast.

The Hardline is the name given to the treacherous northern coastline of Momano where the Hyz Pekor Mountains drop thousands of feet into the Dark Water Ocean. At this point the edge of the land is the edge of the continental shelf, and there is an average of a 1,500 foot drop into the ocean, and the water depth is an average of 2000 feet. This is an area of constant storms, hurricanes, small earthquakes and other cataclysmic events.

The Hyz Pekor mountains is the mountain range that separates Momano from Urrykya and Yakkis to the north. The Hyz Pekor are also rich in metals, and mining is a massive industry for the nation.

Important Sites

The International Corporate Court is the forum in which the largest, and arguably, the most powerful organizations on the planet begin and end their disagreements. This huge

pillared black granite court reeks of understated power, and there is no organization or being that does not pay attention to the decisions, whispers, suggestions and rumors that emanate from this nexus of power.

Jaeg Brandl

Ork Government Shadow Operative



Shadow Operatives, government, corporate or private are among the most deadly beings on Vhraeden. There are different levels of skill in the world of violence. The first rung are thugs, hired muscle and bouncers. The second tier is composed of cops, corporate security, mafia torpedoes and soldiers. The third tier are the elite military teams, the covert action teams of intelligence agencies and mercenaries. The top of this hierarchy are the shadow ops, who are all officially dead or do not exist. Shadow ops come in three flavors; government, corporate and private.

Government Shadow Ops are called Dead Men in the world of the violence for hire, because they are officially dead. Corporate Shadow Ops are called Chillers because they put problems and people "on ice". Private Shadow Ops are called Razors, because they walk the very thin line between life and death, the "razor's edge", as it is.

It takes a very special person to become a Shadow Op. Talent with weapons, languages, an elastic moral code (or an absent one), and luck are required. It takes decades to become a true Shadow Op, and Jaeg Brandl has put in his time and earned his shot. The only child of a rather wealthy family, it was his rather poor fortune to have both his mother and father die a violent death at the hands of Halfling extremists. That event placed him on his path to become the remorseless force of violence he is today. Revenge became his sole motivation, and he has exacted a heavy toll on those responsible for the deaths of his family working as a special operator for the Momonoan Lightning Legions. Although all orks hate Halflings and elves, Jaeg's level of hatred and zeal were truly noteworthy.

He was given an invitation to join the Advanced Combat Applications Group, which he took. He tested and was accepted and "died" soon after on a routine training

mission. With a new name and a new face, Jaeg Brandl is now one of the Momonoan governments' most effective weapons against terrorists, other nations and, well anything else they aim him at.

Jaeg's eyes have been replaced with thermographic optics, and as such, they appear to be made of black glass, which they are. He has also been outfitted with subdermal articulated armor, grafted muscle, titanium bone lacing, neural boosters, auditory boosters, pain dampeners, a cybernetic circulatory and respiratory system, direct neural interface jacks, data transfer palm pads and a cranial bomb.

All of these enhancements have come at a hefty price. Never too stable to begin with, Jaeg is now little more than a sociopathic killing machine. Unable to interact with society in any capacity, he is kept in the Loress facility, located 120 miles west of Vor Gurath, in the Wastelands. Jaeg is ambivalent about his seclusion. He feels that he may have paid too high a price for his dream of vengeance. With no friends and no family, he is truly an ork apart. His only interaction with other beings are the other members of his team, and none of them are particularly vibrant in terms of personality.

Jaeg has come to realize that his life is nothing more than a list of operations and a confirmed kill count in the thousands.

Faeton Dees Gnome Hacker

Faeton Dees is a typical example of what happens when a child is born to prosperous parents and then does everything right. Identified as a genius when she was six, she has spent her entire life becoming more educated. Although she originally wanted to be a peace enforcer, her stature is small even for a gnome and the reality is simply that she could not hope to subdue a violent ork criminal high on stimulants or hallucinogens.

Quickly realizing that her intelligence was her most marketable attribute, she chose the rapidly developing field of information technology to study. She went to college and earned her degrees on schedule and then was hired immediately upon graduation by a top computer corporation. She quickly bored with the busy work that they started her on, and she began to live her life on the DATA-net. She began to idly hack into other computers as a hobby and never felt that it would blossom into her second profession.

Although she still works for Global Data Corporation as the vice-president of information management, her six figure salary pales in comparison to the millions she makes on the 'net every year.

Although she is one of the ten best hackers on the planet, she is not the best, and that has since become very clear to her. Four months ago, she was hacking into a secure system owned by Ry Aiel Corporation for an unknown third party, which is how she likes it. She gained access to the system and was silently copying data from their system to hers when her presence was discovered by the Ry Aiel system operator. Quickly severing the connection, she felt that she was safe, until her untraceable bank accounts began to disappear. She has lost over 12 million standard credits and worse than that, her reputation on the 'net has become suspect.

Her list of clients is shrinking and some of them have even begun to turn up dead, although at this point in time, there appears to be no connection between her and the dead

former clients.

Whoever her adversary is, they have been careful to only eliminate those aspects of her life that were gained by illegal means, and has yet to make a move against her public persona. This is deeply troubling to Faeton, but she holds out the slim hope that they may not know that CyberShadow, her most commonly recognized 'net persona, is her. She was exceptionally careful in keeping her real life and her cyber life separated, and as such she feels that maybe her assailant does not know who CyberShadow is in the material world.

Faeton is small for a female gnome, which is one reason that she chose to be a computer data jockey. Her light brown hair is only shoulder length, since she dresses in a fairly severe business style appropriate to her position and authority. The entire effect is ruined, in her opinion at least by the presence of freckles on her nose and cheeks. Even though she is firmly established in her profession, her stature and youthful face make her appear to be a human adolescent. Due to this fact, she is loathe to meet with foreign clients, especially humans, who are unable to take her seriously.

She is also unmarried, due the nocturnal nature of her off-work activities, and her parents are constantly questioning her in regards to her romantic life. Faeton feels very pressured by them to get married and have children, like her sister and three bothers.

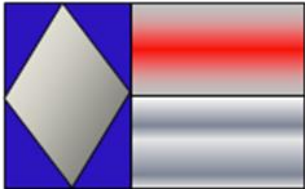
V'shok Karnelva

Troll Heavy Infantry Reaction Company Commander
V'shok is a hulking tower of muscle and wire-taut tendons. Standing almost 12 ½ feet tall and weighing over 900 pounds, it is difficult for most beings to realize that there is a calculating brain inside his heavily scarred skull.

V'shok joined the Momonoan Legion after a few years as a peace enforcer in the western badlands where he was born. His size stopped most criminals cold, but V'shok didn't become a peace enforcer for a moral reason, or for personal gain. He joined for the rush. When police work failed to satisfy his hunger for excitement, he quit and joined the Legions. He volunteered for anything that was even remotely dangerous and could quench his lust for action. He excelled and his bravery as well as his absolute tenacity was duly noted, while his incredible toughness made him a legend. After nine years he was accepted into the Hardline Military Institute and graduated with honors and was commissioned. He now leads a Heavy Infantry Reaction Company, once again in the Western Badlands combating drug runners, wastelanders and mercenaries on a daily basis.

He has a great sense of humor, an orkish wife, three children and a stellar career ahead of him. His head is shaved and his horns are very pronounced, as are his scars on the left side of his face that he received in a battle three years ago against an elven special operations team. His eyes are a bright yellow and his skin is electric blue.

Yakkis



The suns were setting and the coolness of the badlands was already beginning to chill the air. R'dessa looked out into the rust colored dusk and saw the thin dust trail coming over the hazy horizon. It was moving fast and the size of the cloud indicated that there was more than one rider. That was odd. The gnome went back inside and checked on her meal. The corn bread was done, and the beef stew nearly done. It was fortunate that she had made plenty, it seemed that she would be having company.

Making an assumption, she set out three extra plates then went outside to check on the progress of her assumed visitors. The dust cloud was closer now, and now had a slightly sliver tinge due to the newly visible moon. Another few minutes and they would be at her fenceline. She checked her rifle to ensure that it was indeed loaded, just in case that her visitors were not of a friendly persuasion. The riders were now perhaps three hundred yards from her home, at her fenceline and she could tell that there were four of them. One was huge, the other two were small and the fourth was lain over his horse.

At a quick gallop the riders were at her door in less than a minute. R'dessa smiled when she saw the three riders, but hardened when she noticed the fourth rider, a troll who was bound, gagged and bleeding. That fact worried R'dessa. She looked up at Thul'sa and snapped "I suppose this isn't a social call?"

He looked down at her and frowned "No, this is not a social call. This criminal is needed for information that he possesses on the whereabouts of his gang. Unfortunately, he resisted and my son became a bit irritated" Thul'sa glared at his son, a gnome Arbiter riding a war pony. "My daughter then decided that immediate interrogation was the way to gain the information we needed" Thul'sa's gaze shifted to his daughter, also a gnome Arbiter.

"Regardless, her ministrations proved fruitless and the criminal has now fallen into deep medical distress."

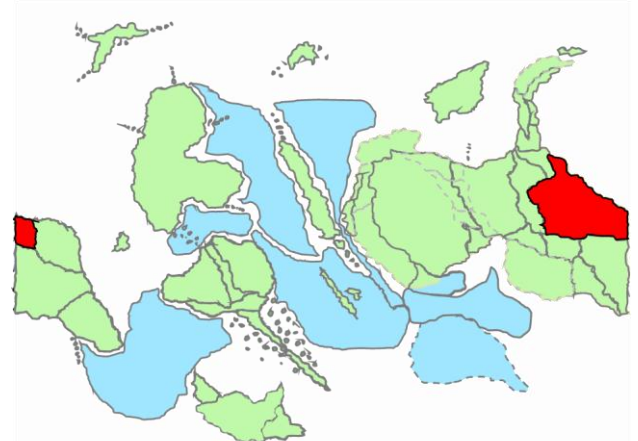
R'dessa was already in the house clearing off her table and yelled at the three Arbiters. "Well you wasted your time bringing him here, unless you want him dead, and I'm guessing that is not what your intent."

Thul'sa grunted and dismounted. Untying the critically injured troll, Thul'sa tucked the casualty under his arm and carried him inside.

"What the hell are you doing? Gently, gently. Are you stupid? Lay him on the table, lay, not drop, got it?" R'dessa yelled.

Thul'sa smiled at the infuriated gnomish doctor and complied with her instructions. Leaping upon the table to survey her patient, R'dessa began mentally creating her treatments. Checking the entry and exit wound on the troll she turned to Chamissa and Rid'ren, Thul'sa's adopted gnome children, now members of his arbiter posse.

"Chamissa, go into the storeroom and get me whiskey and cotton sheets. Rid'ren, draw some water from the well and set it to boil. Thul'sa, get your ass over here and help me move your criminal" R'dessa didn't know why this criminal had been brought to her home, but she knew that she wouldn't let him die.



Capital: Lorbok

Population: 5 million

Races: Trolls 96%, Gnomes 3%, Other 1%

Technological Base: Technology, Druidic

Environments: Mountains, rocky rolling grasslands and hills, high altitude plains, tropical jungles

Architecture:

Governmental Structure: Individual familial feudal system that is supposed to be a Federal Republic

Leader: President Markoth Severus

Monetary Unit: Yakkian Credit (YC)

Year Established: 7 IC

Economic description: Poor, lo-population, barren, desert, non-industrial

Imports: Agricultural goods

Exports: natural resources (2), manufactured goods, novelties

Classification: Stable Nation

National Motto: Our strength is law

National Language(s): Kharn

Religion(s): The Church of Unity is the largest religion in the nation. All other religions can be found here, although their adherents are usually quite reserved in their worship.

Allies: Urrykya, Lurkhite, Momano

Enemies: A'Lanthas, The Second Founding, Volksung

Description

The common idea of trolls as having a hardscrabble existence filled with hardship and toil has its basis in reality. Even though the nation is poor and is highly underdeveloped, the Yakkis trolls are a proud and strong people. When the elves came and attempted to enslave them during the Lanthan Empire, a troll was never enslaved or taken prisoner. Although the Chosen of Ss'vash were more than equal to the task of fighting the elves, the trolls were not. They fought anyway, even though lacking in technology, manpower and military prowess, the elves still knew fear when facing trolls on the field of battle.

The legacy of the wars still burns fiercely in hearts of trolls and it is rare indeed for elves and trolls to even speak to each other without it resulting in violence. Trolls are awesome combatants, and this ability is both the source of

their survival and why they will most likely never achieve success on a national scale.

Life and Society

Trolls are rugged individualists to the extreme. Although not stupid, they have little need want or patience for other beings' ideals or laws.

The typical troll lives within a well-defined family territory where they farm, ranch, forage and hunt freely. The unfortunate reality is that the world is no longer as free as it used to be. The trolls of Yakkis realize this and have made assimilation into the mainstream a priority. This has been implemented by making state run education mandatory and attempting to have each troll family "contribute to the common good" (pay taxes). What they contribute is highly variable. Some contribute 10% of their time, others contribute 10% of their income, while still others contribute 10% of their land.

The governmental structure of Yakkis is very informal. There is no real structure per se, merely a large enough group to arrive at a consensus is all that is needed. If individual trolls decided not to participate, they do not. However, trolls have developed elaborate methods to alleviate shiftless tendencies by engaging in detailed negotiations between individuals and groups of individuals by so called "Arbiters". When a troll gives his or her word, it will be done regardless of the final cost. A favorite quote is "a trolls' word to the Arbiter" which means that complete faith is not only appropriate, but expected.

Breaking one's word is a death sentence in Yakkis and all trolls who know of the offense are expected to carry out the sentence on the guilty party. An oathbreaker will usually submit to death in order to alleviate stigma of shame that violating trollish trust brings to all trolls. So deeply embedded is this oathtaking in Yakkian society that some oaths are still being fulfilled up to 16 generations after the making of the oath.

The few gnomes who live in Yakkis have assimilated well into troll society, although the difference in physical stature has led to "miniature villages" arising within larger troll settlements. The gnomes suffer no persecution at the hands of the much more powerful trolls, and they are always treated as equals and highly valued members of society. The gnomes that live in Yakkis have also adapted to the trollish concept of ultimate trust and a Yakkian gnome is just as stalwart as a troll. Although it is very rare, there are gnomish Arbiters and they act in the same capacity as a trollish Arbiter.

Major Geographical Features

The majority of Yakkis is classified as badlands. Hot in the burning hot in the summer, deathly cold in the winter and dry all year long, the Yakkian Badlands live up to their name. Red clay, black dust and flash floods characterize this landscape.

Important Sites

Although the Badlands are considered to be extremely ugly and unforgiving, this land is quite beautiful to those who live there. Pure water, pure air and a timeless nature permeate this nation, but on the large expanse of the Sky Mesa or T'Rullas Maes, there is a spiritual nature to this land that is unmistakable. Those who live on the Sky Mesa, have a long history of being much more agreeable to the Shamanic Path than those who live anywhere else in the Technological West. In fact there are some trolls who live

in this giant flatland who follow the Shamanic Path themselves.

Thul'sa

Troll Arbiter

Justice is more than an ideal or a concept in the heart of Thul'sa the Arbiter. His word is law, and those who act against his word are criminals, and Thul'sa is the Sword of Justice that destroys transgressors of the law. Thul'sa has been an Arbiter for over 40 years and he has seen all manner of liars, extortionists, criminals, embezzlers and murderers and killed them all.

Armed with his wisdom, his extensive knowledge of criminal minds, a painfully piercing gaze and a brace of six shooters chambered for .99 Death Express, he roams the nation. Those beings foolish to actually run from him, or worse yet, fight him, quickly learn why he has earned the appellation of "Lightning Death". His draw speed with his pistols is phenomenal, yet most people do not know that he is also ambidextrous.

Tall and silent, Thul'sa is a sight that brings terror to criminals and oath-breakers, for they know that there is no mercy to be found within his judgements. His hair is bone white, and his eyes are crystal blue, while his skin is a deep navy blue color. His horns are long, a sure sign of his age. The fact that he also wears glasses only adds to his image as a grizzled, implacable troll Arbiter. Dressed in the solid black Cloak of Judgement over his tough, practical traveling clothes, the only visible accouterment is the solid silver Star of Truth that all Arbiters wear over their heart.

Unmarried, Thul'sa has reared two children nonetheless. After finding a pair of gnomes guilty of breaking an oath, he executed them and then took their three year-old daughter and two year-old son. Rearing them as his own, he renamed them Chamisa and Rid'renn, which means Justice and Retribution in Kharn, the language of Yakkis. They traveled with him until they became Arbiters in their own right.

Thul'sa travels the land on his massive Yakkian steed, Beve'sh, which means Swiftmess. The only other noticeable item that Thul'sa carries with him is his rope. The rope is a more than a tool for an Arbiter. Due to the trollish ability to regenerate, asphyxiation or truly massive tissue destruction are the most sure methods to kill a troll. The rope is thus important because Yakkis is the one nation where hanging is not only still practiced, but is the most common form of execution. The weapons that Thul'sa carries, the .99 Death Express is capable of tearing a troll in half, and is thus an exceptional weapon for killing trolls, even with their regenerative capabilities. Thul'sa also carries a lever action carbine chambered for the far more powerful 1.00 Anvil Magnum.

R'dessa Fochx Ealone

Gnome Doctor

The wife of a gnome soldier killed by Halfling insurgents, R'dessa left her home and traveled west in the hopes of finding somewhere peaceful to live her life and practice her profession. When she arrived on the western frontier, she found the wide open expanses breathtaking and they allowed their wonder to overpower her sorrow so that she could once again feel the joy of compassion that was her calling to the medical field.

R'dessa lives in a small adjacent building next to her hospital. The hospital is well equipped and employs four assistants, three trolls and one other gnome. The hospital

was built and purchased by R'dessa and she is very proud of her accomplishment. The hospital serves almost a thousand square miles of harsh land and there are many scores of gnomes and trolls that her skills have saved the lives of.

She does not always have the best relations with the Arbiters, but that is due to her insistence of providing medical care to all who need it, without question. She does not harbor feelings of animosity towards them or the punishments that they mete out, since she considers it their job, as being a doctor is hers. There is one Arbiter who goes out of his way to seemingly make life difficult for her, but that is only because he loves her and can think of no better way to express it other than constantly bothering her. Unfortunately for the gnome Arbiter Chis'n, R'dessa's heart was broken long ago when her husband was killed fighting Halflings and she can not bear the loss of losing a second lover. That Chis'n is an Arbiter, an inherently dangerous and violent profession cannot be overlooked by the sorrowful doctor.

R'dessa's manner of dress is common for both gnome and troll in the Western Territory. She wears tough, sensible clothing with leather, denim and wool being the most plentiful materials in her wardrobe. She does not wear dresses, and owns none, so she usually wears jeans, a button down shirt and boots, gloves and hat. Her gnomish pony, Gessa and her two trained ferrets are her constant companions.

She wears her long dirty blonde hair in single braid under her hat, but it has a habit of falling out. Her grey eyes are filled with compassion, but also sadness and the wire-rimmed glasses she wears only serve to make her eyes the most noticeable feature.

The Dreadryth Region

The dawn was coming to desert and the rag tag army was collapsing. Those few who were staying were making camp to avoid moving during the blistering heat of the day when the twin suns ravaged this land with their anger and wrath for some long forgotten transgression against them. Oni-Zu of the Yar Gock tribe moved through those of her troops that were staying. She personally knew all of those who were proving once again their loyalty to her and her cause, but it was those who were leaving that she needed to rally once again.

Those who stayed with her did so out of loyalty, and the fact that they were dead kobolds if they left her side. Oni-Zu's wandering rebellion of freedom had made no friends within those nations that made up the Dreadryth region, and their names were known within every nation and there was nowhere for them to go without being hunted down like dogs and killed. They knew this, as did Oni-Zu, for it was her fate as well. Victory or death had been her rallying cry since she began her quest to free the nations of the region six years ago, and victory was still as ephemeral and distant as it had been on that day, but death had been easy to come by.

Oni-Zu's reptilian features frowned as she continued moving through those survivors of the last attack. She sped her pace until she came to the head of the column of those who were leaving her raged army of freedom fighters.

"My friends, I bid you to hold your positions here within the camp, at least until nightfall" she shouted as she turned to face the rabble who wanted to leave. She continued before

they could begin protesting. "Loyal and brave soldiers of freedom, I know as well as you the hardships that this revolution has brought upon you and your families".

She looked down into the wet eyes of a young kobold, perhaps no more than three years out of the egg. His name was Kathan and he had lost both of his parents in the span of a week. He was merely following many of the other children who had been orphaned by simply following the words of Oni-Zu.

"I feel the pain that has been caused by your desire to be free. I know the pain of losing everything and everyone around you. I know how you all feel. You feel betrayed by me and those who lead this army. You feel lost, alone, hurt and angry. You feel that because you are lost, as am I. You feel alone because we are. You feel hurt because we have all been hurt and you feel angry because we have suffered and bled and still victory seems a dream that we are not destined to achieve."

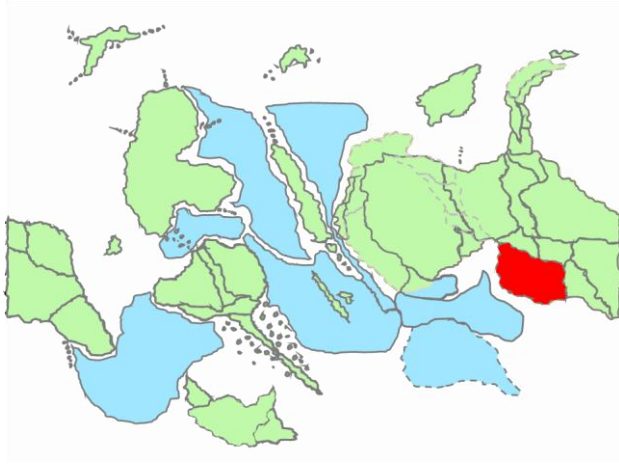
Oni-Zu's voice cracked, and she knew that if she continued, she would begin crying, but if she did not, then her army would dissolve, and with it her dream and all of the deaths and suffering that she and her soldiers had endured would be simply pointless.

She held up her arms and let the words flow from her heart. "Please, I beg of you do not go. I lost my mother, my father and all of my seven siblings following this path. Many of you have lost as much if not more. If you leave now, then there is a small chance that you can find some form of happiness in your lives if you can make it to one of the other nations. I ask you then, why did you join me in the first place? All of us knew the risks when we joined together to throw off the shackles of tyranny, insanity, greed and injustice. I made no promises to you except to lead you as well as I could. I have failed in that, and I can offer no excuse for that..."

The tears came then, but she continued to speak, her words had the ring of truth and those who heard her knew then that they could not leave her. They were in her service as if they had been bound to her by sorcery because they all knew, in their cold-blooded hearts, that if they did not continue to follow her ideal, then all of the sacrifices had been for nothing.

Oni-Zu tried to speak, but found that she could not. The tears were coming far too strongly when she felt hands touch her and picked her up. She could feel that she was being carried back to the camp and as the first of the twin suns rose coloring the desert a bright rust red, she heard the chant swelling from the encampment and spread to those who mere minutes before wanted to abandon the cause.

It rang out in the still slightly cool air, over and over, "Victory or death!"



Capital: none
 Population: 224 million
 Races: Kobolds 99%, Other 1%
 Technological Base: Any including Abyssal or Infernal.
 Environments: Desert, mountains
 Architecture: All manner of architecture can be found here, although the most common is simple mud brick construction of single room structures.
 Governmental Structure: Balkanized
 Leader: President for Life Kaminga of Annix
 Monetary Unit: There is no standard currency for the Dreadryth Region. Each of the 16 nations that exist in this area mints their own form of money that are all considered to be worthless outside of the region where it was minted. For this reason, each of the 16 nations tries to sell off anything for any of the Hard Currencies with which they can hire mercenaries or purchase weapons. All 16 nations produce the same monetary unit, the Dyakii, which are all equally worthless. The collective term used for these monies is Dead Cash.
 Year Established: -908 IC, the area fragments. There has been no stable government of any consequence since.
 Economic description: poor, non-industrial, barren, desert, hi-population, non-agricultural
 Imports: Weapons, mercenaries
 Exports: Gemstones, rare metals, oil, natural gas, processed resources (2)
 Classification: Failed nation
 National Motto: none
 National Language(s): Kaotik
 Religion(s): All religions are found here, although the largest, by a small margin is The Temple of Fate.
 Allies: None
 Enemies: None, simply because no nation wishes to interfere publicly with the horrid area.



One of the many heavily guarded borders in the Dreadryth Region

Description

Dreadryth is not a nation, it is a region of heat and death. The wastelands of Karniv are not a place for the fainthearted or the weak. The deserts and salt flats are a crucible that has a way of scouring away any unnecessary emotions that a being might possess. Generations of living in the Sand Ocean Desert would drive most beings insane, but within this seemingly endless sea of heat and mirage the warrior gangs of the 16 nations that make up the Dreadryth region prosper. The 16 nations are Vreeka, Mleep, Sorphas, Injuk, Lanan, Layk, Loson, Ander, Prophis, Leberti, Isander, Pech, Tonn, Kuvku, Annix and Teylor.

The "16 nations" are not nations in any sense of the word. The area is only called Dreadryth since that is what the elves called the area during the Lanthan Empire. The word translates as "Dead lands". The elves made no attempt to colonize, improve or pacify the area. The 16 nations were there, as they had always been and the elves decided there was nothing to gain by attempting to change the cycle of violence.

The 16 nations are in reality extremely large extended family gangs. They fight for control of resources and to gain slaves and to avenge the dead. Dreadryth is a forlorn, forgotten and insane land of plague, violence and hopelessness. The "Bright Lands" avoid even thinking about Dreadryth until some new disaster makes itself known. Then hand-wringing and half hearted gestures appear until either interest wanes or the relief workers are killed. Then, the Dead lands fade once again into uncomfortable memory.

It was not always thus. 6000 years ago, the Kobolds were a world power with great knowledge. It is rumored that it was the Kobolds who taught the Elves magic. If that were true, then the Kobolds were a great power, and with that power came greed and from that sprung violence that has spanned hundreds of generations.

There is also great mineral wealth in the sands and mountains and of the Dead lands, although they are difficult to reach. Those who have tried via the desert usually end up dead or missing. Those who try to enter the Dead lands via Morathis also end up dead, although they are usually killed by way of the civil war in Morathis before setting foot onto the Sand Ocean Desert.

As more and more nations realize that the Dead lands hold resources they need, the 16 nations are being courted by the world powers, and they are gaining access to more weapons and power daily.

Life and Society

Dreadryth is a land of heat and death. There is very little society to speak of. The nations of this region are little more than extended family tribes who fight and die for the right to be the sole rulers of this bleak and blasted land. The tribes run the gamut from corrupt socialist regimes to monotheistic death cults. There is very little if any commonality between the tribes other than they are all composed of kobolds.

The primary means of gaining legitimacy within any of the nations of Dreadryth is to be a warrior. There is remarkable little gender inequality and females are seen as being just as hardy and violent as the males. The exceptions to this are the nations of Pech and Loson.

Major Geographical Features

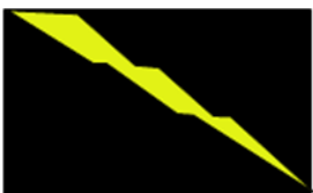
An eternity of hot, dry, shifting sands, the Sand Ocean Desert is the largest and most deadly desert on Vhraeden. It is utterly inhospitable and there is a palpable aura of madness and death that wafts over this most damned land.

Important Locations

Pech is a land where males are seen as being superior to females on every level and those unfortunate enough to be born females have a life of misery to look forward to. Females are seen as being little more than breeding stock to be captured, bought, sold and killed when they have served their purpose of bearing young. It is rare for a female in Pech to reach the age of 30 (middle age for a kobold and the time when females cease being able to reliably produce young.)



Loson is the societal opposite of Pech. Loson would be a matriarchal society if there were any males in the nation that were not breeding stock. Loson is a land of murder and insanity where fervent devotion to their matriarchal deity, Miati, has devolved into ritualistic cannibalism of infant males and the systematic torture and rape of male prisoners.



Vreeka is the poorest nation on Vhraeden. There is no government to speak of, simply armed gangs who steal and pillage from those unfortunate enough to live there. Illiteracy and disease both run rampant, and there is very little that this nation has to offer except a quick death. When 22 corporate employees of ExeTech were slaughtered and 13 more were taken hostage 10 years ago, any semblance of interaction with the outside world ceased. They were rescued by the HRMH operation under the auspices of the Conclave of Nations. Since that incident, the existence of other nations is considered to be little more than a fanciful tale told to children and most adults are convinced that the Sand Ocean Desert covers the entire planet and there are no other races except kobolds.



Mleep is nation with no resources other than people. For this reason, the ruling junta has been selling its excess population to the Sylteans, A'Lanthans, The Second Founding and Issery as slaves for generations. For this reason, the elite of this nation are actually quite well equipped with psionic technology sold to them by the

Sylteans or magic from the elves and Isserians. Some of the psionic technology sold to this nation has the effect of making the population docile and very receptive to brainwashing. The cities of this nation resemble nothing so much as breeding pits



Sorphas is in the middle of a civil war between two brothers. The entire area is just devastated. The war has recently become much more deadly since Trellanin has begun to shuttle arms and equipment to Vusha, one of the brothers, and Momano has begun backing Arsos, the other brother. Neither Trellanin nor Momano really care what happens or who wins, but the conflict makes an interesting "realistic testing scenario" for their weapons as they use Sorphas as a proxy.



Injuk used to be a refuge for those refugees from the other 15 nations until the flood of people escaping one torment created another. Injuk is now just a huge shanty town with over 20 million kobolds living in raw sewage while suffering water and food shortages. Diseases often sweep through this city-state and kill hundreds of thousands monthly, but the refugees continue to arrive by the thousands daily.

In an ironic twist this nation has also become one of the major recruiting centers for the other fifteen nations. They have found that there are millions of young kobolds that are willing to do anything to gain a better life. Thus they cheerfully return to the wars that their parents escaped from.



Lanan is ruled with an iron fist by Xefett Omallia. This Kobold gained control of the nation after assassinating the former president. Coronating himself the King in Yellow, he closed all borders by royal decree and no one has left or returned from that nation in seven years. Nor is anyone able to communicate with anyone in that area. What is occurring there is unknown, and has begun to give the world powers pause.



Layk is a nation that is used a haven for criminals. All of the Dreadryth region is filled with criminals and other unsavory beings, but Layk has actually based its survival on the criminal friendly atmosphere. This is due to the fact that it is the only nation in the region that is known to be ruled by non-kobolds. A rogue Ulusian military unit showed up one day and led a successful coup. Opening their borders to the world's mobile criminals, they merely charge "rent". Layk imports slaves of all races, drugs and holds "hunts". These hunts actually bring in quite a profit as bored dilettantes go on a guided safari to kill other sentient beings. Granted, everything is for sale in Layk, and the fees, while steep, are quite competitive since there are no bribes or hidden costs. Simply pay the government for what you want and it is provided.

The government of Layk does not brook competition, however and everything is state run, from drug dens, to slave pens, from brothels to gambling on death matches, for which there is a very modern stadium constructed.



Ander is in the midst of a four sided war. There is a puppet government installed by Momono that is ineffective and unrecognized by anyone. The nation was taken over by Momono in order to secure for the orks the oil supply and the titanium mines that provided for this nation in earlier times. The civil war tearing this nation apart is formed of four sides. The first side is composed of Kobold nationalists who feel that Ander should be a sovereign nation in its own right. The second faction is composed of Kobold religious fanatics who follow The Power and the Truth, the name for the church of Vusuloth. The third faction is a rag tag collection of insurgents and mercenaries from the other 15 kobold nations who see an opportunity for more power, while the fourth faction involved in this war is the nation of Momono, who has a sizable "peacekeeping" force in place to ensure that the oil and titanium supplies flow to the superpower of Momono.

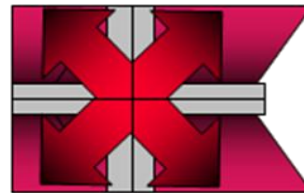


Prophis is a land where the majority of the population live underground in a futile attempt to hide from the hatred of the three suns and the insane violence found on the surface. The idea was doomed from the beginning, since there is little food to be found below the surface. Eventually, the nation simply devolved into a nation of

underground cannibals, surface dwelling outcasts and "freedom fighters" who are little more than megalomaniacal cannibals too violent to live underground with the rest of the devolved kobolds.



Leberti is a land of death where the King of Death, U'kantu Lash-sa rules with an iron fist. A nation of liches, vampires and wraiths, U'kantu used the entire population of his lands as a sacrifice to Ururth, the Eater of Souls. This land is absolutely barren during the day with temperatures reaching over 130 degrees, but at night the temperature drops to below zero and literally thousands of undead rise from the ground and populate cities that were not visible during the day.



Isander is a worthless salt swamp filled with miserable wretches dying of every known disease and wracked with chronic malnutrition. This land is considered to be nothing more than a larder for Leberti and Prophis. In fact many of those taken from Isander actually welcome their gruesome deaths, because it is far faster than simply dying of a slow wasting disease or starvation.



Tonnbn is a nation where the promise of progress once burned bright, and major cities were built by foreigners in order to find and extract the riches of the desert, which this nation possessed in excess. What occurred is still a mystery, although it seems a ritual of mass destruction targeted Tonnbn and the effects are still felt today, thirty-two years later.

The cities still stand, although the only population today is legions of foreign kobolds who have claimed individual buildings as their own. The nation is still called Tonnbn, but there hasn't been a citizen of this nation in thirty-two years and it is now simply an empty battleground. Those beings and armies that have sought to conquer this empty land have all disappeared under mysterious and violent circumstances.



Kuvku as a land is simply stunning in its' physical beauty on the surface, and is at least an organized nation below the surface where the Emperor holds absolute control over his subjects. The organizational control is crushing, with absolutely no freedom allowed for any situation. This dystopian insanity is enforced by the Clerics of Order. The only benefit to this ridiculous state of affairs, where even the Emperor is subject to a grueling regimen put forth in Laws of the Land where every minute of the day is accounted for, is that Kuvku is one of the only nations in the Dreadryth region that is not better off destroyed by the other nations of Vhraeden.



Annix is the most developed of the 16 nations in the region, although still below global standards in many areas. Education, health care, social programs, sciences and the arts are all poor, but at least they do exist. The one aspect of Annix that is developed is international arms trading. Annix is the largest third party provider of weapons on Vhraeden. This has made the ruling elite of Annix very rich, but the poor remain that way, although the standard of living in Annix is so much higher than the rest of the region that the influx of refugees has caused the military to literally machinegun them in order to turn them away.



Tey'lor is now a corporate state. The ruling family sold the nation, all resources and the population to an undisclosed corporation for an unprecedented 35 billion IM. The family then left on an unmarked corporate charter jet that landed on an uncharted island where their new compound had just been completed. The corporation to whom this country was sold is still a mystery, as are the plans for a desert nation with rampant unemployment, illiteracy, crime, disease, inflation, overpopulation, famine and drought.



Yar Gock Oni-Zu

Kobold Revolutionary

A lifetime of misery, warfare, famine and wretchedness has turned Yar Gock Oni-Zu into a focused and determined kobold with a will as hard as diamond. Ill educated, but wise nonetheless, this female kobold has become a rallying point for the millions of dispossessed kobolds in this region. With no agenda, no plan and no outside support, her simplistic war cry of "Freedom or Nothing" has polarized the region as never before.

Born the child of slaves, illiterate and violent, she has a good heart, but has no other way of changing the reality of her world except armed revolution. She is much more an icon than an effective revolutionary since her "vanguard" have a habit of losing their battles quickly and spectacularly. With perhaps less than one thousand actual members of her international "revolution" she is not really a threat to any of the nations' survival, but it is her magnetic personality that makes the leaders of those nations uneasy.

If this uneducated slave can just appear and rally support with no plan, what would happen if a truly talented revolutionary arrived, or worse yet a proxy revolution supported and directed by a foreign nation. For this reason, the nations involved do their best to ignore her, silently destroy her supporters and let her be their pity project. Better to deal with a minor annoyance instead of martyring her and allowing something much worse to replace it.

Yar Gock, for her part realizes none of this, and is content to be striking a blow for the equality of all races on Vhraeden. The most sad part about the situation is that she is truly dedicated to this vision she has of a peaceful, ordered blissful existence. Her dark green and brown mottled scales allow her to blend in with the majority of the population in the region. Her purple eyes mark her as unusual, but she often wears sunglasses to hide them.

Typically wearing hand me down military uniforms from different nations, she looks like a patchwork revolutionary, which is exactly what she is. When talking to others, she is filled with zeal for freedom and self-determination, but when pressed on her exact goals, she has a tendency to look pained, with her face all scrunched up then to twist her head in a classically canine quizzical gesture.

Ghyla



The age of this repository was palpable. The light was dim and indirect coming as it was from the many candles along the alcoves and the small scone on the reading table. The past day had been spent gathering the large stack of tomes that filled the table, all opened to the relevant passages or marked in some manner or another.

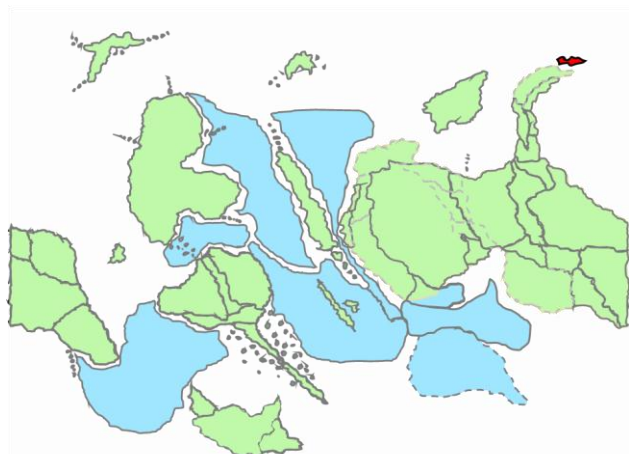
The tomes recorded thousands of years of prophecy, conjecture, speculation and theory, but the subject of all of these tomes was the same. These tomes had been left here in the deepest portions of the Library of Time for a

reason and had rarely been consulted, and never with fervency now displayed.

Scribe Seferetta Cho-sin did not relish his task, indeed he dreaded it. These tomes that he consulted were hideous tomes of death and destruction, madness and violence, for these were the lost and supposedly destroyed Black Books of Darkness.

Within their pages, there were rituals, spells and other ways for the Darkness to affect the world, even thousands of years after their being scribed, and it was with an ever increasing sense of dread that Seferetta learned that his fears were not unfounded. His fears were most definitely a fact, supported by thousands of pages of black texts.

The Red Star was Rising.



Capital: Kathedra
Population: 5 million
Races: Gargoyles 100%
Technological Base: Spiritualism, Druidic
Environments: Mountainous
Architecture: Obsidian caves
Governmental Structure: Tribal autocratic
Leader: Primarch Bliswe Eldyth
Monetary Unit: The Ghyl
Year Established: -410,460 IC
Economic description: Barren, icy, lo-population, non-agricultural, non-industrial
Imports: Meat
Exports: processed resources, natural resources
Classification: Stable Nation
National Motto: Mountains of granite, hearts of stone
National Language(s): Ghyl
Religion(s): Religion is rarely encountered in Ghyla.
Allies: All nations consider Ghyla to be their ally.
Enemies: No nation wishes to publicly antagonize Ghyla.

Description

This mountainous and rugged region in the northlands of Vhraeden is the homeland of the Gargoyles. These people are ancient, and there are some who feel that they possess secrets that even the Elves have forgotten, and this may be more true than many wish to believe.

The life cycle of the gargoyle people is very strange, they are more often in hibernation than awake. Gargoyles are in hibernation for nine months out of every year. This is because they operate continuously for approximately thirty-five days, without sleep at an extremely high rate of metabolic activity. This is the reason for their incredible

longevity, as well as why their entire society is predicated upon the keeping of accurate records, because without records, there would be no Ghyla.

Life and Society

Gargoyles are very tribe oriented, of which there are ten. Each month sees the awakening of one tribe and the hibernation of another. Because of this very peculiar life cycle, every gargoyle only knows those gargoyles that are in the tribe directly before and directly after it in their sleep cycle. This has the effect that each gargoyle tribe is a nation unto itself and does very much what they please, but within their own bizarre culture, they understand that what problems one tribe starts, another must deal with it. If an incident occurred six months previous, at least six tribes have been involved with the repercussions. That fact is the reason why each tribe considers itself separate, but innately connected with all of the other tribes of gargoyles.

The life cycle of the gargoyles has also affected how they see the world and their place within it. Due to their need for detailed histories in order for each tribe to make informed decisions based upon the actions of other tribes, they have come to be the de facto historians of the world. The Gargoyles do not undertake their duty for the betterment of the world or for the use of other nations, but from their own need to stay informed as a race. This does not stop other nations from actively courting the Gargoyles for access to their records, which are the most complete on Vhraeden.

These records are a world treasure and of vital importance for the Gargoyles. There are also many secrets within those pages that other nations would very much not like to become common knowledge. The Library is the now the single most secure location on Vhraeden and accounts for 75% of the nations income. Access to the library is expensive, and keeping certain information secret is even more so.

Major Geographical Features

The major geographical feature of this mountainous land are the stark obsidian peaks of the World's End Mountains, the northern edge of the Seminat Mountain Range. There is so little flat land, that there is no hope of ever having any organized agricultural activity. The World's End Mountains are all volcanic, some of which are still active.

This is a beautiful land of shimmering black mountains, brilliant glittering stars, bright moons and pastel suns.

Important Sites

The Library of Time is the single greatest repository of information on Vhraeden. Originally it consisted of the tribal records for the Ten Tribes of Ghyla, but as the verbal histories began to grow too large to learn in a month, they began to write them down. This has been the way of the Gargoyles for all of their history. Innately curious, thorough and highly mobile; the Gargoyles began to write down anything that might aid their other tribes when they awakened from their nine month torpor.

The Library is located on top of the Jurlek Seiz (the Mountain of Eternity). The building is polished obsidian with fluted columns, vaulted ceilings and flying buttresses. The overall structure of the Library is immense, but it is not sufficient to house all of the information within. Indeed, the portion of the Library that the world knows of is nothing more than the commonly requested, easily replaceable items. The reference and research sections are built into the mountain itself.

The entire Library is a maze and every aisle is mislabeled, many texts are unnamed and there are hundreds of miles of corridors which wind throughout the mountain. This is why it takes years to train a Sage who can effortlessly fly along the book lined halls and remember exactly which unlabeled text has the entire roster of the elven expedition from Lanthas that set forth to broker the fifth truce between the Lanthan King Weylon XIII and Sacrimal the Dragoness.

Seferetta Cho-sin

Gargoyle Scribe

Within Ghyla, there are three professions held above all others. They are Sentry, Scribe and Sage. Sentries guard the Library of Time and the Scribes. Scribes are sent forth to gather information from all over the world. Sages are scribes who are too old to gather information and instead collate it and preserve it for all time. It is the dream of every young Gargoyle to be a Sentry, progress to be a Scribe and then a Sage. All try, but only the best are chosen. Seferetta was one of those young gargoyles to be selected.

He was an excellent Sentry, and worked with many Scribes in his time, and it was his greatest honor to test for and gain the title of Scribe. It is his privilege to travel Vhraeden and record the events of the times. What is exciting is the fact that the Gargoyles of Ghyla do not simply record opinions, news or events, but seek the truth behind them. It is this peculiarity of their psychology, this need for truth, that makes the Gargoyles both the blessing and the bane of every nation .

The quest for truth takes gargoyle Scribes and their Sentry guards deep into the bowels of nations, governments and other groups with a definitive interest in keeping the truth hidden. This only makes the gargoyles more insistent in learning the truth, since its value must be great indeed.

Seferetta is like most gargoyles, blindly fast, nearly invisible, with a sharp wit and an uncanny knack for discerning the truth behind purposeful deception. As a Sentry, he learned discretion, lethality and speed, and now as a Scribe he is in charge of four Sentries that serve only to protect him on his quests for the truth.

Seferetta has the obsidian sharp, diamond hard and midnight black scales of his race as well as the common red eyes. His leathery wings are capable of carrying him silently through the air and his eight foot frame is much more graceful and fast than it should be capable of ever being.

Ko Galia



The world ran on muscle and steel. Olei was old, and over the years he had been observant of many changes that occurred. It was odd that it should become so clear to him now as the twilight of his life loomed before him. Olei shook his head as he prepared to begin the latest round of

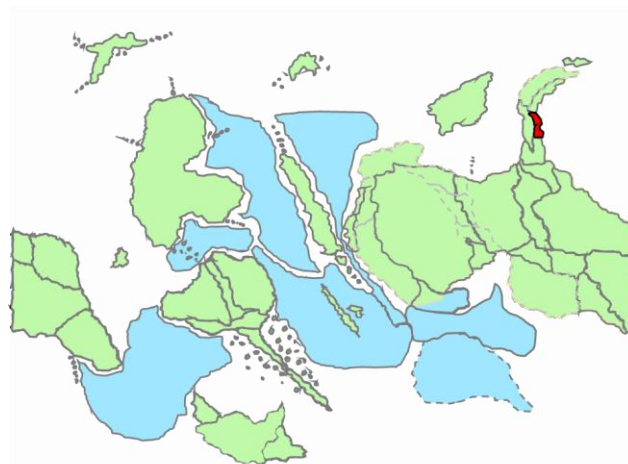
negotiations between the miners' guilds and the merchants' guilds.

Muscle and steel was all that the world needed. He knew that much philosophy held that thought was pure and it was the act of turning something from pure thought into material items somehow corrupted the ideal. He also knew that it was utter trash. Thought did not change the world, it was muscle and steel that formed nations, fought wars and provided for the future. It was not magic nor technology that allowed the world to change.

Thought was the impetus, rather like a weak man who could imagine lifting a pickaxe over his shoulder and striking down on stone to dig his way into a mountain. The mind was important, but without muscle and steel it was impotent. Muscle and steel without a mind was not impotent, it was action, pure action unclouded by hesitation and the deceptions that seemed to plague the intelligent races of Vhraeden.

Yes, he decided, it was muscle and steel that had created this world, expanded and built this reality and it was Olei's great honor to be one of the few in this land, or in any other who directed muscle and held the supply of steel within his grasp. He smiled his races' peculiar grin, the large lips curling back revealing large flat surfaced grinding teeth.

He pitied those who searched fruitlessly for power their entire lives, endlessly combing through tomes of eldritch might or forever plumbing the depths of science and technology never coming to the realization that power was simply muscle and steel.



Capital: Undra

Population: 2.3 million

Races: Kaikka 99%, Other 1%

Technological Base: Spiritualism

Environments: Mountains and high altitude deserts

Architecture: Single story rock dwellings with large interior rooms.

Governmental Structure: Clan republic

Leader: King Gurde Sokien

Monetary Unit: Ko Galian Credit

Year Established: 141 IC

Economic description: Barren, desert, icy, lo-population, non-agricultural, non-industrial, poor

Imports: food

Exports: Metals, jewels, stones

Classification: Stable Nation

National Motto: Endure to survive
National Language(s): Galian
Religion(s): There is not a strong religious influence in this mountainous nation.
Allies: Trellanin, Ullusia
Enemies: Centaur Confederacy

Description

Angry and brooding, the nation of Ko Galia is the home of the Rebel Kaikka who lost their coup against the Centaur Confederacy. This loss and their banishment has given the entire nation an inferiority complex. Although none of the rebels are still alive, the enmity between the Centaur Confederacy and Ko Galia remains strong. Ko Galian feel that they would like nothing more than to be allies with the Centaur Confederacy and slowly prove their worth to the Confederation with the goal of rejoining.

The Centaur Confederacy will have no such talk. The official government position is that the Kaikka are an innately disloyal race that deserves to be ridiculed and degraded (with the exception of the Loyal Kaikka, of course who did not rebel against the Confederacy). What is unspoken is that the great Rebellion that led to the expulsion of the Kaikka was simply a misunderstanding between the High King Sorjes of the Minotaur and King Kairu of the Kaikka regarding the status of a third cousin of Kairu's that was killed in a skirmish against the Jemlah. Kairu wanted his cousin to be listed as a Hero of the Confederacy, while Sorjes decreed that his contributions, though significant, were not sufficient to rate that title. Due to their status as kings, the disagreement became a war and their egos would not allow them to apologize to each other. From that came a war of words, then swords.

The Kaikka were obviously going to lose, but the great victories that the Centaur Confederacy claims, never occurred and the Kaikka claims of an Honorable Exodus are also false. The youth of Ko Galia are now aware of the truth and they seek an accord with the Centaur Confederacy, but the Centaur Confederacy feels that they are the party who was wronged and will still hear nothing of talks.

Therefore the life the Kaikka lead in this frozen land is harsh and there is little chance that it will improve anytime soon. They do have abundant wealth in the form of metals and they make a brisk trade by mining and trading with the more technological nations, although the Centaur Confederacy has repeatedly imposed sanctions on Ko Galia.

Life and Society

The extended family is the basic foundation of Ko Galian society, usually including up to 20 to 30 members. These families live together in large, very spacious homes that are quite open and thus cold. Fortunately Kaikka have a very thick coat and thus have little need for warm houses. They like being outside and they do not enjoy mining, although that is what the majority of male Kaikka are employed as.

Families are the repositories of their culture and all aspects of life revolve around the family with the eldest male and his wife acting as the head of household. It is very rare for a Kaikka to leave their home, and when they do it is almost always because of being banished, which is a fate worse than death to a Kaikka, which explains why the Kaikka of Ko Galia feel a universal shame and depression because they were banished from the Centaur Confederacy.

Major Geographical Features

The land of Ko Galia is a land of mountains and where there is flat land, it is frozen solid for the majority of the year. Black frozen volcanic soil is able to support agriculture for only a short growing season each year, and the need to carefully plan and ration that food has forced the Ko Gallians to be a very organized and even tempered people. The Seminat Mountains dominate this land.

Important Sites

Undra is a mining town, and every aspect of this city is dedicated to mining, smithing, processing or selling metals. It is a loud, dirty, and thriving town of factories and mines that run day and night ceaselessly. Factory workers and miners working long shifts need recreations to take their minds off the drudgery of their lives and to this end, Ko Galia is a veritable land of carefully controlled chaos. Drugs, alcoholism, prostitution, gambling, murder, brawls and child labor are rampant in this city of darkness.

Undra is also a dark town. The small amount of light it receives is shortened by the amount of black soot belched out of factories and the cast iron construction so prevalent here seems to absorb light as well so that the city seems to be cloaked in a perpetual black cloud.

The prevailing winds carry the pollution clouds south into the nation of Issery, which causes the natives of that land consternation, but with a discount on imports of iron, they come to regard the black clouds as a cost of international business.

Olei Coldnight

Kaikka Trade Guildmaster

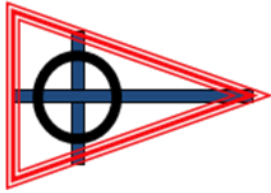
Olei has worked his entire life since he was a young boy as a miner. He has lived through cave-ins, explosions, floods, poison gasses and now black lung. A tireless worker and a kaikka of principle, he is now a guildmaster. It is his job to mediate between miners, their customers and to make sure that everything runs smoothly. Gruff and unforgiving of mistakes, he is respected and trusted by all and loved by those he has taken under his wing. He has forgotten more about mining and management than most beings will ever know.

There has never been anything that Olei could not handle, except for the disease that eats him from the inside. Working in dangerous conditions never bothered him, since he knew that he could survive anything, but now he realizes that he was wrong. With his children grown, his wife recently dead, Olei lives a lonely life that is ending, but not quickly enough for him.

The only outward sign of his sickness is the worsening cough that he has had for the past 15 years. Black fur, black eyes, and a massive upper body do little to describe him apart from any other kaikka. What is noticeable is that his horns are still cut, in the manner of the miners. He still travels to the mines at least three times a week and loves nothing more than a few hours of "work".

Olei is important because the Mining Guild is one of the most powerful organizations in Ko Galia and he is the guildmaster. If it involves mining, metals, ores or gems, Olei will be intimately knowledgeable.

Northern Kalemia

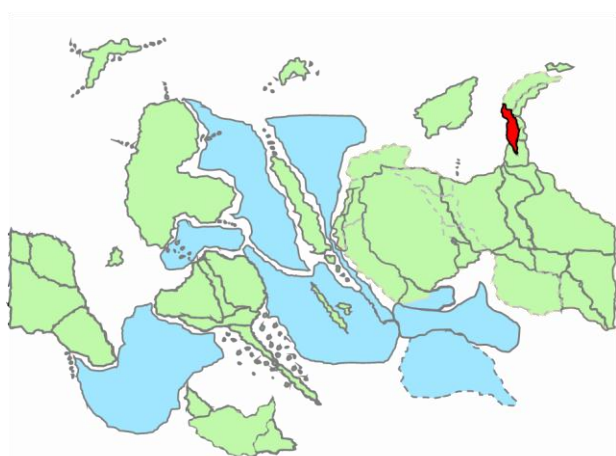


Jagen looked over his shoulder at his unlikely ally, a koyl'te thief named Nadari of the Bridis family. The events of the last few days played through his mind quickly. Jagen had only been hired to locate Nadari by her clan five days ago and had quickly accomplished that. The fact that she had been in hiding while a thieves guild power struggle resolved itself was quite a hindrance to Jagen just taking her out of the city and fulfilling his contractual obligation.

While it was true that it had been a long time since Jagen had operated in a city and he was happy for the company of the female koyl'te, she just kept looking at him oddly. Jagen hoped that Nadari didn't notice him looking at her in that way that was completely out of line. He shook his head and let out a low yowl as he yawned. The pace had been rough the last two days, with little sleep to be had.

He had spent many years living on a few hours of sleep every few days, and it seemed that his body had no desire to return to those times. Nadari was keeping up the pace quite well and he was happy to see that he didn't have to waste time dragging her. It often happened in his profession that he had to find and rescue those who were not in good physical shape or could not keep such a rigorous pace for very long, thus rescuing this attractive thief from the midst of a four sided guild war where she was seen as an enemy by all sides was not so bad.

Although Jagen had never been scared of dying, he had no desire to do so anytime soon. It had something to do with the way Nadari looked at him and his response to those looks. If there was to be a future for either of them, they had to come up with a way out of the city and back to the Bridis patriarch.



Capital: Arven
Population: 4.7 million
Races: Lupines 94%, Koyl'te 4%, Other 2%
Technological Base: Shamanic
Environments: forest, forested mountains, mountains
Architecture: Stone is the most common building material.

Governmental Structure: feudal meritocratic clans

Leader: Alpha Prime Ason Weal

Monetary Unit: Kalemic Karr

Year Established: 174 IC

Economic description: Barren, lo-population, non-agricultural, non-industrial

Imports: metals, spices

Exports: Lumber, paper, furs, stone

Classification: Stable Nation

National Motto: We lead, all follow

National Language(s): Kalemic

Religion(s): Shamanism is the most popular religious paradigm in this wilderness nation.

Allies: Southern Kalemia, Ko Galia

Enemies: None

Description

A cold land of snow and ancient forests. The silence of the land is stark and outsiders often comment that the land seems to be cold, dark and unwelcoming of visitors. This is simply false since the lands teem with life, although most of it is hidden and difficult to see to the untrained eye. The Lupines are the masters of this forested nation and see it as few others do and are thus able to observe the majesty of their home as it truly is.

Life and Society

The primary social unit is the pack. There are usually several packs who cohabitate in the same town, with decisions being made by all of the Alphas involved. There are ritual combats every year to establish who will ascend to be Alpha for the coming year. The lupines realize that physical prowess is not the only requirement for leadership, and thus preceding the combats there are the riddles, which are difficult mental exercises designed to test the mental acumen of those who seek leadership.

The rankings for Alpha status is determined by the post that you held last year. Anyone may try for Alpha status of their pack, but only those pack alphas from last year may try for the next highest Alpha position. Thus the tribe Alpha is a former pack Alpha, and the regional Alpha is a former tribe Alpha. There are also state Alphas and national Alphas and finally the Alpha Prime.

Major Geographical Features

The Grey Forest is the largest forest in the world and is smaller than the endless jungle by only several hundred square miles. It is called the Grey Forest, because during the long winters, the snow gives the dark forest floor a grey carpet that lasts the majority of the year.

Important Sites

Thunder Ridge or *Howestra For* is a long oblique ridge whose summit, Thunder Summit, *Howestra Kit*, is the home to the Thunder Academy or *Howestra Kai*. Thunder Academy is the premier educational facility for the Shamanic Tradition on the planet. Thunder Academy is the only educational facility for the Shamanic Tradition on the planet. Those who graduate from the Academy are given the title of Lord of Thunder or *Howestra Ku Caar*, and they are simply awesomely powerful shamans. Many who eventually take the path of Tracker, or are chosen as Alphas are Lords of Thunder.

Jagen Whise

Lupine Tracker

When something is lost, there are a few ways to find it.

The most common is using alchemy, but the most certain is to hire a lupine Tracker. Sharing some traits with a bounty hunter, the Tracker is much more capable of finding objects

than a bounty hunter is. Using a combination of their natural abilities, shamanic traditions and spiritualism, a Tracker is the last word in finding lost things, or people.

The most difficult part of hiring a Tracker is, paradoxically finding one. They are notoriously difficult to find, and the prices they charge are exorbitant, but it is a function of supply and demand. When an item of value is lost, and every avenue has been expended, a Tracker knows that they are the last hope, and many of them prey upon their customers. The unspoken rule with Trackers, however, is that if they can not locate the item of their search, there is no payment due. The Lupine are an honorable race, but not above making money however they can.

Jagen Whise, however is not a typical Tracker. He specializes in finding children. Lost children, kidnap victims and runaways are the subjects that he hunts. Somewhat of a legend, Jagen has never failed in finding his objects, although on three occasions, all there was to find was a body. Jagen did not take the money since he felt that by not finding them quickly enough, he failed. Although he realizes that, logically there was nothing he could do, all three were dead before he took the quest, he still felt that he failed.

Jagen is short for his race, and rather thin, betraying his Koyl'te tainted blood, but he merely shrugs (an odd hackle ripple on a lupine) and pretends not to hear any question about his ancestry. He has golden eyes and gray fur, with a thinner shorter muzzle than is common. The tips of his ears, muzzle, tail and his paws are all white, which is very uncommon, but not unheard of.

Jagen is well equipped with the tools of his trade and is extensively skilled at all manner of shamanic and spiritual rituals and spells, and he wears the accouterments of his specialties proudly.

Nadari Bridis
Koyl'te Thief

Nadari is an atypical rogue. She finds no joy or excitement in larceny, but it hardly matters. Born into a Koyl'te traveling crime family, it was simply her place to be a pickpocket, as all of the family's children were. She was adequate at it, but she was very sneaky, and thus it was only a matter of time before she became an expert in breaking and entering. She has provided the family with large amounts of income over the years, but is desperately looking for a way out of the family.

Nadari has delayed getting married and bearing children for as long as possible, and the family is growing impatient with her. She has perhaps a year before she will be forced to marry into one of the allied families and begin bearing children. The thought terrifies her and has been secretly saving money in order to leave. Nadari is extremely street smart, but her upbringing has been very sheltered. She has no idea about how life is outside of her family, and the thought of being on her own scares her as well. She is a young, desperate koyl'te, with dark grey fur and darker grey paws, muzzle, ears and tail. Her eyes are an inquisitive gold color and her left ear has three earrings. Her whiskers are also uncommonly long, since she often has to work in complete darkness

Southern Kalemia



The snowfall was light and soundless. There was no wind in the trees to rustle through the bare branches. It was bright though, the light of the moons gave the world a sheen that reflected off the ice covered world as if everything was polished silver. That was the thought that went through Sufo Kace's mind as she skulked through the snowdrifts. Many decades of unnecessarily harsh training at the hands of her father, grandfather and great grandfather paid off again as she left no trail nor made a sound stealing through the silent, frozen paradise of a Kalemic winter.

Kuro Aryn paced through the hallways of his family's ancient castle. It was a beautiful night outside; the lack of wind and the insulating effects of the snow made it quite warm for the dead of winter. He walked atop the stone battlements and looked at the moons and exhaled fully. He breathed in a deep breath of the crisp wintery air and felt better. He wished he could spend more time alone. He let his vulpine mind wander to better days and happier times.

His consciousness became sharp. Something was not right. There was no odd sound; there were no bizarre movements, but there was something out there. There, a shadow flitted and ducked among the dead trees and sharp edged silhouettes of the forest...coming closer.

Kuro watched with rapt attention as this soundless, trace less phantom leapt from shadow to shadow, ever closing with the wall then vaulting over the wall to land silently in the central courtyard of his ancestral home. More curious than angry, the grace this intruder displayed was...female. It was a woman, a koyl'te. She was a thief, an Jaysh'gin.

Suddenly angry, he jumped over the railings and dropped three stories to land in front of Sufo his weapon drawn. For the first time in at least a year, Sufo was surprised to see this little Sheng'po fox Rais Ul'ossus standing defiantly, blocking her entry to the central hall. His unscarred, youthful face and his white furred cheeks shone brilliantly in the moonlight and the tips of his ears, paws and tail were a midnight black.

This must be Kuro Aryn, blade master of his house. If it was a fight he wanted, it was a fight she would give him. She drew her straight sword and dropped into a fighting stance. She would allow him to close on her.

"Before I end your life, thief, I have a request and a question."

Sufo rolled her golden eyes, these Rais Ul'ossus were so presumptuous and so proper. "I shall grant you consideration of the request and one answer, so that you may go to your ancestors fulfilled"

"Very well" Kuro nodded, but did not take his eyes off the Koyl'te, "First, my request. I am unaccustomed to fighting without my armor and my face is known to you, instead of

my war banner. I ask that the same benefit be given to me. I ask that I be allowed to see your face."

Sufo was taken aback at the request, and although she knew she was being both rash and unintelligent, she undid the clasp holding her mask on and allowed the black fabric to hang down exposing her dark grey muzzle and her wry smile. "And now your question, Rais Ul'ossus."

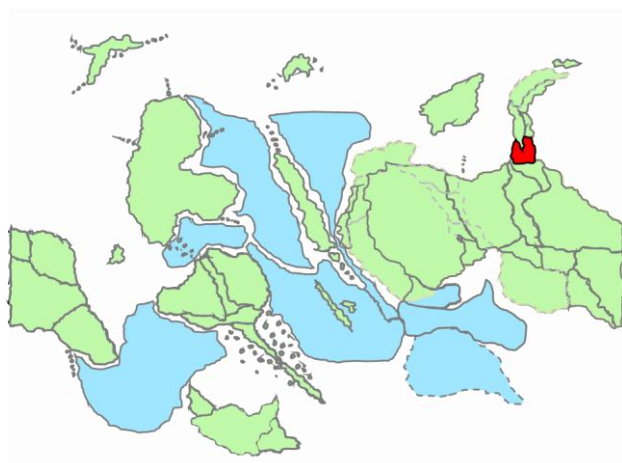
Kuro stared at her. She was beautiful and it would injure him greatly to kill this most majestic and skilled warrior. "Yes. I want to know why you chose this night, bright with moons' light, silent with no wind, and difficult to move undetected with snow, to steal into my home."

She growled inwardly. She should not answer this question, but soon he would be dead, and it had been a long time since she could vent. "I did not choose this night, Rais Ul'ossus, my father chose it for me and I am but a humble servant." The venom in her voice could not be missed, and Kuro knew then that there was a chance, however slight, that this creature of grace and skill could be rescued. He would save her.

"Now that we have concluded, Rais Ul'ossus, we should get on with the business at hand. I am sorry to have to kill you. You interest me."

Kuro nodded to her, "You are correct, Jaysh'gin. Fear not, I shall not kill you for you interest me as well."

Their blades came together with the ring of steel.



Capital: Xhole (pronounced shole)
Population: 6 million
Races: Sheng'po 91%, Koyl'te 4%, Other 5%
Technological Base: Magic, Shamanic
Environments: forests, rolling hills, grasslands, glades
Architecture: High stone outer walls with wood and paper internal walls.
Governmental Structure: Feudal Republic
Leader: Emperor Torjin Reis
Monetary Unit: Kalemic Karr
Year Established: 174 IC
Economic description: non-agricultural, non-industrial
Imports: meat, processed metals
Exports: natural resources, agricultural products
Classification: Stable Nation
National Motto: Law of the wild, law of the Sheng'po
National Language(s): Kalemic
Religion(s): Shamanism is the most popular religious paradigm here.

Allies: Northern Kalemia, Ghyla, Ko Galia
Enemies: None

Description

A beautiful land of ornate architecture that is built upon fertile lands and ancient forests. It is a land of two races, and ancient rivalries. The nation is a blend of stoicism, fanaticism, mysticism and loyalty. This is a land where the skills of the warrior are utmost and the society is fractious and divided harshly into classes, where the top of the social ladder is the warrior.

This land has much in common with Anjia, and the two lands share an uneasy respect for each other, although they each feel superior to the other.

Life and Society

The nation of Southern Kalemia is built upon three main structures. The first of these is the Rais Ul'ossus or the Warrior Clans. The Rais Ul'ossus provide the power to lead the nation. The second structure is the Shel Orutt, or the Creation Clans. The Shel Orutt hire the Rais Ul'ossus to provide protection and to fight against other Shel Orutt. The third structure are the Jaysh'gin, or the Night Clans, which seek to gain their fortune via crime and vice.

The majority of the populace of Southern Kalemia are not members of either of the three types of clans, and they are referred as the Byabee by the clans, which means "citizen". The Byabee are overall in control of the nation via the unique politics of the clan/citizen interaction. Each area has its own Rais Ul'ossus, Shel Orutt and Jaysh'gin clans, but the Byabee have the power to literally choose their local clans. This works by the Byabee getting a majority of them to say they wish to change their clan affiliation. The clan is then honor bound to abide by the decree of the Byabee.

The simplicity of the situation belies the obvious underhanded and utterly violent methods that various clans use to gain support and undermine other clans. Violence, assassination and wars are common here, all in order to gain the support of the Byabee in a particular region. In other words it is total democracy carried to a ridiculous extreme since there are literally hundreds of clans of all three types in the nation and they are all competing with each other.

This does lead to some very interesting benefits for the Byabee, since every clan is always trying to court them.

Major Geographical Features

This land of ordered harmony, reflects its' inhabitants beliefs. This land is simply, beautiful, peaceful and calm. Storms are rare, the environment cool and summer snow melts bring life to this land of subdued serenity. This land is white in the fall and winter, green in the summer and pink with cherry blossoms in the spring.

Important Sites

The way of the sword is the ultimate expression of life and there are hundreds of temples throughout the land that teach the principles of loyalty, duty, honor and swordsmanship, but the most famous is the *Nyezz Af*, or Temple of the Serene Blade. This temple of swordsmanship is ancient and counts many masters among its alumnus. The temple is located deep in the forest north of Xhole, and even when found, the entrance exam is difficult. In order to gain admission to the temple, for any reason, requires a duel. The nature of the duel, number of opponents (students of the school usually, although sometimes the

teachers will be called upon to fight) and weapons allowed are all on the whim of the Master of the Temple and are unknown either to the students or the opponent being challenged. The final decision is made by the Master of the Temple as to when the fight ends and if the opponent will gain entry to the school.

The curriculum of the Temple is rigorous and brutal, no one who enters for training is allowed to leave until they have completed their training, ever. If a student wishes to quit, they are killed, although they are asked to commit ritual suicide first. The Temple is absolutely ridiculous, but the amazing ability of the school to produce the best swordsmen in the nation, if not the world is widely acknowledged.

Kuro Aryn

Sheng'po Rais Ul'ossus Blade master, Kurusa Clan
Blade master Kuro Aryn is the finest swordsman of his clan. Kuro is the son of the famed sword master Wyheen Aryn, and he surpassed his father decades ago. Short and rail thin, his coat of reddish-brown is kept in excellent condition. His face is likewise unscarred and his white furred cheeks are brilliantly white while the tips of his ears, paws and tail are a midnight black. Blade master Kuro knows full well the importance of appearance and ensures that he is always looking as perfect as possible.

The same care he applies to his person is magnified when it comes to his weapons and armor. His dull red armor is cleaned every day and his swords are sharpened after every practice which is twice daily. Blade master Kuro has a discipline towards his position that is on the far side of compulsive. His every waking moment is spent in the pursuit of making himself the ultimate swordsman.

Having long ago given up on the idea of ever being normal, still seeks approval from his dead father and during his ancestral prayers wishes that his father would allow him some peace. Thus, every night Kuro falls into a restless slumber knowing that he has failed to make his father proud. Kuro knows that he is obviously insane, but the memory of his father's last words to him "When you are ready, I shall return" still haunt him all the same.

Young for a Blade master of a Clan, he still feels unfulfilled and seeks to find other ways to make himself "ready". He has studied art, music, philosophy, strategy, ethics and mathematics, but he has yet to find the key to what his father meant. He is a master of the sword, but his lack of confidence is burning a hole in his life that he feels he may never put out.

Sufo Kace

Koyl'te Jaysh'gin, Hamasin Clan

Sufo Kace is a name that conjures fear and loathing in Xhole. The fact that she is a middle aged mother of two is unknown, the fact that she is a she or that she is a koyl'te is also unknown. There is no official record on Sufo Kace, only on her street handle of Steel Vengeance. She is one of the Jaysh'gin, assassin clans that have long held no one as their master and who pursue their goals in the darkest corners of the night.

Sufo Kace was born into the Hamasin Clan, the only daughter of the Khama, or Clan Lord. His four sons died, and soon it was up to his daughter to take her place at his side. She has faithfully done all he has asked of her, including marrying the pedantic son of a rival Shel Orutt clan in order to cement a political treaty. As an expert assassin and courtesan she has also done her father's

bidding and is frankly getting tired of it. She has grown weary of her pathetic husband and her seemingly immortal father. Given that her grandfather and her great grandfather are both still alive and feebly pulling the strings of the clan from some forgotten cave in the forests does not give her much hope that they will all die and perhaps leave the clan to her, even though she is the only one who has a legitimate claim to the title of Khamesh of the Hamasin Clan.

She has yet to decide whether she wants to kill off those who stand in her way or simply give up on her dream and just rear her kids. She has definitely decided to kill her husband, however. She can no longer stand to be in the same room with the dolt. His idiocy, womanizing, ineptitude at romance and especially his domineering attitude drive her insane. With him dead, she will at least be free to once again experiment with decent lovers.

Her only outlet currently is murder, which she is extremely good at. The anger that she carries in her heart has made her particularly vicious in the past several years. She accepts her assignments from her father and reports to him when they are completed. Of course, because she is his daughter, it is all considered to be "for the clan" and she is not paid. That was not an issue when she had full run of the Clan's resources, but since marrying her husband, she is limited in the freedoms she is allowed to have and has on many instances had to balance child care, wifely duties and assassination on the same day.

The stress of her life has made it's presence known in her eyes. Where once they were a playfully wild gold with flecks of bright yellow, they now appear a tired yellow and she feels drawn and tired constantly. She wishes that she could just escape with her kids, from her life, her husband, her father, her clan. Alternatively she wishes she could just kill them all and be done with it. The constant happy fantasy of slaughtering her husband and father keeps a wry smile on her face constantly, which seems very out of place with the tired eyes.

She is of average height for a female koyl'te, and is still of a very athletic and muscular build, but dresses very conservatively, preferring long silken robes of a drab color unless she is out for a hunt, when she dresses like either a courtesan or a shadow like assassin, depending on her mood. She likes to seduce her victims, it allows her to feel attractive, which she doesn't feel like her idiotic husband notices, but never allows anything untoward such as actual physical contact to take place. Sufo, although a closet sociopath and murderer is a very honorable koyl'te and would never actually have an affair, at least not until her husband is dead.

Sufo has the dark grayish fur and long limbs common to her people, as well as exceptionally bushy tail, which she is very proud of, but is just one more thing that everyone takes for granted.

Gavik



Oundra sat alone in the small wooden hamlet staring at the ancient handwritten parchments she had purchased four months prior. The key to the treasure vaults these pages described was not in her possession, currently.

The pages were ancient and in a dead script, but she had been able to discern that this was a root language of Galian and worked from there. Three months of hard labor had given her the location and contents of the Crypt of Kings where the ancient Kaikka kings were buried. The key to the vault had been lost seven generations ago and the crypts had been unopened for 10 generations...which meant that all of the treasures of the nation were still there, waiting for her.

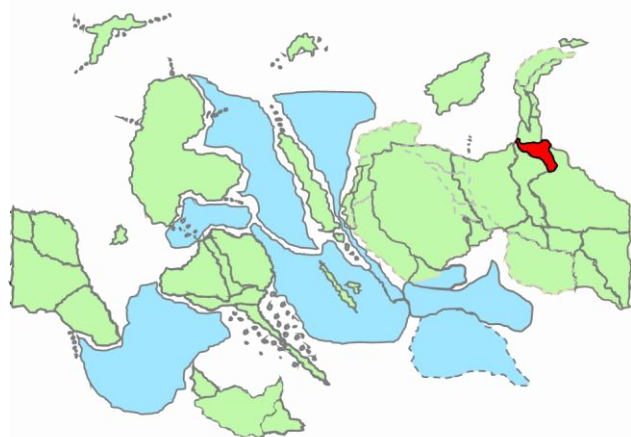
Needing to locate the key, Oundra Yagen, professional archeologist, had used rather non-academic skills to find where this key was, and now that she knew, all she had to do was get it.

Getting it was easier said than done however, since the key was now in the hands of a private collector of ancient artifacts who kept his entire collection in a black bank, the Central Storage Vault. A black bank is basically a combination of a dungeon and a bank filled with all manner of deadly traps and surveillance, both magical and technological.

The CSV is a world class black bank, which is to say that nothing has ever been stolen while ensconced within its walls. The manager of the bank, Assan Rei-Kei was a devious trap master and the CSV was a modern facility built entirely to his specifications and during its construction Assan had used no less than eight separate construction crews to ensure that the secrets of its architecture were safe.

Oundra scowled, her golden snout frowned and she let out an irritated yawp. She was an archeologist, not a thief, but in order for her to find the treasures within the Crypt of Kings, it was looking like she was going to have to use her skills of stealth, lock picking and agility to steal the key. Oundra had not made the mistake of asking the collector for the key, it would only tip him off to the keys importance, and either drive the price higher or increase the security the key was under.

She pulled out a pad of paper and a pen and began to plan for her surreptitious retrieval of the Key of Kings.



Capital: Scherissa
Population: 22 million

Races: Human 97%, Koyl'te 2%, other 1%
Technological Base: Spiritualism
Environments: mountainous, high altitude deserts, sparse forests
Architecture: single story structures of mud bricks and stone.
Governmental Structure: aristocratic oligarchy
Leader: Khan Gar Kubala
Monetary Unit: Gavik Schillings
Year Established: 39 IC
Economic description: agricultural, desert, non-industrial
Imports: Agricultural products, meat
Exports: processed resources, information
Classification: Stable Nation
National Motto: Perfection of rule
National Language(s): Gavikan
Religion(s): Religion is rarely of any importance to the population of Gavik.
Allies: None
Enemies: None officially since all nations make use of their national system of black banks to one extent or another.

Description

A small nation composed primarily of humans. This nation was incredibly poor, with little natural resources and no agricultural base. Generations passed in poverty until the industrial revolution occurred in Momano, Urrykya and Lurkhite. The formation of those economies necessitated the need for large volumes of information that needed to be kept safe from their competitors.

Gavik, being small and located in the middle of nowhere was in an ideal area to leverage their lack of importance into a strength. Banks were started that allowed anyone and everything to place valuables into storage that were absolutely safe. Eventually these banks became known as Black Banks since once something was placed inside, it would never again see the light of day unless the depositor wished it to. With the success of the Black Banks, many other nations began to place items of value within them as well.

The utter solitude of this land was its' primary saving grace and the people have adapted to keeping secrets exceptionally well. The culture of trust in this nation is absolute.



A typical Gavikan dwelling

Life and Society

Originally composed of nomadic tribes, the land would not support dedicated settlements. With the formation of the Black Banks, each tribe found an area to settle and create their own Black Bank. The Bank is the central core of the nation, with each of the major tribes possessing one. The wealth generated by the Banks has flooded every sector of life in Gavik, but where other nations with large amounts of capital develop it into other forms of wealth, the Gavikans remain true to their clan structure, where all members of a clan share equally in the work and the profits of the Bank.

With strictly controlled population growth, the people of Gavik are a hearty, hard working, trustworthy, loyal and very well educated people. Although the concept of a bank is primarily a foreign idea, it has come to be completely assimilated into the culture of this nation.

The isolation of Gavik is both intentional and necessary, because if Gavik were to become a bustling metropolis, then the difficulty of maintaining a completely secure bank would increase exponentially, therefore the nation remains an exceptionally isolated place from the rest of the world. The people of Gavik venture forth from their homeland often, but the call of the Clan beckons them home and they want for nothing.

Major Geographical Features

The major geographical feature is the Seminat Mountains which bisect the nation vertically. Either side of the mountains are high altitude deserts and little is found there.

Important Sites

Scherissa is the only city in Gavik and exists solely as a place to spend money. It is a welcome sight against the dreariness of the rest of the nation. Scherissa has the deposit centers for every Black Bank, a port, and is the only place in Gavik that is easily accessible from the rest of the world, with an airport and a T-station. This is in every respect a modern city, just much more accommodating, though the shadow of paranoia hangs in the air. Every visitor to Scherissa must have on them at all times a visitor's badge, all items are thoroughly searched upon entering and leaving this city and travel outside of the city requires a governmental permit. The only items on a person that can not be searched must be labeled for delivery to a Black Bank, and there are no weapons or other tools of illegality are allowed into the nation. The penalties are exceedingly harsh for those who transgress the law, and the prisons of Gavik are world renowned for their brutality and their security.

Assan Rei-Kei

Human Black-Bank Manager

If you have something and don't want anyone to know you have it, you put it in a black-bank. A black-bank is where all of the secrets of the world and all of the plundered riches of nations end up. Assan Rei-Kei is paid to make sure that they stay there. As a manager of a black-bank, he doesn't care what is placed in his vaults, but if you want it there, you will pay handsomely for that peace of mind.

Black-banks are literally death traps, and those that are not, are quickly plundered and go bankrupt as those with their treasures stored there pull them out to a more lethal, more secure black-bank. It is Assan's job to ensure that his black-bank is the most secure, lethal and invisible that it can be.

The only child of a simple farming family, he was loved, cared for and given the best that they could provide for him. He has repaid that with love, money and grandchildren. He paid off all of his parent's debts with the first money he earned, and has since purchased them more land and a larger house. He married his childhood sweetheart, herself the child of neighboring farmers. Assan purchased them more land and a larger house as well. Living well within his means, he has still managed to buy himself a large house, with more than enough room for his parents, his in-laws and his four children.

The reason that Assan has been able to provide so well for his family, is that he truly possesses the mind of a thief and the genius of a master craftsman. Traps and security are his stock in trade and his traps are ingenious, lethal and nigh impossible to spot or escape from.

A middle aged human male, slightly balding and going grey, he makes no attempt to hide his age. He long ago realized that it was his mind and cunning that was important and does not care that he looks like a frumpy middle aged man, because that is what he is. He is grateful to his wife who dresses him every morning so that he does appear quite presentable at work.

Oundra Yagen

Koyl'te Treasure Hunter

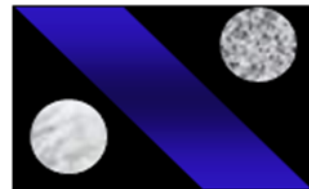
Although she calls herself an archeologist, she is really little more than a treasure hunter. Oundra does feel that the past does deserve to be studied in an academic setting, but her greed gets the better of her most of the time and thus usually sells off the majority of the items that she discovers to the highest bidder. Her skills are unquestioned, but her methods involve large amounts of money and violence. For this reason she is looked down upon by the majority of the academic community.

Covered in golden honey colored fur with big brown eyes and perky ears, she is quite comfortable in human dominated societies. She uses her looks to their full potential, deliberately acting the part of a scantily clad, ditzzy "furry" to the hilt in order to gain any advantage. Obviously, her behavior draws the ire of females, and she has a great many long-standing feuds across the world with woman of many races. She also has a long string of jilted males who pine for her as well.

Deeply insecure about her looks, that is the root of her excessively flirty behavior. She is also insecure about her intelligence, and the degrees and honorary professorships do nothing to assuage them. She wants to have a constant stream of reassurance from her peers, but she realizes that is simply ridiculous and she is often a setback away from having a fit of depression. In order to compensate for her insecurities, she is deeply competitive in order to prove to others and to herself that she is not a poser.

Oundra loves clothes with lots of pockets, she has a vast collection of stuff that has a tendency to get lost in the myriad of pockets she wears. Her love of pockets is not to be confused with a love of clothes themselves as her clothing is usually quite skimpy, and seemingly a few sizes too small.

Korvalis



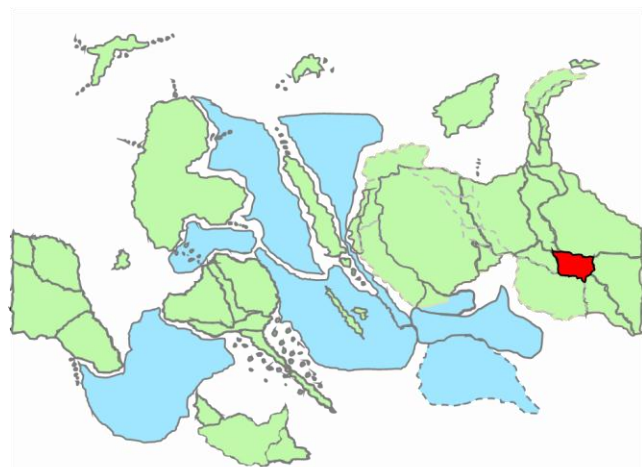
The day was incredibly hot, the burning wind blasting across the furnace-like desert floor. The rickety mechanical contraption Essa was driving was uncomfortable for her to be in, much less operate, but it was the only way she could carry all the orphans from the borderlands, not to mention the water and food that would be necessary for the two day trek. Driving a truck was not a typical skill that her people

had learned, but her line of work often required odd skills and it just so happened that she had learned to drive about ten years previously and although not good at it, since her quadrupedal body took up the entire front seat, she was passable. Which was good, because she was the only hope of seventeen recently orphaned Chamek kittens.

Bouncing across the desert floor, the squeaking frame, the rattling water cans and the mewling kittens combined into a cacophony of noise that only added to the discomfort brought on by the ridiculous heat. The shimmering distance began to coalesce into a black dot, that resolved into several black dots. Essa got a bad feeling in her gut, and took the handgun from the passenger side dashboard container. It was not her normal choice of weapon, much preferring a fetish, but she had learned that having several options was the most effective form of protection. She was protected by a few spiritual fetishes, but her concern was the safety of the kittens in the back.

The dots resolved into shimmering tan armored personnel carriers that bore the colors of the Bloody Banner mercenary company. They were brigands and thugs that wore uniforms, but were usually amenable to bribes. Essa usually carried several thousand Imperial Marks worth of cash and items to bribe those susceptible to those forms of payment. The leather case of bribe money was in the passenger foot area, or what would be if she had a bipedal passenger. She knew that she should have run, but if she did, it would look quite suspicious and that would make the bribe much more expensive. If she did manage to not be killed when she ran, there was nothing that way but the way she came, which was the leading edge of a Lam'tu heavy raiding party that was responsible for killing the parents of the kittens she was rescuing.

Pulling into the traffic control point the Bloody Banner had set up on the desert highway, Essa braced for the worst.



Capital: Delamic
 Population: 6.2 million
 Races: Chamek 87%, Other 13%
 Technological Base: Spiritualism
 Environments: A landlocked desert surrounded on all sides by rugged mountains, there is little to recommend this land to anyone.
 Architecture: Single story mud brick structures with large interior rooms
 Governmental Structure: Constitutional paternal oligarchy
 Leader: King Ekail Lensa
 Monetary Unit: Korvalis Dollar

Year Established: 7 IC
 Economic description: Non-industrial, non-agricultural, barren, desert
 Imports: Slaves, meat, processed metals, manufactured goods
 Exports: Natural resources (2)
 Classification: Failing Nation
 National Motto: By tooth and claw
 National Language(s): Wemasa
 Religion(s): There is no large religious influence within this nation. Spiritualism is the prevailing belief system in Delamic.
 Allies: Delamic has few allies in the world. Trellanin, Ulusia, Momono, The Emerald Empire and the nations of the SCA all have relatively smooth relations with Delamic.
 Enemies: The Centaur Confederacy has had continual issues with this nation over a variety of topics for decades.

Description

A nation of stone and sand, the people of Korvalis are mostly nomadic and have very little to contribute to the world in general. The capital, Delamic is the only real city in this land, and that is composed primarily of mercenaries, intelligence agents, agents provocateur and sundry other types whose primary interest is the chaos of the Dreadryth Region and Morathis.

At times it seems the only reason there is a Delamic is to support the wars of the Dreadryth Region and Morathis from a "safe" location.

Life and Society

The primary social unit of Korvalis is the tribe. A tribe is simply an extended family, but a very large one. The tribes are mostly matriarchal, but there are some that are patriarchal and others that are ruled by the eldest member. At one time, the word of the tribal leader was law, but in this last generation, the tribal leaders are being ignored by the younger generations. This state of affairs has caused much chaos to spread in this land.

Thousands of younger Chameks have moved to Delamic to start a new life instead of being a nomadic desert dweller and want to see their nation become something more than a sideshow to the Dreadryth Region and Morathis. To this end, Delamic has become a very busy city that has no defining reason for existence other than war. Filled with reporters, mercenaries, arms dealers, international police, aid workers, intelligence agents, wanted criminals, corporate representatives, government functionaries, logisticians and others drawn to war, it is a new city filled with the impetuosities of youth.

Major Geographical Features

Bordered on the north by the Hyz Pekor mountains and the south by the Southern Crescent mountains, the central portion of the nation is a dry, barren desert. Due to their land locked location and lack of major rivers, water is the most important mineral here, far outstripping gold in value,

Important Sites

Delamic is known as the City of Thieves for good reason. With war being the only reason for its economy, the caliber of people wandering its streets is obviously very low. The architecture is either sandstone desert villa or cheap, temporary prefab imported structures to house the thousands of foreigners drawn to this staging area of war.

Violence is endemic, as is crime and covert operations. Delamic is not a vacation spot, but it is a good place to find a job if your talents or predilections run to crime or

violence. Tribes battle each other for control of the city, gangs battle each other for control of sections and the foreigners battle their opponents for control of market shares, customers, or any of a myriad of other reasons.

Essa Ild'orls

Chamek Sentient Rights Activist for Sentients United Against Injustice

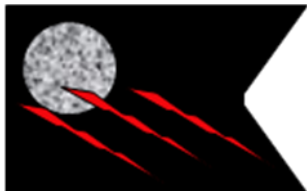
The civil war of Morathis is not confined to just that nation. At various times the violence has spread beyond the borders as differing factions seek to spread the violence beyond that one nation. Essa's parents were victims of a terrorists bomb. The perpetrators were never discovered and no group ever claimed responsibility. Growing up with her two younger sibling in foster care taught Essa that there were very few beings who cared for anything beyond their own immediate needs and wants. She was fortunate enough to have a very kind and wise teacher who taught her much of the world and imparted his wisdom to her.

Graduating from primary education, she continued on to gain an advanced education in ethics and political science. She has used that knowledge to travel from war torn region to tyrannical state to disaster area in order to educate and help all sentient beings rise out of the ashes of their lives to reclaim their dignity and reach for the destiny that is theirs.

Her life's work has some very negative aspects such as being unwanted and unwelcome in many areas. After several attempts on her life, she has come to accept that peace often is achieved over the dead bodies of those who favor tyranny, violence and ignorance. To this end, she often employs shadow ops.

Essa possesses the dun colored fur of her species, and her humanoid body is deeply tanned. She has long black hair that she wears loose or in a ponytail while working. She often wears t-shirts and wraparound sunglasses that conceal her golden/hazel eyes.

Morathis



The sun had already risen and brought the heat of the new day with it when the war parties began to filter into the central plaza of Karel'shue, the city chosen to be the site of the newest round of peace talks. Xavius Ulther, Warlord of the Durin Clan padded majestically into the plaza, his brilliant white fur standing in stark contrast to the dun coloration of everything and everyone else. His pride and megalomania were easily detectable to all present.

Moria Illenyani watched the spectacle of his arrival with a bemused irritation. She was of the Sephic Clan, but was here only to assist in any way possible the failure of the talks. She was a fixer, and the incessant warfare brought her and those of her criminal ilk great gains in both treasure and influence. She loathed travel, but this was a special instance, and not something she could allow her underlings to ruin. This required her very special touch.

In the alleyway seventy-five meters to Xavius' left, a raggedy figure of a Chamek slumped against the wall.

Smelling of cheap booze, vomit and body odor, the homeless female had been determined to be worthy of pity and nothing more and left there. Smiling, Eliac G'ove stumbled drunkenly as her enemy passed in front of her. She drew the compact bow from her cloak in one fluid motion and locked her arms in front of her. Pushing the bow forward, the arrow already nocked, her vision narrowed until the Durin Clan warlord was the only reality. She stopped her breathing and steadied herself.



Capital: Morathis Pred

Population: 7.5 million

Races: Chamek 95%, Other 5%

Technological Base: Spiritualism, Magic

Environments: Mountainous, deep desert valleys

Architecture: Large flat roofed, single story buildings with large internal rooms constructed of mud bricks.

Governmental Structure: Balkanized

Leader: disputed

Monetary Unit: Morathin Mark is almost never accepted and has not been minted in four years.

Year Established: 10 IC

Economic description: Poor, barren, desert, non-industrial, non-agricultural

Imports: All manner of goods and services are imported, although weapons are the primary goods and violence is the primary service.

Exports: natural resources (2), processed resources, manufactured goods, information

Classification: Failing nation

National Motto: Unity is our pride

National Language(s): Mora These

Religion(s): Religion has taken a back seat to nationalistic pride and clan based blood feuds.

Allies: No nation wishes to be associated with the ongoing violence Morathis. Trellanin, Ulsua, Momono and the Emerald Empire all send varying amounts of humanitarian aid to various factions in the nation.

Enemies: Morathis is not important enough to be declared an enemy of any nation. The natural resources the nation possesses is very attractive to many, and there are many factions and governments that have ongoing, covert and active operations to gain control of those resources.

Description

The rich plains and rolling hills of Morathis are the scene of a violent civil war between three clans of Chameks. They all arose from common ancestry and suffered the same deprivations under the elves. They fought side by side to free their land from tyranny and they endeavored to build their nation from the ashes of victory. The war has its roots in the ideals that each of the clans possess. The

Durin Clan felt the future lay outside their borders and sought to reach out to the world for trade and expansion. The Lam'tu Clan felt that the future of the nation lay purely within the borders of Morathis. The Sephic Clan were always the voice of reason between the two until the violence between the Durin and the Lam'tu Clan began to take its toll on the Sephic Moderates. Three generations after the violence began, the three clans were locked in a war of extermination, with each of the three sides convinced that they are the only hope for their nation and the other two will bring only more despair to the ravaged land.

The war has continued sporadically for over 300 years, with the longest period of sustained peace lasting 22 years under the Sephic dictatoress M'mom K'rnrgr. The instability of the area has proven a troublesome issue for the nations surrounding Morathis including Korvalis (also populated by Chameks), Nyall, The Centaur Confederacy, and Sentak. All of these nations have suffered varying degrees of violence from the conflict, usually causing retributive strikes and furthering the cycle of violence and hatred.

Life and Society

The primary occupation in Morathis is warrior. With few exceptions, almost every Morathin youth has participated in some form of violence. The economy is shattered and the only foreign influences worth mentioning are relief efforts for the dying and children. There are other foreigners present, but they are all either mercenaries or spies. Because of the porous borders and lack of any central authority, Morathis is a favorite destination for wanted beings with something to offer for protection. The proximity to Dreadryth and its incessant warfare has only served to weaken the reputation of the entire region.

Major Geographical Features

Bordered by mountains, the Southern Crescent range to the south and the Hyz Pekor to the north, the central region is a desert where water is more important than gold.

Important Sites

After generations of racial warfare, there is little left in this nation of any importance. The city of Morathis Pred is a place of endless violence with each of the three clans constantly attacking to control this burned out, destroyed husk of a city. The entire country reflects the scars of the endemic race war, with every building bearing bullet holes, portions of wall destroyed and holes in the roof.

The wars of Morathis are old news, but the region is considered to be strategically important due to its location near the Centaur Confederacy as well as the vast mineral wealth in its mountains. The destabilizing influence Morathis has on the entire region can not be understated.

Xavius Ulther

Durin Clan Chamek Warlord

The nation of Morathis is a shattered, chaotic disaster, and Xavius has been chosen to rebuild it into the glorious nation it should be. Exactly who chose him could be debated. Ultra violent, megalomaniacal and ridiculously brave, he is seen as dangerously unstable to the entire region. Having gained his power base from his father, the previous Warlord, Xavius has culled their ranks of any and all who might think they could do a better job than he and streamlined his forces into an army, not a rag tag militia.

Courting many other nations with promises, threats and lies, he has managed to garner international support for his

legions. He also is a master of using the media. He acts in turn as a diplomat, general and crime boss, depending on the need at the time. He has dyed his coat white in an effort to reinvent himself as a "good" being after the revelations of his ordering the massacre of 12,000 Lam'tu clansmen and assorted foreigners assisting them.

He is an exceptionally charismatic speaker, and most people believe his claims that he had no knowledge of the massacre and that he is merely the target of a vast conspiracy aimed at discrediting his legitimacy in leading the Durin clan. He is quite lucid and able to conceal his temper until someone questions him on something three times. The first time he will give an answer that sounds plausible, if they ask again, he will frown and repeat his explanation. If they ask a third time he will freak out into a paranoid psychopathic episode where he kills the questioner.

Xavius is intelligent, cunning, skilled and will most likely succeed in reuniting Morathis under his rule. His white furred, golden eyed, heavily muscled depiction is ubiquitous throughout Morathis Pred, which his forces currently hold.

Eliac G'ove

Lam'tu Clan Chamek terrorist

When the breakdown of the nation began, Eliac's father was gunned down in the city square for advocating peaceful negotiations with the Durin Clan and the Sephic Clan. It was the Durin Clan that killed him. Eliac was seven. That event transformed the young, carefree and exuberant youth into the Chamek she is today. Hatred has turned her into a casual killer the worst sort. Throughout her life, sorrow and hate have been her constant companions. She has been beaten, raped (she killed the half-breed child when it was born), tortured and left for dead by a Durin clan general. She returned and murdered his family and then him a year later. She has no pity, remorse and is totally ruthless in her quest to exterminate all of the Durin clan. There is no peace within her heart. She is the leader of the Talons of Fury cell.

Her eyes are deep gold that burn like fire and it is almost impossible for anyone to maintain eye contact with her, the madness that burns within is easily recognizable. Her fur is dun with numerous hairless scars crisscrossing her body, including one that runs down her left side and is easily three inches wide. That wound nearly cost her life when her accomplice's bomb exploded when they were emplacing it near a Durin controlled police station.

Moria Illenyani

Sephic Clan Chamek Fixer

Living in Morathis is not a fate that many beings would wish to have, but Moria is more than happy to live in the war torn land. The porous borders, international community of mercenaries and spies and large shipments of guns and money into the nation serve her needs perfectly. An information broker, she doesn't care who wins the war, and is actually hoping that no one does. The longer the war lasts, the longer she will have a steady income. Self serving and amoral, Moria is very far removed from the common ideal of the Sephic clan and she doesn't really care.

Influence peddling and information are her most common wares, but she also runs a job hunting service for mercs and assassins without work, which ties in nicely with her information dealing business. She has a perfect memory and can remember faces, times, places, contract specifics and all manner of data very easily.

Rarely is anyone allowed to have an audience with her, that is a privilege that must be purchased, and there are few beings in Morathis with that sort of money. When one does meet her, she has the overall demeanor of a spinster, complete with a household full of domesticated cats, which she refers to as her "babies", and immaculate rugs and pillows, which is what serves as furniture for a Chamek. She is fond of old literature, good wine and foreign languages. She prefers to speak with beings in their native tongue so that nothing is lost in the translation from one language to another.

She has the almost universal dun fur of her race, and her eyes are also standard for her race, golden. She also wears silver rimmed glasses. What is unique is that she possesses a wickedly scathing wit, and her eyes always seem to be glinting with mirth, as if she is privy to some hilarious joke that her guest is far too unintelligent understand. For these reasons, she is considered to be an old, bitter bitch.

Herathis



Doshen Ossk led his customers through the warehouse so they could get a true sense for all that he had to offer them. The kobold was impressed, this was her first time actually taking part in something of this magnitude. The two ork mercenaries were obviously old hands at this business, and Doshen knew that he would have little luck in inflating prices with those two around.

The only one that Doshen was having difficulty reading was the gnome. The little females eyes were constantly flitting from one crate to the next. Doshen suspected that the gnome was some sort of tech. Those funny western nations were so in love with their technological toys, but he had to admit that some of those toys were very, very useful.

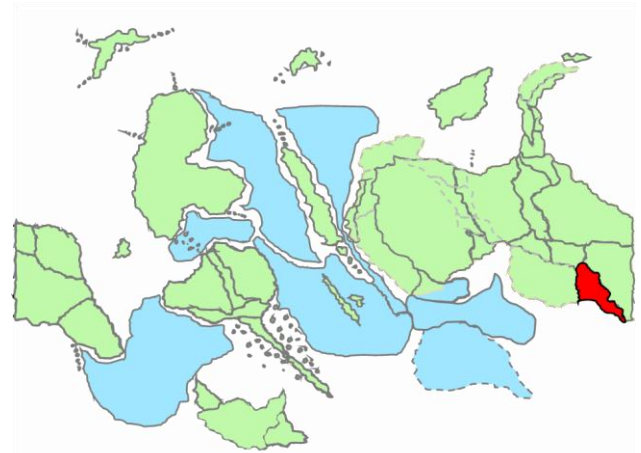
They walked among racks of S-20 sub-machineguns, C-55 carbines and H-90 heavy machineguns. There were all types of weapons in the racks, all separated by technological type and nation of origin. Most were still in original crating and those that were not were in immaculate condition. The progression was staggering, Doshen had melee weapons ranging from punch daggers to great swords, collapsible shortbows to repeating crossbows, wands, rods and staves of all types in literally hundreds of different combinations of effects.

Pistols to machineguns, grenades to missiles, it was all here in this one warehouse. They continued walking through this immense storehouse of deadly implements at a measured pace. Doshen spoke over his shoulder at his four guests. "Remember, if you see something useful, just let me know. I can give you same day delivery within five hundred miles if you don't want to take them from here yourselves."

One of the orks spoke, Ghurlag if Doshen remembered correctly, "I see you have everything here from low magic

melee weapons to man portable air defense systems. My question to you is do you specialize in any one sort of weaponry class?"

Doshen turned and leaned against a conveniently placed crate of firebrand long swords. He took his time fishing a half-burned cigar out of one of the many pockets on his tactical vest and lighting it. He took a deep pull of the rum flavored cigar and smiled. He blew a smoke ring and said, "I specialize in what my customers want. If you want it, I can get it. I deliver, and I promise at least a five-percent markdown over anybody."



Capital: Slivenry

Population: 3 million

Races: Troglodytes 98%, Other 2%

Technological Base: Tech, Spiritualism

Environments: forests, swaps

Architecture: Beautiful, functional architecture is one of the hallmarks of this nation, as well as the level of craftsmanship and skill in the carpentry necessary to work the dense Urana trees that grow in great abundance here.

Governmental Structure: Military dictatorship

Leader: President for Life Meshek Al Vinde

Monetary Unit: Herathin Oothe, roughly equivalent to .3

Trellanin Imperial Marks (IM).

Year Established: 104 IC

Economic description: Poor, Lo population, non-agricultural, non-industrial

Imports: Meat, agricultural products, metals

Exports: Computer chips, wood, carpentry

Classification: Stable Nation

National Motto: No mercy for our foes

National Language(s): Herathin

Religion(s): Spiritualism is the primary belief system of this nation.

Allies: Momono is the strongest ally of Herathis.

Enemies: The Emerald Empire and Herathis have long been in a state of suspended hostilities since the end of the Heretic Wars.

Description

Desert and rock is the homeland of the Troglodytes. Herathis is yet another nation that is embroiled in the bitter feuds that wrack the area around the Dreadryth Region. This land is at least decent enough to not have armed insurgents flooding across the border to mindlessly destroy and spread chaos. Actually this nation is quite nice, and seems to be the model nation. It's economic base is stable, it has decent amounts of foreign influence, active in international politics while not engaging in gunboat diplomacy, is not actively supporting terrorism nor

interested in pursuing research in either weapons or rituals of mass destruction (WRMD).

The only issue that this nation has is that its' economy is based upon manufacturing and heavy industry that has moved from other nations (mostly Momano, Urrykya and Lurkhite) because the cost of labor here is much cheaper, but the low population growth of this nation precludes becoming a true powerhouse of trade.

Items produced in Herathis have a reputation for dependability and low prices.

Life and Society

The troglodytes are children of Ss'vash, but they rejected that philosophy during the Heretic Wars. Always a very pragmatic race, when Ss'vash was banished they felt that they would keep his memory alive, but not feel beholden to his church. This was the act that caused the Heretic Wars and was repeated throughout the lands of Ss'vash for decades.

When Ss'vash returned he pardoned all of the troglodytes and apologized to them for the wars fought in his name. For this reason, the troglodytes worship Ss'vash, but have no other connection to the Shining Path of the Chosen of Ss'vash.

The pragmatic and open minded troglodytes are more than happy to associate with almost every race on Vhraeden, especially if they can turn a profit. Profit is not their only motivation, but it is a close second to pragmatism.

Major Geographical Features

The Great Western Desert is the primary geographic feature as it continues through 90% of the nation. The only respite from the desert is the Southern Crescent Mountains which form the western border with the Dreadryth Region.

Important Sites

The Meredhi Arms Market is the largest arms market in the world. Weapons from all nations and all technologies are sold here. Magic staves are sold alongside assault rifles, attack helicopters are next to blue wyverns and all types of money, as well as barter are accepted here. There are no questions asked, and no refunds given, but the prices are fair, and the items are of better quality than can be expected.

The Meredhi Arms Market is always open, though with obviously less business during the hours of darkness. The Arms Market is heavily guarded and patrons are "asked" to leave their weapons at the front entrance when entering. Those that do not are not allowed in. Arguing with the guards is a poor decision since they are all well paid ex-mercenaries who desired a more stable paycheck.

Doshen Ossk

Troglodyte Arms Dealer

The world is violent, and that violence is good for business, at least as far as Doshen Ossk is concerned. Doshen provides weapons for nations and groups to exercise their right to violence, and that is truly how he sees the world. While he despises petty criminals and feels that they are a blight on the world, organized violence is good.

That Doshen has no feelings of guilt for trafficking in weapons is indicative of his mental state. Doshen is politically neutral, morally neutral and while he accepts the reality of gods, he worships none. Doshen started as a mercenary, and eventually worked his way into the

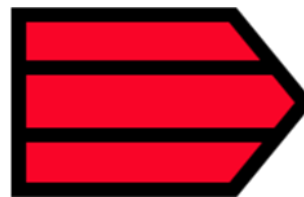
logistical aspect of proxy warfare. He is now one of the more reputable arms dealers in the market, and he takes pride in the fact that there have never been any complaints from any of his customers.

That Doshen is more than happy to supply both sides of any conflict is also just a manifestation of his weird ideals concerning fairness. He has been known to sell top of the line items at cut-rate prices if the buyer can present a valid case of need. Doshen isn't concerned with who wins or who loses, just as long as the fight is good.

Doshen still dresses in the manner of a professional mercenary, and is festooned with weapons from many different technologies. He is an expert with many different weapons, and when he is not sorting out deliveries, contracts or traveling looking for customers, he is happy to just sit back and test all of the new goodies that he has just acquired.

Doshen wears little clothing other than a tactical harness, since his natural dark green and brown coloration is excellent camouflage. His eyes are a dark green, almost black and his claws are a dark grey color. He is very muscular and will often regale customers with tales of his exploits. When he does this, he always lights up a large cigar, sits back and makes a show of blowing a smoke ring, which is very difficult for a lipless being. The difficulty of this maneuver is obvious, but he is very proud of his mastering it.

Issery



The crowd was chanting for the next fight to begin. Sseriah could feel her heart race within her chest, the loud rumbling of the crowd in synch with her pulse as it pounded in her temples. She licked her lips since the air of the coliseum was dry and although it was cold, she was sweating.

The Gladiator Champion of House Thorass closed her eyes and smiled. She was home and although this fight would determine her House's standing during the next month's trade negotiations with Ko Galia, to her this fight meant another chance to cheat death and prove her superiority over her opponent. Sseriah was loyal to her House unto death, but her heart belonged only to killing. Life was short and she felt honored to be the one to end the lives of those who opposed her House.

She walked out from the subterranean gladiator ready rooms to enter the floor of the Coliseum and the roar of the crowds was intoxicating. She threw her arms up and the crowd went wild as she turned slowly smiling at them. Completing her turn she spied her opponent, a human male gladiator wearing the tabard of House Skelled, wielding two axes and wearing a fine golden hued breastplate. She bowed at him and began walking towards her victim.

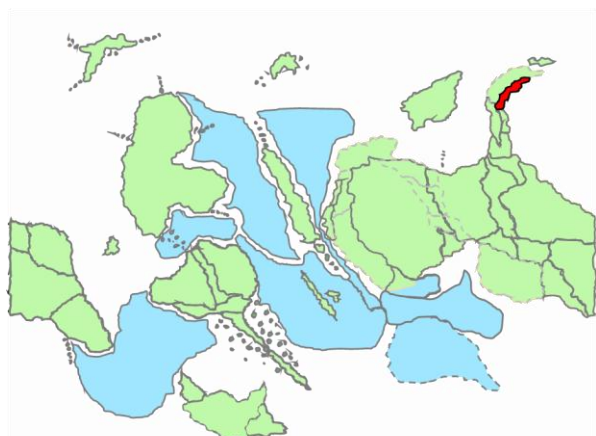
In the stands above her, another fight was underway. Aria'el D'shen, House Champion of House D'shen smirked at Ch'essa Aalaam, the House Procurer of House Aalaam as

she walked past the D'shen skybox. "Come to say you're sorry Ch'essa?"

The tone irritated the harpy and she was not in the mood for the verbal attack. "For not killing you when last we fought? Of course. Please accept my dearest apologies, House Mother D'shen for not killing your whelp twelve years ago. Extend to her my condolences for having to live with the shame of defeat that follows her around like the stench of fear, which to this very day pollutes all members of your esteemed House."

Aria'el leapt to her feet with sword drawn and was stopped from attacking only by the House Mother's hand around her sword arm. Whispering into Aria'el's ear, the House Mother calmed her House Champion. When House Mother D'shen sat, Ch'essa smiled at them both and winked. Leaning forward into the skybox door, Ch'essa whispered to Aria'el. "If you wish to challenge me, there is an open match in two days. We can settle this once and for all"

Aria'el nodded as the crowds volume increased dramatically. Looking down for an instant, Aria'el saw the Gladiator Champion of House Thorass standing above the kneeling form of the House Skelled gladiator. He had lost both arms and the House Thorass Champion, Sseriah stood over him, poised for the killing blow, pushing the crowd into a frenzy. Looking back towards the door, perhaps a second later, the harpy Ch'essa was gone.



Capital: Isslek Hai
Population: 1.7 million
Races: Hags 22%, Harpies 24%, Other-Slaves 54%
Technological Base: Magic
Environments: Mountains, sea-side cliffs
Architecture: The primary structure of this mountainous region is the tower due to the lack of flat ground. The majority of the buildings here have a vertical orientation.
Governmental Structure: feudal aristocracy
Leader: Empress Eilyee
Monetary Unit: Isserian Fate, roughly equivalent to .1 Trellanin Imperial Mark (IM).
Year Established: 111 IC
Economic description: Non-industrial, lo-population, barren, non-agricultural
Imports: male slaves
Exports: slaves, processed resources, natural resources (2), information
Classification: Stable Nation
National Motto: From above, we judge
National Language(s): Issyn

Religion(s): The races that constitute the majority of the population of Issery are innately non-religious. The religious preferences of their slaves are harshly suppressed, Allies: Few nations wish to have cordial relations with this openly barbaric state. The four exceptions are Ghyla, the clans of the Hardlands regions, Momono and Syltean. Enemies: There are many nations which want nothing more than to see this nation destroyed. Sepenerais, Volksung, A'Lanthas, Lanthas and The Second Founding fall squarely in that category. Issery is also the target of a lot of terrorist attacks from the Halfling Liberation Army.

Description

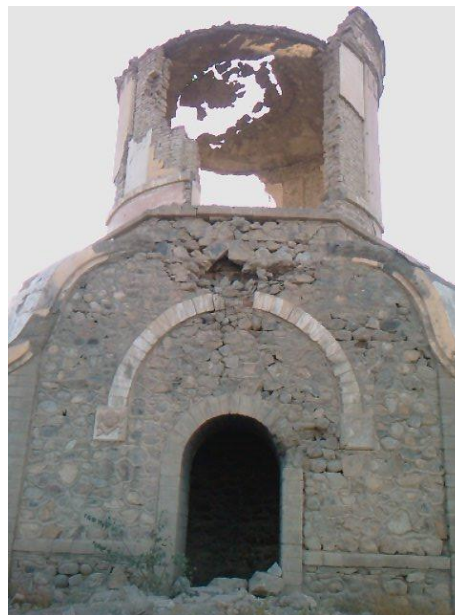
An entire nation of females, where one's standing in society is determined by the number of male slaves to serve as breeding stock. This is a stark nation composed of various fiefdoms ruled over by the Empress Eilyee with an iron fist. This is a nation of stark mountains, sheer cliffs and incessant storms. The land is truly horrendous, but this is where the hags and the harpies fled to when the First Founding collapsed. Indeed, the hags and harpies are one of the dirtier open secrets of that age.

Life and Society

Issery is an absolute matriarchy where there are no males in any position other than gladiators, eunuch slaves or breeding stock. Because of the peculiar genetics of the hags and the harpies there are no male children born from the union of a hag or harpy and another compatible species. This has forced the society to become both matriarchal and slave based in order to survive.

Due to the poor agricultural feasibility of the region, this area has a low population, and the economy is slave based. The basic social unit is a House, where there is a House Mother, who is the ruler of a particular house and her daughters serve her whim and the slaves serve the House.

Each House exists as a power unto itself, with their only loyalty to the Empress Eilyee being one of fear. The House of Ancessia, of which Eilyee belongs, is currently the internationally accepted "government" of Issery, but all of the Houses engage in various international ventures as entities unto themselves.



All that remains of the Jur Ewis House is this lone tower overlooking their once great lands

Major Geographical Features

The Seminat Mountains are the dominant feature of this nation. There is little arable land and thus forces the nation to be highly dependent upon imports.

Important Sites

The Coliseum of Issek Hai is one of the most well known buildings in the world for its' hosting of several international fight circuits, including the Toroloc, the Alger and the Unlimited. This is also the location of the annual Gladiatorial Competition, where the slaves of various houses do battle to decide issues between houses. The Coliseum is also able to rented for Houses to settle internal disputes.

The final use of the Coliseum is the Slave Market. The Slave Market of Issek Hai is the last word in slave markets. Blood sports and the slave trade are the only real source of revenue for entire nation. The Slave Market is a truly international affair as slavers from all over Vhraeden travel there for one week twice a year to buy, sell and trade the best slaves. All manner of beings are for sale, including bound spirits.

Due to the nature of Issek Hai's revenues, the city has the ambiance of a street fighter, tough, callous and utterly uncaring. The prevailing thought is that if you traveled to Issek Hai unprepared for what could happen to you, then you basically committed suicide.

The architectural style of Issek Hai is akin to high gothic with black granite, tall spires and flying buttresses everywhere.

Aria'el D'shen

Hag House Champion of House D'shen

House politics in Issery is a very harsh game of deceit, mistrust, alliances and partnerships of convenience and betrayal. A nation of slave owning women is just like that, and for that reason, the stronger nations of Vhraeden are content to allow Issery to engage in whatever form of politics it wishes while within their own borders. When dealing with other nations, however, the game of international politics has rules, and there is no latitude given.

After the nation of Issery was given several painful lessons in the proper methods of international diplomacy, the concept of a House Champion was created. A House Champion might be more correctly called the foreign minister of each house. This is a position of great responsibility as well as great personal danger, since assassination is rampant in this nation, both from within and outside a house. The responsibilities of the House Champion is to deal "directly" with other nations or houses, and while the title of House Champion might signify great martial skill, that is not always the case, and even when it is, skill in the ways of the war are not enough to gain or hold the position. House Champion is a great many things rolled into one.

Aria'el D'shen is the House Champion for House D'shen and has been for 11 years. A great warrior she won her mother's approval, but it was her utterly ruthless use of lackeys and assassination which allowed her to take the mantle of House Champion from her sister upon her "untimely death".

Aria'el is impressive even for the normally noteworthy race. Six and a half feet of green, muscular psychopathic hag,

she is not to be taken lightly. Her blue eyes are bright with intelligence and her gaze is withering. She has long black dread locks banded with little rings of steel. Typically dressed in ensorcelled ceremonial armor and heavily armed, she is also attended by a retinue of loyal male slaves.

With a hungry gleam in her eye, she has now achieved what she feels is her rightful place, and she plans to stay there for a long time to come.

Sseriah Cousine

Gladiatorial Champion of House Thorass

Black haired, ivory skinned and black hearted, Sseriah is one of the most valuable assets of House Thorass. Due to the social structure of Issery, the primary method for solving disputes between Houses is the use of Gladiatorial Champions during the annual Gladiator Competition.

Sseriah is a human who found herself as a slave when her actual skill at gambling fell far short of her aspirations. The reason she ended up as a slave instead of an example of a deadbeat was due to the fortuitous actions of the House Thorass Procurer. The Procurer was seeking new slaves for the House, and her mission was of the utmost importance. The House had lost all of their Gladiators in the last Competition and was now the weakest of the Houses in Issery and in the next year, they would be torn apart by internal strife and external attacks.

The Procurer needed a Gladiator Champion, and she was offering the treasure of the entire House for one. While parlaying for a spectacular minotaur brawler, she observed Sseriah being brought into the criminal stronghold for her execution, after several rounds of torture. The Procurer was impressed when Sseriah escaped from her bonds and fought against her captors. Biting, clawing, punching and ripping, Sseriah blinded two of her captors, killed a third and permanently crippled the fourth. Stopping the transaction, the Procurer added Sseriah to her purchase. The extreme debt that Sseriah owed made her the most expensive slave purchased that day, but that price is minuscule compared to the victories that Sseriah has won for her house.

Filled with rage and natural talent, Sseriah has risen to become the Gladiator Champion of House Thorass in a remarkably short time.

Technically still a slave, since only a slave may be a Gladiator, Sseriah is far more than that. Sseriah has truly found her home in Issery, and although she is not a Hag or Harpy genetically, her heart and soul are a perfect match for her new position in House Thorass.

Ch'essa Aalaam

Harpy Procurer for House Aalaam

A slave based society requires slaves, and a Procurer keeps the slave pens full. While most of the job is simply visiting the slavers when a new shipment of slaves arrive, sometimes the special touch of the Procurer is actually required to find and return someone who might not want to be a slave. Ch'essa does not deal with the slavers, that is for her subordinates to do, she will only descend from her towers when requested by the House Mother of House Aalaam herself. Not even the House Champion can rouse her from her solitude without incident. Ch'essa has a terrible temper and feels no compunction about engaging in physical violence to alleviate her irritation.

An excellent tracker and fighter, she has yet to fail in procuring any slave requested of her. To that end she owes much to the Witch, Or'uss, who sometimes accompanies her on difficult hunts. Ch'essa has alabaster skin and long black hair that often conceals at least half of her face. Her eyes are dull green and her wings, which extend from her shoulders are a solid black.

Ch'essa, needing speed to catch fleeing targets and requiring lightness in order to fly, wears only the most marginal of red padded armor. She is usually armed with a shock lance so that she doesn't kill her targets.

Lurkhite



Ormin woke up and his mouth not only felt like it was filled with fetid sawdust, the left side of his jaw felt pain, a lot of it. Stumbling naked into his bathroom his bleary red eyes observed the damage from last nights "discussion" he had with his ex-wife's new suitor, then his ex-wife.

Ormin was a good fighter, but her boyfriend was a martial arts instructor. It had been a damn close thing, only Ormin's far greater experience made up for his lack of style, that and hitting the strapping young ork with a full can of mace then pistol whipping him a few times. That had gotten the police called, which then ended up with him in jail for four hours while his ex-wife scrambled to collect the bail money.

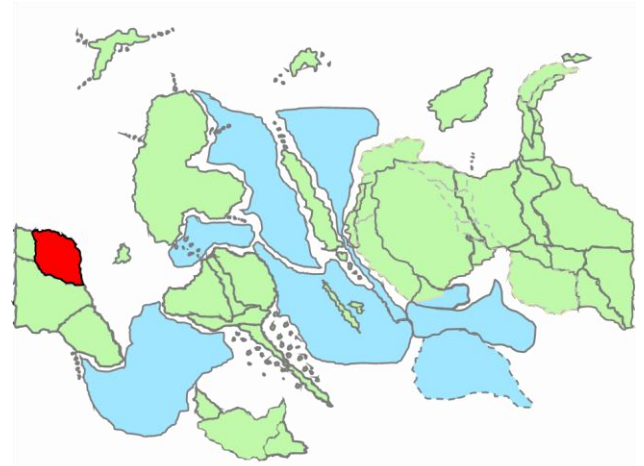
When he was released, Ormin was happy to see her. She was silent until they arrived at her house. Their two daughters were already asleep so the discussion began as a whisper. Ormin tried to keep her quiet, but her temper would not allow for a discussion. She slapped him several times, kicked him and hit him in the face with a skillet. Ormin had left immediately after that, walking with a heavy heart and bleeding face across the street to his house. Now that he remembered what had happened, he was dreading seeing her again. Damn woman, she drove him absolutely crazy. He hoped that the young hard body his ex wanted to snuggle with wouldn't press charges later.

He took a shower to remove the smell of cheap booze that he had fueled up on after the argument. Brushing his teeth hurt and he threw on his deodorant and cologne. Ormin dressed himself in a utilitarian manner, he put on his sunglasses and fedora as he walked out the door.

Today's task was very simple. He had been contacted by a nameless third party with deep pockets to deliver a set of operational specifications to an ogre rigger and a gnome mechanic. That they were in business to together was not odd, that they were both veterans of the military special projects division was. It was odd that they engaged in quasi-legal deliveries of unknown items, it was freakish that they were married.

Regardless of the oddities of their personal life, Serebic the ogre and Usai the gnome were well known as the best and that they asked no questions was a definite bonus for those

who needed some expensive single use item, which Ormin's client apparently needed.



Capital: Kurr Laise

Population: 220 million

Races: Ogre 49%, Orks 26%, gnomes 23%, Other 2%

Technological Base: Technology

Environments: tropical forests, mountains

Architecture: High tech modular, pre-fabricated tract housing or beautifully designed skyscrapers that look more like sculptures than corporate offices.

Governmental Structure: Democracy

Leader: President Edia Distro

Monetary Unit: Lurkhite Thale (LT)

Year Established: 9 IC

Economic description: poor, non-industrial, agricultural

Imports: Energy, oil, metals, natural resources, food goods

Exports: Technology, weapons, computers, aircraft, manufactured goods

Classification: Regional Power

National Motto: Only death and the pride of our land is forever

National Language(s): Lurkess

Religion(s): The most popular religion is that of Chakam, the Church of Unity. The second most popular religion is that of Oxephas, The Church of Pleasure.

Allies: Yakkis, Urrykya, Momano, Ulsia

Enemies: Sepenerais, Volksung, A'Lanthas, Lanthas and the Second Founding all wish to destroy Lurkhite.

Description

Smoked glass high rises, corporate campuses, fast cars, high tech and a political system run by money. This nation has a lot in common with its' neighbor, Momano, but is even more hectic and corporate. The beauty of the nation seems odd, but it was discovered by corporate psychologists that productivity rose when employees were happy and they felt that they had a voice in the running of the nation, city and corporation. For this reason, Lurkhite appears to be a very progressive, modern nation.

Life and Society

With the corporatization of Lurkhite, the large families that were the norm shrunk and the avuncular nuclear family became the new social unit of the nation. There are very few places where large families are still found, and most Lurkhites refer to them as if they were stupid, ignorant and social rejects. The educational standards are high as is the standard of living.

Major Geographical Features

The eastern portion of this nation is what allows this nation to be self sufficient with the Parick and Wesh Rivers allowing the giant corporate farms to produce enough food to feed the teeming megalopolises of this corporate haven. The western half of this nation is known as the Kkyan Badlands and are little more than the beginning of the Yakkian Badlands.

Important Sites

The nation of Lurkhite is a study in national planning. The nation is divided into thirds with the western third being devoted to mining, the central third is split between limited agriculture and natural growth forests and the eastern third is the highly urban area of the nation. Large, well planned cities line the beaches of this nation.

Of these cities Kurr Laise is the crowning jewel. Although it is a modern industrialized city, it incorporate as much "nature" as possible. There are seven large parks, four rivers and an arboretum in the city. The city streets are all lined with trees and all of the factories adhere to strict pollution laws. The more disturbing facets of corporate excesses are perpetrated out west or in other nations.

Serebic Betai

Ogre Rigger

There are operators (ops) and pilots and then there are Riggers. A rigger a person who is primarily a vehicular operator such as a pilot, helmsman or a driver, who are regarded as "the best". The term is derived from the fact that a machine is a "rig" designed to perform some task. Then there are Riggers, who are experts with many different types of rigs. A Rigger is "The Best". They can pilot aircraft, helicopters, trucks, tanks, low altitude vehicles (LAV's), boats, ships and almost anything else designed to move at a fast rate.

Serebic learned his trade in the Lurkhite Department of Aerial Operations. He was skilled in mathematics and physics and had a natural talent for spacial perception that drew the military to him after University. He flew fighters for six years and then was transferred to the Experimental Operations wing, where he met his future wife, the gnome Usai Betai. Serebic stayed there for seven years and then left the military.

Serebic and his wife are now a top contract team for various entities. Usai builds one time use rigs, usually airframes, and Serebic flies them. They ask no questions and want no further information other than the requirements, the time to deliver and the location of pickup and drop-off.

Serebic has silver cybernetic eyes and vast portions of his nervous system have been augmented with cyber technology. He is clean-shaven and his head is bald, by choice. He hates his abnormally curly hair, and so began shaving his head in his teens. His skin tone is the normal pink of his race, and he is short, but not abnormally so. Serebic is the consummate fighter pilot, possessing more than his share of confidence, but he also has no shortage of skill to back it up.

Ormin Diagess

Ork Private Investigator

A pair of aviator sunglasses, a brown trenchcoat, a battered fedora, a cigarette dangling from his lips and an acidic wit tempered with cynicism; these are the accouterments of Ormin Diagess, P.I. Ormin was originally a cop in Kurr Laise, but the corruption was too much for him, and after

he was blacklisted for breaking the code of silence and sent three other cops to prison, he quit. He lost his wife (although they remain friends with benefits, which allows him to see his two daughters on at least a weekly basis), his job and his life's dream.

Unwilling to just roll over and die, he applied for his PI license and got it. He is now a PI with a chip on his shoulder and goes out of his way to cause trouble for corrupt cops all over "his" city, as he refers to Kurr Laise. He is not without friends, though, there are several cops who willingly, if secretly, aid him in all manner of tasks.

His primary type of cases involve corruption, and he has managed to take night classes for seven years in order to gain a degree in accounting, which he uses often. Ormin is every inch the hard as nails, tough guy PI from every Momonoan trideo ever made. He has carefully crafted this persona in order to better separate his work from his private time. At home he prefers lounging around with his cats and plants while cooking for his ex-wife and their two girls (who live next door).

Lately, he has been even more bitter since his ex-wife has (mistakenly) interpreted their divorce to mean that she can date other men. Ormin just sits in his home and waits until she brings her boyfriend over, at which point Ormin lets himself in (he has a key) and makes himself a nuisance until they leave. Needless to say, his ex-wife is absolutely furious with him, but Ormin doesn't really care, he still loves her and thinks she is sexy when she is mad.

Ormin has brown hair, which he keeps in a buzz cut, and his skin is a very light shade of green. He has the typical Orkish fastidiousness about his appearance, which forces him to shave twice a day (his beard grows rapidly), and to brush his teeth after every meal. He has teal colored eyes, which women of many races find his most attractive feature, although his muscular physique is a close second.

Usai Betai

Gnome Mechanical Engineer

Usai is not the usual gnome. She is loud, boisterous and tall for her race. She is a certifiable genius in many different fields including electronics, mechanical engineering, physics and materials engineering. She was recognized early in life as being bright and was always placed in the gifted and talented programs of every school she attended. Her University program was longer than average since she was pursuing advanced degrees in three separate disciplines. Her only cost was six years with the Department of War Special Projects Experimental Operations division. It was in her third year that she met her future husband, Serebic. They had a long and troubled courtship, since his fighter pilot persona was definitely a hindrance to their relationship. After five years, they were married and two years later, they left the military together.

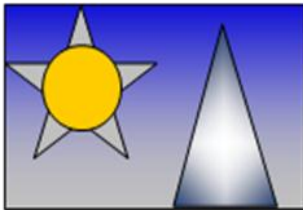
They operate an "international courier" business for a varied client list. Usai and Serebic are allowed to operate this business under one condition by the government of Lurkhite, every client they contract with has their name immediately transmitted to the Department of Intelligence. Upon completion of any contract, the Betai's must file a debriefing within 36 hours. Failure to do so will immediately trigger a cranial bomb. These bombs were placed within them when they were assigned to the Special Projects division, and like all former employees, they were simply never removed. The Lurkhite government has no desire to let their most important military technologies simply walk out the door.

Usai has dark blue eyes, and light skin. She wears her reddish hair short and spiky. She absolutely abhors her hair falling into her face and thus has no bangs. She also has a very real fear of her hair catching fire in the shop, which it did once. She has not had long hair since. Serebic has pictures of her when she wore her hair long and is constantly bugging her to let it grow out once again.

Usai does possess some cyber technology, including microscopic vision, tactile boosters in her fingertips and a set of three electronic slave cables on each wrist.

Lurkhite, and the other nations of eastern Karniv do not have any cultural proscriptions against visible cyber technology, so she makes no attempt to hide her plugs. She is often either on the datanet dealing with interested parties or in the shop building some incredibly expensive special use vehicle. For that reason, she is never dressed in a manner consistent with her wealth. Her preferred outfit is coveralls and a toolbelt, usually with the top pulled off and the sleeves tied around her waist, especially when welding. For that reason, her hands and forearms seem to be covered to with white freckles, but they are actually small burns caused by burning metal flakes. Serebic hates her disregard for safety, she merely shrugs and ignores him.

Nyall



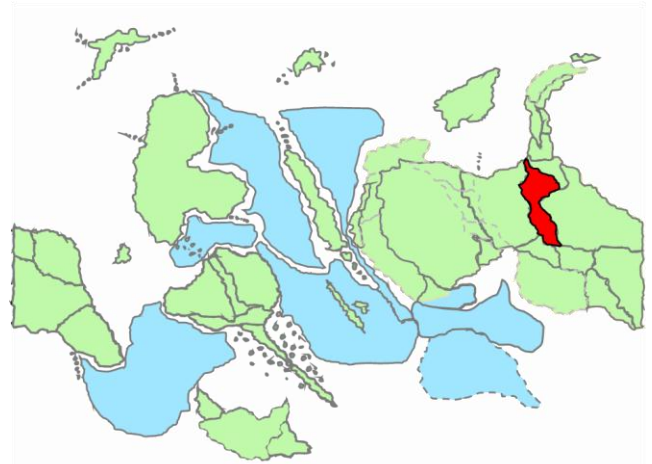
They had known each other for all of three hours. Kana the bodyguard had just had her client informed that he was the target of a class four spiritual being. The exact reasons for this were still a bit unclear at the moment, but apparently had something to do with an ancient curse on his bloodline by one of the Etaik, a powerful cabal of spiritualists that had been mercilessly rooted out and destroyed generations ago.

The power of their magic seemed more hardy than they proved to be. The spirit hunter, a koyl'te named Tatoy, had shown up at the principal's home warning of an impending attack and that she was there to aid in the apprehension or destruction of the rogue spirit. A strained conversation between the bodyguard and the spirit hunter followed which was rudely interrupted by the appearance of said rogue spirit.

It had been chasing them for almost two hours now, harrying them all along with both magical and mundane attacks. It was fast, strong and had an array of extremely frightening abilities that the bodyguard had little defense against and the spirit hunter had failed to harm it in the least. This engine of destruction was one of the most rare of the weapons that the Etaik had summoned, but in all of the records of that time, a 'soul butcher' had never been defeated.

The events of the night were not sitting well with Kana since she was both a spiritualist and a shaman, a bodyguard and very used to getting her way. Tatoy was

unhappy since she was not used to being chased, and was still a rookie spirit hunter. Unfortunately for her, Tatoy had learned that the KKH, or Krin Krisa H'une did not make exceptions for experience. Once you were a member, it was expected that you deal with any situations that arose successfully. They continued running and dragging their charge through the night. The fact that their charge was a screaming child did not help their situation in the least.



Capital: Yal Fissen
 Population: 32 million
 Races: Lycaon 88%, Koyl'te 19%, Other 3%
 Technological Base: Spiritualism, Shamanism (looked down upon by the majority of Lycaons)
 Environments: mountainous, grasslands
 Architecture: The primary architecture of this area is subsurface dwellings constructed of sod.
 Governmental Structure: Republic
 Leader: High
 Monetary Unit: Nyallic Sher, equivalent to .75 Trellanin Imperial Marks (IM)
 Year Established: 174 IC
 Economic description: Non-industrial, non-agriculture
 Imports: Agricultural products
 Exports: Information
 Classification: Regional Power
 National Motto: Friends in peace, Killers in war
 National Language(s): Nyalic
 Religion(s): Religion as a belief system is looked down upon. There is a small minority that still follows the shamanic tradition.
 Allies: The Centaur Confederacy, Northern Kalemia, Southern Kalemia
 Enemies: Oddly enough the primary enemy of this nation is Urrak Vit due to disagreements over "poaching" of spiritual entities.

Description

Spiritually powerful endless savannah and small shrubs and scrub land is the essence of Nyall. The people of Nyall, the Lycaon have lived upon these lands for generations and are especially in tune with all aspects of their environment. This land is full of life and has been one of the peaceful areas on Vhraeden for hundreds of years.

Life and Society

Commonly seen as being grasping opportunists by most other races for their publicly acknowledged support of slavery, forcefully binding spirits and pre-emptive attacks of possible opponents, the private lives of the Lycaons are actually quite warm and loving. The Lycaons have a very

sharp division between public interaction when around foreigners and their private lives. A Lycaon sees all other Lycaons as being a part of the same very large extended family, and will greet another Lycaon with warmth and love, which makes most other races see the Lycaons as being part of some large racial conspiracy.

This is completely false as individual Lycaons and their social constructs have disagreements, but the reason for the disagreement has never descended to the level of mindless hate. The Lycaons have a certain amount of wisdom that others find disconcerting, since foreigners often think of them as large, stinky, power hungry mutant dogs.

Major Geographical Features

The vast majority of the nation is composed of grasslands and dry savannahs, although the northwestern corner has a portion of the Seminat mountains that separates it from the rest of the nation. This area is known as the Northern Forest.

Important Sites

The Northern Forest is the location of the capital city, Yal Fissen. Yal Fissen is a wonderful city of low, spacious architecture that has a certain charm that arises from it's very stable weather and beautiful tree lined streets. Yal Fissen is also a major crossroads of trade that travels north to the Northlands of Gavik, North and South Kalemia, Issery, Ko Galia, the Hardlands and Ghyla; and to the south towards the Centaur Confederacy, Morathis, Sentak and the Emerald Empire of the Chosen of Ss'vash.

Money flows through this city at a leisurely but huge volume, and it is well known as a crossroads for all manner of people and races, though every foreigner always has the uneasy feeling that the Lycaons are very careful about what they allow them to see.

Kana Arives

Lycaon Bodyguard

Kana was reared to be a spiritualist like her father before her. Her family had always possessed spiritual power, and it was expected that she would as well. Unfortunately for her she was "marked" by a spirit totem. Shamanism in Nyall was looked down upon as an older and inferior form of magic to the superior spiritualism. The elder Arives spent years and much spiritual intervention attempting to break the hold that the totem spirit had on his daughter. The spiritual warfare waged over little Kana was too much and she went to her father one day and begged for him to stop. This both broke the old man's heart and caused him to realize for all of his spiritual power there were some things that were simply too difficult for him.

With only his love to guide him, he worked with the unnamed totem his daughter called "Great Father" to teach her all he knew. Upon her reaching the Age of Ascension, Kana went into the Sand Ocean Desert to follow her Great Father's quest. When Kana returned eight years later she was a warrior. She moved back into the Arives ancestral den-home to her family's happiness. Kana is now, in effect, a bodyguard. She is treated as somewhat of an oddity by those who know her, but none can deny her skill with sword, bow or magic. She is able to bargain with spirits as well as commune with her totem. There has not been a Shamanic Spiritualist of her power in generations in Nyall, and she is gaining a small fan club of sorts.

Kana will take almost any client if the nature of the contract is defensive and Great Father approves of the principal (the

person to be guarded). Her list of clients to date has been impressive and she remains on retainer for several of the more influential personalities in Nyall. Although she has worked in other nations, she is only just now being recognized as being an international player.

Kana is tall and lean like a typical Lycaon. She has bright green eyes, that are wise beyond her years and she often seems to be looking at the far off horizon, even inside of a building. Her muzzle is black as are her paws and feet. The rest of her body is beige fur with the typical black spots of her people along her shoulders and down her back as well as down the back of her arms and legs. The brand of clan Arives is upon her left forearm as well as her right cheek, which is the typical placement. She has a white belly, which is notable, but not uncommon for Lycaons. There is a distinct lack of visible scars, a testament to her skill at arms.

Tatoy

Koyl'te Spirit Hunter

Spiritualism as the technological basis for a society has much to recommend it. It is cheap, renewable and abundant. The fact that it involves negotiating with some less than savory elements on alternate planes whose goals may not always coincide with yours is a small price to pay, since if there is a demand, there will always be a supply. The willingness of some beings to inhabit physical objects is not in question and it sometimes seems as if spiritualism is much more a symbiotic relationship than a form of energy or technological development.

Sometimes, however spirits become a threat, such as when they decide to inhabit living beings via possession or inhabit an inanimate object and use it for some nefarious purpose, such as demons or the spirits of violent beings do on occasion. These times are when a Spirit Hunter is required. Specially trained to hunt, exorcize and destroy spirits, it is the Spirit Hunters who effectively keep the living world safe from rogue spirits.

Becoming a Spirit Hunter is a difficult road, very similar to becoming a police officer for mortals, although the abilities that a Spirit Hunter must learn come from spirits and other Spirit Hunters, and gaining their trust is very difficult indeed. A rogue Spirit Hunter, like a rogue cop is not a pretty thought.

Tatoy is a Koyl'te Spirit Hunter who has just finished her training and is still unsure of her ability to effectively control spirits and often finds herself on the verge of an anxiety attack. She is high strung and very flighty, and seems on first glance to be a poor choice for being a Spirit Hunter, but looks are deceiving. Tatoy acts rather like a teenager because she has simply fallen into that mode of behavior because nobody would expect anything of her. When she maxed out on her spiritual control potential tests, she had no idea, but that day, she came to the attention of the Spirit Hunters, or *Krin Krisa H'une*. They simply offered a shot at becoming one of the famous and respected KKH, and she accepted without a second thought, not really knowing what was in store. Her training was difficult and she came close to washing out, but her hidden reserves of inner strength saved her. Now as a KKH, she is assigned to locate and terminate rogue spirits who fail to comply with the laws of the land.

Tatoy is small for a Koyl'te, but is very noticeable. Festooned with fetishes and accouterments, she carries a lot of equipment because she lacks the experience to know what she needs or prefers and so simply carries it all.

Tatoy also wears clothes, which she finds to be more liberating than fur because she can change clothes everyday instead of dying her fur every several weeks. Her clothes are usually little more than colored bits of rags or ribbons, since the populace of Nyall don't really wear clothes.

Tatoy has the common grey brown fur of her race, triangular ears with multiple piercings and a long muzzle with a black nose. Her eyes are a grayish-silver color rather than the far more common brown or gold.

Urrykya



The rain continued to come down in sheets. Thus it was only fitting that J'Red had to spend the night outside getting wet, being undercover as a homeless bum. J'Red was not happy, and the fact that he had been on this case for two months was not improving his attitude in the least. Wiping the rain from his brow again, he caught a whiff of his exceedingly convincing homeless odor. Wrinkling his long green nose, he shook his head again and hunched his shoulders again trying to keep the rivulets from running down his back.

Once again, J'Red wondered why he had insisted on being the homeless guy outside the target's home. Oh, yes he remembered. Being the homeless guy allowed him to keep the entire target area under his observation, be mobile and most importantly, remain invisible. Tonight was the night, he could feel it. Tonight was the night the assassin would strike.

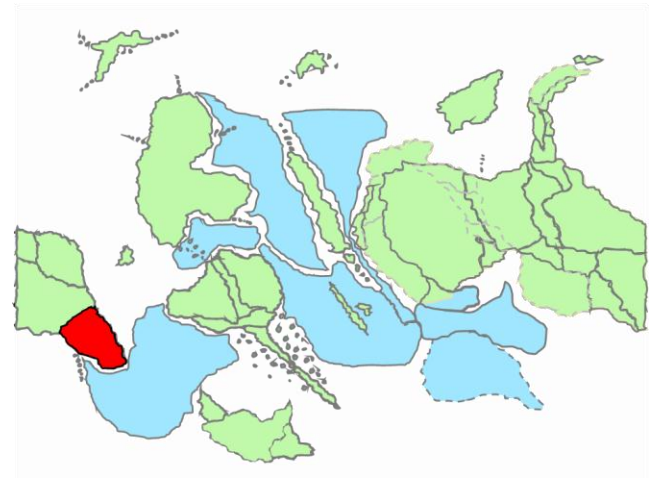
Brom drove down the street and parked the rental car two blocks away. He was positive the target was alone, but the fact that the client was new necessitated that he take extra precautions.

That the client had not specified a no later than time was unusual, but that the client had specified the method of death and the specific weapon to be used was highly unusual. For those reasons, Brom had been at the top of his game since accepting this contract. Brom had accepted this contract for two reasons, the immense payoff and the difficulty.

Brom had rented this car under one name and another car under a second name. The second car had been parked two blocks away last night, waiting for him. There were waterproof duffelbags full of equipment useful for escape and evasion in two separate locations below the water level in the sewers. Money, fake ID's and small defensive weaponry were what Brom had secreted in the bags, as well as in the trunks of the two vehicles.

The important thing Brom had learned in his decade as a professional assassin was rigorous attention to detail and always have several backup plans. Brom locked up the rental, reversed his reversible trenchcoat and changed gloves to match his new trenchcoat. Taking a circuitous route, he checked each of the routes and observation

points for the area. Satisfied, Brom moved in to kill the former head of the now defunct Coastal Investment Bank.



Capital: Gorkun
 Population: 442 million
 Races: Goblin 72%, Gnome 26%, Other 2%
 Technological Base: Technology
 Environments: desert, mountains
 Architecture: Tract housing, corporate campuses and skyscrapers
 Governmental Structure: Corporate republic
 Leader: President Karissa Ush' Oddington
 Monetary Unit: Urrykian Turas, equivalent to .9 Trellanin Imperial Marks (IM).
 Year Established: 8 IC
 Economic description: Poor, industrialized, agricultural, barren, desert
 Imports: agricultural products, rare metals
 Exports: manufactured goods, information
 Classification: Regional Power
 National Motto: From ashes we rise
 National Language(s): Urrsan
 Religion(s): The people of Urrykya are not very religious although the majority of the population are petitioners of Chakam and attend the Church of Unity.
 Allies: Yakkis, Lurkhite, Momano
 Enemies: Sepenerais, Lanthas, A'Lanthas, Volksung and the Second Founding

Description

A corporate haven like no other. Although Momano and Lurkhite are both capitalist nations with a heavy corporate influence, Urrykya is a nation that is run by corporations with only the thinnest veneer of maintaining the facade of a republic. Corporations are pervasive in this nation. Corporations run prisons, schools, police, trash collection, tax collection, weapons development, all forms of media, medicine, etc.

On the surface, this nation is rich, vital, powerful and fast-paced. Urrykya is all of these things, it is also a nation on the verge of social collapse as the pressures of maintaining this level social development has led to a huge class of destitute, poor and castoff goblins. Beneath the new streets and shiny cities, the underclass live. Beyond the cities, in the huge tracts of wilderness, the exiled live.

Life and Society

The family has undergone radical change within the last few generations within this nation. Originally the large extended family was the societal norm, but now it is the

small avuncular family unit. With the pace of life and the majority of goblins working, there is very little social interaction between family members.

This breakdown of the family dynamic has led to massive increases in violence, and a slow societal decay. There is a huge gap between the rich and poor, more so than in any other modern nation. The top five percent control 80% of the wealth of this industrialized nation and the remaining 20% is controlled by the next fifty percent, and the bottom forty-five percent are on welfare and have little hope of anything better than the crushing poverty that kills them slowly.

Major Geographical Features

This land is the land of the goblins and gnomes and is in no way similar to either Momano or Lurkhite since this land is actually forest and grasslands fed by the Lurhan River. The coastline of Urrykya is nice beaches and the western border is formed by the Hyz Pekor mountains.

Important Sites

The Gorkun Stock Exchange is the location where the most money exchanges hands on a daily basis, several trillion IM worth of various currencies. Although most nations have an exchange, the Gorkun is by far the largest and due to that, most corporate entities, financial institutions and guilds have noticeable presence in the city. In fact, the Gorkun Stock Exchange (GSE) is on Prakes Street, which is known internationally as "Currency Boulevard" since it is lined with banks, guild halls and corporate offices.

Prakes Street is well known in the Shadows as being a veritable hiring hall for those with absent or slightly twisted morals since with all of the money being exchanged there are thousands of poor choices, hundreds of bad trades and tens of illegal ones made on a daily basis. With that amount of money on the line, lives are easily destroyed over a few million IM that went somewhere it wasn't supposed to.

Suicide is the leading cause of death for those who work on Prakes Street, although suicide seems to be a catch all term when large amounts of money find its way to the coroners office.

J'Red Awm

Goblin CoNCAVE (Conclave of Nations Criminal Activity Violations Enforcement) Team Leader

J'Red was an intelligent child. He was also charismatic, athletic and came from an affluent family of merchants. He was the oldest of his 9 siblings and wanted for nothing as a child. J'Red's family were very devout Chakamists, and he was reared with a powerful sense of morality. This morality was the central motivation for his joining the Bureau of Public Safety upon his graduation from Primary Education. He was easily accepted into the program and excelled. He was especially skilled at investigations and he closed many cases that resulted in the incarceration of many influential men and women.

J'Red was becoming a problem that the Syndicate of Fear began to take notice of. His fate was decided upon and the decree from Orendo Korinna Venge was immediately carried out. Promotion followed promotion and his fame within the Bureau was becoming the subject of much speculation. The evidence was planted, witnesses were found and records were changed. The trap was then sprung. The investigation of a drug smuggling ring led directly to his own family, specifically his older brother, who was now hopelessly indebted to the criminal element. His

father was sick, and the fortunes had "disappeared" and there was no choice for J'Red other than to look away.

J'Red worked feverishly to divert attention away from his family's involvement in the drug trade. The confrontation between J'Red and Norus, his older brother was recorded, and soon J'Red discovered that the infection of corruption never ends. By turns investigating criminals, and cleaning up after them, J'Red gained, in effect two patrons. They both recognized his skill and both sought to increase his standing within the law enforcement community and so now he finds himself on a Conclave of Nations Criminal Activity Violations Enforcement team leader. He is in charge of 6 other agents.

J'Red is a torn individual. His loyalty to his family is in direct opposition to his loyalty to his morals and after 12 years of being on the Syndicate's payroll, he is in so deep that he knows that there is no way he can ever escape. The day will soon arrive where everything will erupt and he knows that on that day, his world will be destroyed.

J'Red has ruby red eyes that are the norm for his people, and he is about average height for a goblin, if a bit on the tall side. His skin is a dark olive drab with a light green birthmark on the inside of his upper right arm. As he is often undercover, his style of dress changes, but he almost always wears sunglasses to conceal the bloodshot eyes that accompany his drinking habit. He is also constantly chewing gum because of his paranoia that someone might smell the alcohol on his breath.

Depending upon the role he is playing, he prefers to not shave and usually has at least a three-day growth of stubble. He often has to dye his hair, since it's natural color is an off-red, which is very odd for a goblin.

Brom Wesson

Gnome Corporate troubleshooter

What does a sociopathic gnome with a taste for the good life choose to do with their life? Brom Wesson chose to be a professional troubleshooter for hire, a literal "hired gun". His job is simple, he is paid to remove problems. The why is immaterial to Brom, and the how is entirely up to the employer, as long as the required fees are paid, he is at your service.

Brom has silenced reporters, private investigators, corporate whistle-blowers, recalcitrant employees, juries, judges, police, concerned parents, runaway children, dead-beat dads, cheating spouses, lying bookies, debtors and anyone else that he is paid to silence. The odd philosophy of Brom Wesson allows him to have no compunctions about his job. He feels that if someone is willing to punish someone, then they must have had it coming to them for some reason.

Brom is entirely unremarkable to a casual inspection. Of average height and build for a gnome, his wavy brown hair and light brown eyes are common, as is his bronzed complexion from living in a desert nation. He is an invisible and silent agent in the seedy underbelly of corporate machinations and his reputation is sterling. Growing up in a well to do corporate household, the youngest of four children, Brom was unremarkable in school or athletics, and merely attended university because it was expected. His first job was in the mailroom of Tengloss Corporation. He came to the attention of many simply because he was able to be persuaded to do anything for money.

His moment of discovery arrived when the CEO of Tengloss was in the midst of a messy divorce and the young Brom was hired to seduce the CEO's wife and provide photographic evidence of the infidelity in order to give credence to the defense's argument of mutual guilt and therefore destroy the wife's argument. He did this and for that the CEO placed him on retainer. Since then he has been employed by numerous corporations and other entities for any number of distasteful acts. He accomplishes the task and then collects the rewards.

Sentak



Shora loved his job with a feral intensity that was not uncommon within the ranks of the Enforcers. It was their task to hunt those who brought filth and lies to their nation. Shora had gotten the call from the Travel Inspectors who suspected that one of the new arrivals to their nation was a S'unissma, or spreader of lies.

Shora was the nearest Enforcer and had picked up his quarry easily. The stench of the gods was upon this vile creature and the stink of it rankled his scaled nostrils. The Ku'russ lamaa, or eaters of filth, would not have sent this disease infected vermin into the nation alone. The female cleric would have supporters, other 'faithful' to assist in her fools errand of converting others.

The anger welled inside Shora and his sharp teeth ground against each other in his large reptilian mouth. She continued moving through the streets of Meas Orif, seemingly unaware of the violent end she was to encounter. Her god had abandoned her, and she was too stupid to even realize it. She took a quick left down an alley and when Shora followed her, she was gone...into one of the three doors of the alleyway.

Shora slowly and deliberately spoke the words of his protocol and the path she had taken lit up like a golden trail in his vision. He smiled. Walking to the door, he closed his eyes and allowed his spirit to travel through the walls and into the home searching every room and every closet in seconds.

Returning to his fleshy vessel, he opened his eyes and looked at the pathetic mechanical lock on the door. Taking out his tools he easily opened the lock. He smiled a toothy grin and licked his red painted claws for luck, drew his weapons and opened the door.



Capital: Meas Orif
 Population: 35 million
 Races: Lizardfolk 99%, Other 1%
 Technological Base: Spiritualism, technology
 Environments: tropical rainforest, swamp
 Architecture: Low technology simple structure with brick or wood being the primary materials. Most structures are fairly short and usually flat roofed.
 Governmental Structure: Military oligarchy
 Leader: General Surin Verez
 Monetary Unit: Sentakian Shields equivalent to .7 Trellanin Imperial Marks (IM).
 Year Established: 44 IC
 Economic description: Poor, non-industrial, non-agricultural
 Imports: Metals, energy
 Exports: Heavy manufactured goods, information
 Classification: Stable Nation
 National Motto: Isolation is strength
 National Language(s): Eastern Serpentis
 Religion(s): Organized religion is forbidden within this nation under penalty of death.
 Allies: Both Trellanin and Ulsua secretly aid Sentak with monetary and military aid in order to assist them against their numerous enemies.
 Enemies: The Emerald Empire and the Centaur Confederacy both eye this nation with a hungry eye. The two insurgencies on their borders do not assist with the security of this nation.

Description

A giant swamp that is continuously traversed by rebels from the Khezz Region, special operations forces from the Emerald Empire and the Jemlah of the Centaur Confederacy, mercenaries traveling from Morathis and the soldiers of the Sentak military trying vainly to keep their borders secure.

Life and Society

During the Heretic Wars, the Lizardmen were among the first people to secede from the Emerald Empire, and they suffered greatly at the hands of the Faithful. Due to the past depredations of the Faithful, they have a hatred of religion that borders on fanaticism. Clerics of any sort are not allowed in within the borders of this nation. This includes only those who have access to either Divine or Infernal magic, and/or anyone who is part of the recognized clergy of any god. The exceptions are Shamans and Druids, who the Troglodytes have no issues with.

Due to the hatred of religion, ancestor worship, the family and the nation are the repositories of all the feelings of

duty, loyalty and honor. For this reason, Lizardmen are exceptionally loyal to their people, their nation and those that they choose as friends are friends for life.

Major Geographical Features

The Loshan Swamp is the primary feature of the nation and it is fed by the Loshan River that is fed by in turn by the snow topped peaks of the Three Ends (composed of the end of the Hyz Pekor, Southern Crescent and Western Wall Mountains.

The eastern border of the nation is the Emerald River.

Important Sites

The Emliss is the headquarters of the Sentak Military Commission, and it is here that the growing crisis of international security is coming to a boil. The Emliss is responsible for safety and security of the nation, and yet with the sheer strength of the enemies that are arrayed against them, they know that the very survival of the nation is at stake.

The four story structure is built of grey basalt and covered with mangroves and under heightened security protocols for as long as anyone can remember. The Emliss is looks like a giant slab of rock overgrown with vines and appears to be far more like a swamp shaman's citadel than the seat of power for this militaristic nation.

Shora Shidia

Lizardfolk Enforcer

The Heretic Wars in the aftermath of the Banishment of Ss'vash took a horrible toll on all those races who fought, and the collective thought was that it will never happen again, regardless of the costs. Sentak suffered immeasurably during the wars and the hatred of the Lizardfolk against the Faithful knows no bounds.

The Enforcers were created soon after the end of the war to ensure that there was no trace of Ss'vash left within the nation. The Enforcers ruthlessly root out and destroy followers of Ss'vash wherever they are found. They do not collect evidence, arrest or attempt to prove guilt. They are tasked with preserving the nation against all those who would infect it with the disease of religion.

The Enforcers' primary efforts are focused on eradicating the Shining Path of Ss'vash, but all religious adherents of any faith found within Sentak are subject to immediate death. Due to this no tolerance policy, Sentak is viewed as a sentient rights violator by the Conclave of Nations, but in every other respect, Sentak is a quite nice nation.

Shora Shidia is an Enforcer Third Rank, and thus a middle level agent. He is senior enough to work alone, but junior enough to not lead a team of Enforcers. Many Enforcers realize that being a Third Rank is by far the most enjoyable portion of their career. Shora is assigned to work in Meas Orif, and he is fully involved in the war against religion in this most cosmopolitan of Sentak's cities.

He is very happy to detect, track and exterminate clerics of any faith, but those of the Shining Path, he especially reviles and allows his bloodlust to run rampant when killing one of the "Faithful Curs". Shora is a single lizardman, and quite enjoys the excesses of the city, and the anti-religious philosophy of the Lizardfolk allows them to lead rather hedonistic lifestyles.

Shora wears the garb common for Enforcers, a long grey pleated cloak which conceals all the myriad esoteric and

deadly tools of his trade. He does wear armor underneath his cloak, due to an incident several years ago where he was exterminating a cleric, who just so happened to also be a paladin of In Vidu. The cleric/paladin died, and Shora learned to trust in armor when all else fails.

Shora is a tall, thin lizardman with beige scales and a white underbelly with webbed toes and a multi-colored neck which many female Lizardfolk find quite attractive. He has small, straight teeth and golden eyes with streaks of black and horizontal pupils which he thinks are his best feature. His tail is long and very thin, which he finds extremely annoying. His small claws are kept painted red in accordance with Enforcer tradition, to symbolize the blood of their enemies which shall be shed.

The Hardlands

Chieftain Valen Storm Sky relished the coming day. Today was the day that the envoy from the Ice River clan was to arrive bearing a treaty for the alliance of their two clans in order to solidify their control of the entire Shallow River pass. Their alliance would create a powerful faction that could have repercussions for entire northlands. For that reason, Valen had dispatched six of his best warriors, including his younger brother to ensure the safe arrival of the Ice River envoy.

Off in the distance, Valen's sharp eyes detected a man moving up the sharply inclined path towards the Storm Sky winter encampment on the slope of Mount Evergrey, so named because it possessed an internal fire that kept the harsh snows off of its granite sides year round.

Something was wrong, the man was alone, but even more alarming was the way the man was walking. He was slowly staggering up the mountain, stumbling along the rocky path up towards the encampment. Throwing off his warm cloak, he leapt from the ledge he occupied into the center of his tribes' encampment, shouting out in alarm. He had relieved the other guards, and stood watch alone, expecting to be the first to see his brother return with the good news from their southern neighboring clan.

With his clan's warriors still gathering, Valen began running down the path towards the wounded man. When he had crossed the span of four hundred yards he could make out that the injured traveler was one of the Ice River clan. One of their warriors who had made the trek to the Storm Sky encampment last year with Valen. His name was Rhium, and was a warrior with the strength of a storm and a will as strong as the mountains. Valen trusted this man with his life.

The last hundred yards passed in far less than a minute and Valen was at Rhium's side. He screamed at his people still behind him to hurry and bring the shaman. Valen looked at Rhium's face. It was as pale as white marble and cold to the touch. He had lost much of his blood, and was close to death. The dying warrior in Valen's arms looked up at him with wide, dry eyes.

"My lord. I have failed you, and I have failed my clan." Rhium's voice was dry and creaky. Valen knew he needed water and remembered that his waterskin was still with him. Unlatching it with his left hand, he offered it to Rhium. Rhium drank deeply, coughed then drank more. As soon as he was finished, Valen lay the waterskin under Rhium's head as a pillow and began to remove the wounded man's clothes so that he could see the extent of the injuries.



"Valen, my brother. My heart is dead and I wish upon all that is dear to me and my clan that I not be the one to tell you." Valen could see that the mighty warrior had four arrow wounds to his torso, at least one of them injured his breath, hence the trickle of blood from his mouth and the rattling sounds coming from his broad chest.

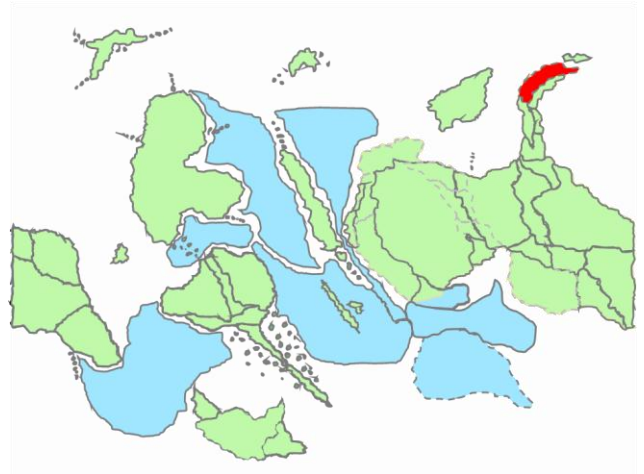
"Rhium, you need to rest. My shaman is coming. She can assist you. I know that you have been through much my friend. Rest now so that you can heal and ride with me to kill those who have injured you."

"I will my lord, but I must tell you who did this, before your people arrive. It is fortuitous that you were the first to find me. Your brother did this to me. Your brother has turned against you, and has married into my clan. This he could not have done in the week that he was there. This had to have been planned before. I fear that there is a plot to destroy you and your shaman, or your entire tribe."

Valen looked down at the dying man covered in blood and then became aware of a presence at his side. It was his shaman, Elise Thundercat, and she had heard the revelation that was delivered by a warrior of a clan that was to have been his greatest ally.

It seemed as if his brother had betrayed him and his soon be ally was now his enemy, led, or at least advised by his brother. Valen's blood ran cold as Elise began to minister

to the dying man. Dark times were upon the Storm Sky clan.



Capital: None. The regional leader is known as The Bulwark, and his home region is the de facto capital for his reign as Bulwark.

Population: 10 million

Races: Humans 99%, Other 1%

Technological Base: Shamanism

Environments: Mountains, forests

Architecture: Fur tents and caves

Governmental Structure: A loose confederation of tribal city-states

Leader: The Bulwark. This is a title bestowed upon the winner of a competition held every six years. The current Bulwark Edvard Karan has been Bulwark for five terms, which is unheard of. Although over 60 years old, there are no signs that he is slowing down.

Monetary Unit: None, all trade is by barter

Year Established: Has never been incorporated under any governmental control.

Economic description: Barren, ice, non-agricultural, non-industrial, poor

Imports: None

Exports: None

Classification: Non Nation

National Motto: The strong survive

National Language(s): Low Peninsular

Religion(s): Shamanism is the fundamental belief system of this region.

Allies: Ghyla, Northern Kalemia, Issery (certain Houses)

Enemies: Issery (certain Houses)

Description

This is the realm of the Northern Men and is a stark and harsh land where weakness is a death sentence and one's pride is directly related to their skills of hunting, fighting and surviving. This is not really a nation but more a confederation of barbarian tribes where the shamans and the chieftains of each tribe are beholden to the Bulwark. The Bulwark is the defender and king of the Hardlands. The Bulwark is deemed worthy by the gods to be the leader of the Hardlands in a grueling competition held every six years. There is only one entry per tribe allowed for the Trials.

The rules for the test are simple. Each tribe enters one competitor, with the chieftain of each tribe being the one who actually sees them off. The numbers of chieftains who enter the Trials is actually quite high, usually around 60%.

The reason for the high number is that leadership is seen being a duty and not a goal by the people of the Hardlands.

The Trials themselves are composed of a various number of tests, riddles and traps that are devised by the chief shaman of each tribe. The shamans then hold a Communion one year before the Trials in order to hold council with the Totems, who are the ones who actually administer the Trials. The shamans present their ideas, the Totems can ignore, take or modify their ideas and set them up in random order so that when the Trials actually begin, the participants have no idea what the competition will hold.

Deaths are common during the Trials, usually 80% and injuries plague everyone who enters. The Trials are designed to choose the strongest, most cunning and toughest individual to lead the Hardlands for another 6 years. It seems that the Trials have succeeded beyond anyone's expectations since there has never been a Bulwark who is not remembered as a fair, cunning and tough leader.

Life and Society

The people of the Hardlands are a clan based society. They are born into a clan and they are ruled by a Chieftain and a Shaman who advises the Chieftain in all aspects of their rulings. Though they are commonly seen as being backwards, uneducated and ignorant of the world at large, the people of the Hardlands realize that their nation is not favorable to the concept of individuality, since there is not a single one among them that could live alone in this land of ice and stone.

Each clan has a name and the people of each clan have an immense pride in their family and their clan. They are a hard people in a harsh land and they love their territory with fierceness that those who do not do battle with their homeland on a daily basis can never know. The land is their home and their enemy. The spirits are their guides and with their wisdom and the strength of the human heart they know that they will always have their home.

Major Geographical Features

The entire Hardlands are occupied by the Seminat Mountains and these mountains are their home, their fortress and their shelter. While other races have modified, sculpted or mined the mountains that they have in their homelands, the people of the Hardlands consider the Mountains to be sacred and would never desecrate them by reshaping them. They live upon the mountains, unmolested by the Weak Ones (those who live anywhere other than the Hardlands), and will until the Mountains grow angry with them and collapse, allowing the Weak Ones to come and overrun the Hardlands with their heresies and kill the Northern Men. The Mountains are the Hardlands and the Hardlands are the Northern Men, thus the Mountains are the Northern Men and these shamans treat the Mountains as kin, which they are in their legends and in their rituals.

Important Sites

Crystal Stream Pass is the largest of the few passes that are in the Seminat Mountains. It is important because it allows the easiest movement from Ko Galia to Issery to Northern Kalemia. Crystal Stream Pass is also the only year round pass that exists and is far easier to negotiate than the northern ports, which typically freeze for seven months of the year. Although the pass is a difficult journey, it is far more economical than to continually break

ice in the few ports that exist in Ko Galia, Issery or Northern Kalemia.

Valen Storm Sky

Human Chieftain of the Storm Sky Clan
Strength and valor are the only things of value for Valen. He has no fear of man or beast, magic or steel, god or demon. He is a warrior and lives only to fight. He is not stupid, rash or overly violent, but his life is a never ending battle against those he considers enemies. His valor and his victories have earned him his place as the chieftain of his clan, although he feels that he is undeserving of the honor.

Valen is tall, wiry and covered in scars, both old and new for he is constantly engaged in some martial activity or physically dangerous situation. He feels that he must constantly prove himself, since of all his clan, his totem is the most weak, the snow hare. He does not tell others of his feelings and he feels ashamed that he feels ashamed of his totem. His totem is wise, fast and extremely lucky, but has an inferiority complex about it.

The clan shaman, Elise Thundercat, knows of Valen's feelings, both for his totem and for her and she keeps her tent open to him for both reasons. That the two are lovers is an open secret, but due to tradition the shaman and the chieftain can not be married for fear of creating an aristocracy, which was a fate that befell the once great White River clan long ago. The elders shake their heads, the children of the clan giggle and those who want to be either Shaman or Chieftain plot, but they have been unable to find a way to embarrass, shame or kill either of them.

The Storm Sky Clan occupies a strategic mountain pass and has for years been in contact with both Issery and Ghyla regarding the importance of that land, but Valen, and the chieftains before him have negotiated with skill and wisdom far beyond what the either the Isserians or the Ghyl could expect of "mere primitive humans".

Valen's skin is a light brown, the color of weather worn leather and his scarred face looks far older than his 32 years. His hair is already running to light-greyish white, a blessing of Snow Hare, but Valen much preferred his original black hair. In a break from tradition, Valen shaves his face since he feels a white beard simply makes him look ridiculously ancient instead of his hale and hearty 32 winters. He is equipped in the manner of most of the Northern Men, warm furs, large weapons and many shamanic fetishes. All of Valen's furs are pure white, while his ancient sword is a most curious dull black. All of his shamanic fetishes have been prepared especially for him by Elise, and in addition to the power level befitting a chieftain, her love for him has made them all the more powerful.

The absolute trust between the Shaman and the Chieftain, the luck of Snow Hare, the power of his fetishes and his own insecurities that push him ever onward make Valen Storm Sky one of the Northern Men's most potent sons.

The Oceans

The world of Vhraeden is a blue jewel where oceans cover a slight majority of its surface. The oceans are neither empty nor peaceful. There are many ocean nations whose borders contain no land. There exists Wraakaar and Hyong-do, the shallow water nations of the Phydorah and the Mur-Jan. The nation of Syltean is the deepwater empire of Cestaeth, Bettaeth and Kraken. The nation of the sea elves,

Sepenerais, and that of the Cistrus, Selshanis, are in a constant state of turmoil. The underwater utopia of the Merfolk, Idyllis, and the cloaked menace of Lanthas complete the "nations of the waves" as they are known. There is another nation, Sankara Lees, which is a pirate nation that owns no land, but is composed of a variety of air-breathing races and because of this, they are not considered to be one of the deep nations of Vhraeden.

When discussing a nation that exists underneath the surface of the ocean, there are a few differences from those that exist on land. The most noticeable is that underwater nations exist in 3 dimensions, giving them rather more volume for national utilization than a land nation's area. This difference is most prevalent in the architecture of underwater nations.

There are 3 basic architectural templates that are usually found: floating cities, anchored cities, and a true "underwater city". Floating cities are usually on irregularly shaped portion of flat surface area with few if any tall structures. Below the surface is at least one large weighted spar, rudder or cone. The top portions of the city are buoyant and the weighted portion keeps the city stable.

An anchored city is of one of two types. The first type is a floating city that is anchored to the sea floor. The second type is completely underwater and anchored at a certain depth below the surface. They are usually irregularly shaped objects that can make use of all available enclosed space since there is no need of propulsion systems that are sometimes found on floating cities. The largest difficulty encountered in constructing an anchored city is the maintenance of internal buoyancy. There is a type of city that is submersible which would fall neatly between a floating city and an anchored city.

The "underwater" city most often refers to a submerged city on the sea floor. This is exactly the same as a surface city with the exception that they usually possess almost no subsurface structures unless to ensure security or aesthetics. Subsurface underwater construction difficulties are compounded when you examine that most areas of sea floor are either more useful as arable land for aquaculture, volcanic bedrock that is very difficult to work with or silt.

The aquaculture requirements for an underwater nation are also of a different template than land nations. The most obvious, though rarely mentioned, is the fact that aquatic species are very specialized eaters. They are usually very strict carnivores or "herbivores" (which includes krill eaters). Since most sentient aquatic species are carnivores, they have extensive fishery complexes. Those few that are herbivores can grow a huge amount of food within a small volume of water. Twenty foot kelp fronds produce far more edible biomass for consumption than ten foot tall wheat stalks with a relatively small edible portion.

Some issues that all underwater nations face are pollution by land nations and national defense. The first is a problem because aquatic species are simply more susceptible to chemical contaminants as they tend to diffuse to occupy a large amount of water volume and also because pollution dumped into the ocean moves with the currents instead of staying stationary like landfill pollution (until it comes into contact with ground water).

The second issue is national defense. Aquatic nations have an immense amount of volume as their domain. The borders of these nations have a tendency to be arbitrary, even though they may be based upon sea floor topography,

oceanic currents or cultural delineations, they are simply invisible to most other races unless they are also aquatic in nature. When added to the fact that the ocean is a massively important mode of transportation, the permeability of ocean borders is absolutely vital to most nations, especially those with access to the sea.

Lanthas

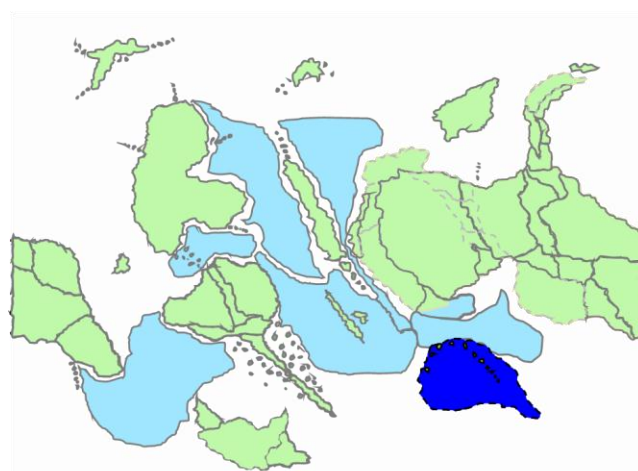


Life had to have more to offer than this, he thought. He was incredibly intelligent, highly trained and experienced in many different paradigms such as magic, elementalism and psionics. He knew that there was so much more to life than living under the crushing blackness of the ocean waiting to go insane under the ministrations of the cultists that ran his nation. There was nothing to look forward to other than a lifetime of insanity and mind numbing rituals of loyalty.

He awoke with a start, it was the same dream that forced him from his underwater homeland. It was his chance to leave that land of ancient and black mystery to visit the sunlit lands where the enemies of the People lived. The intense pathology Vael experienced was not somehow a personal issue, it was a cultural trait, and for all of the problems that it fostered, it made the Lanthas a driven people.

Vael's only drive at this point was to survive in the sunlit lands and to not have to return to his hellish home. He was a spy sent forth from the abyss to assess the world above and gather information for the Purification. Vael knew that as long as he continued to send information to his masters, he would be allowed to continue in his capacity and be free of them.

How odd, he thought, that in service to those he hated, and aiding in the destruction of those he was surrounded by, he was more free than any of his race could be otherwise.



Capital: Lanthas
Population: 4 million
Races: Deep Elves 100%

Technological Base: Magic, Elementalism
 Environments: Deep underwater, ocean floor
 Architecture: Coral cities grown into the shapes of underwater mountains
 Governmental Structure: Meritocratic Aristocracy
 Leader: Emperor of the Obsidian Throne Wevelen Usuria Beth'n
 Year Established: -2599
 Monetary Unit: Lanthan Pure (LP)
 Economic Description: Rich, Non-agricultural, Water nation, Lo population, Non-industrial
 Imports: foodstuffs, magical components, refined metals
 Exports: submarines, literature, research, magical items, tea
 National Motto: Empire
 National Language(s): Seralanthan
 Religion(s): There exists a small minority of Pure Elves who continue to revere Elesain the Elf Lord, but most Lanthans have become more than passably inducted into the worship of She Who Lurks, though still not considered to be an organized religion, it exists more as a small number of secretive cults than a church, even though it refers to itself as the Church of Crushing Blackness.
 Allies: Idylls (secret), the nation of Lanthas is unknown except for legends and history and has no overt connections to any nation.
 Enemies: Every other nation on Vhraeden.

Description

Imagine a world of crushing, freezing blackness. This is the nation of Lanthas. Once the island nation was the center of the world where magic and power flourished for hundreds of years and the elves were the undisputed masters of Vhraeden. Eventually the power and grandeur of Lanthas ended when the continent was sunk. Although the presence of the fault line bisecting the continent was known, it had not been active for over 2000 years. The elves had placed powerful wards that would protect them and stabilized the fault line for eternity, so said the Elf Lord Elesain. They were wrong.

When tensions between Ss'vash, 8th Lord of the Demon Host, and Elesain flared, their people began a war of dominion for the world of Vhraeden. Ss'vash's armies of undead walked across the bottom of the sea and invaded the land of Lanthas. Ss'vash removed the powerful magic wards the elves had placed and triggered an earthquake. Elesain manifested and fought with Ss'vash, but with the loss of so many of his petitioners in such a short period of time, he was easily physically destroyed by the Lord of Serpents. With the last remaining shreds of his deific power, Elesain banished Ss'vash forever as Lanthas, the only perfect nation, sank beneath the waves. That much is known to all elves who live today.

What is not known is that Elesain's power was not completely expended in the banishment of Ss'vash. The final act of the Elf Lord was the magical mutation of the Lanthan elves and the erection of a permanent force dome over the city of Lanthas. As millennia passed, the Lanthan's came to believe that they were cast into a dark realm as punishment for their lack of faith, which led to the destruction of the entire world. With Elesain dead, the Lanthan's had no god to succor them and the blackness of the deep turned them cold and vengeful. Hundreds of years of experimentation and exploration revealed the truth, and they have taken a new lord, She Who Lurks, the Kraken. Their magic has shifted too. They are now mighty elementalists, but their fearsome magical prowess had not lost its potency. They have constructed and grown coral structures that resemble nothing more than monolithic hollow mountains.

The surface world knows nothing of the deep elves and their dreams of vengeance and conquest. They remember a world of elven dominance and the age of empire. The deep elves see the A'Lanthans as pretenders to the glory of Lanthas and the Second Founding as weak elven impersonators. All other races are the same as they were three thousand years previously, slaves and playthings that need only death or domination.

Life and Society

There is little to recommend Lanthas as a place to live for those who are not native, and there are no other races present in this nation except for the small population of slaves and prisoners captured by war parties on their surface raids. The watchword for Lanthan society is secrecy. Although there are a great many people who suspect the presence of the Deep Elves, there has been no recorded contact between the Deep Elves and any other race. The society of Lanthas is based off the original Lanthas, before the Sinking, which is to say a very strict and multi faceted aristocracy where a family's rank in society is based upon the merits of the previous and current generations.

Major Geographical Features

Kels Kins mountains are the crescent shaped mountain range marking the northern edge of the nation. These gigantic mountains are so large that they break the surface of the ocean and tower several thousand feet into the area. They have been hollowed out and converted into massive bases from which the Lanthans hope to launch future invasions. They have variable water areas and are genuinely labyrinthine complexes which are filled with extensive magical traps, large troops garrisons and powerful mystical wards that keep all visitors and explorers at bay. Since no expedition has ever returned, it is widely believed that the entire area is awash with demons, spirits and other foulness that has accumulated around the site of the Sunken Land of Elven Conceit as Lanthas is known to the world in general..



A Lanthan soldier begins her patrol near the Kels Kin mountains

Important Sites

Lanthas city is the largest underwater city on Vhraeden which is a marvel of magic and elemental mastery. This is the only true "city" in Lanthas because it would simply be far too difficult to build anywhere else on the ocean floor at the depths that they live. Lanthas is a huge permanent air-filled force dome 20 miles in diameter, and 2000 feet high. Inside of the dome, there is a very extensive city scape where Lanthans have lived for thousands of years. The architecture has been preserved through the magic of Elesain in pristine condition. Indeed, the city is believed by some followers of Elesain (whose numbers are dwindling) to be the actual body of their lord, since he imbued the entire area with the last of his deific power causing his death. This belief (which is antithetical to the more powerful Church of Crushing Blackness) has led the Followers of Elesain (as they refer to themselves) to always support more urban growth in the belief that if Lanthas could expand to a certain point, then Elesain would be able to once again manifest himself and lead the Followers on a glorious war of revenge against She Who Lurks and all beings who turned their backs upon the glory of the Elves of Lanthas.

The interior of the city can only be reached from portals on the sea floor, which lies over 10,000 feet below the surface of the ocean, and there is no force short of a deity that can penetrate the force dome.

Vael Lankara vin Ariz
Deep Elf Spy

Living in an unreachable city forgotten by the world was not Vael's idea of an exciting life. Staying in the city to take part in the endless internecine warfare between the Church of Elesain and the Church of Crushing Blackness was not his idea of a worthwhile life. Looking for any way out, he became a government operative to scout out the world above to gather information for the upcoming War of Purification.

Extensively trained, he was sent forth with a very flexible mission profile. Quickly discovering that a cover as a mercenary/adventurer would be the most advantageous to him, he struck out to make his fortune and complete his mission. Changing identities and allegiances like changing clothes, he has been remarkably effective in determining the political, social, military and technological strengths and weakness of many nations.

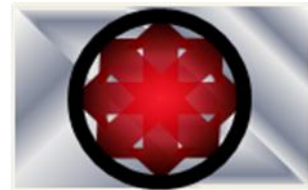
Vael relishes his mission and can't wait until the War of Purification can begin to sweep aside all of the trash that has come to rule the in the absence of the Lanthans. The only disturbing thought to him is the fractious effect that religion has caused in his homeland. An agnostic, Vael feels that until one of the two churches is destroyed, that friction will allow the nations of Vhraeden to resist the invasion and possibly defeat the Lanthans. That thought plays in his mind constantly and therefore is always searching for some knowledge that could help one church or the other vanquish the other. This information he keeps secret until he returns to hand it over. He realizes that the coming civil war will set back the invasion, but he feels that only a nation acting as one could have a chance of winning over the myriad nations and races they will be facing.

A master of languages and magic, he is also a powerful warrior and is well trained in a variety of esoteric skills. Vael is very muscular, to the point of most beings inability to guess that he is an elf on first glance. His skin is naturally a bio-luminescent blue, but he can control it so that it looks like a dark blue when interacting on the

surface. His white nictating membrane is also visible during the day which makes him look blind, but he explains it away by saying that he is a biologically altered sea elf. In the circles that he travels in, that explanation makes perfect sense and thus no one questions his odd appearance. The sea elf explanation also covers the webbing in between his fingers and toes as well as his gills.

Outfitted in whatever manner is appropriate, he has no sentimental attachment to any of his equipment. His outlook is that equipment and allies are simply tools to use and protect until they have no further use, then are discarded.

Wraakaar

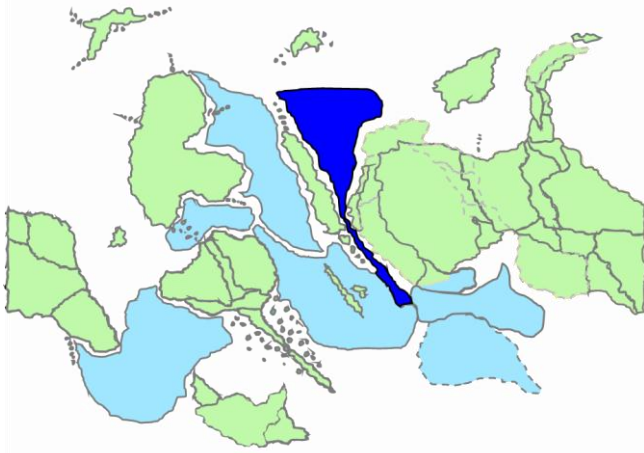


The hurricane was coming. Oseas could feel the barometric pressure change with the winds that were slamming against his spread eagle form. Oseas was undergoing the Rite of Existence, which was the most important rite of any Phydorah. This was the time which would determine his existence in his nation of Wraakaar.

If he passed the test, he would become one of the Phydorah, if he failed, his name would never again be spoken by anyone in the nation. He had been taken to the surface ten hours ago and strung up alone on the pillars of testing, which were enormous pillars of coral that broke the surface of the ocean and upon which were the rods that he was bound to. The Rite was performed at indeterminate intervals, tied to the passage of hurricanes through the nation.

The Rite was simple, when a hurricane came, those who had passed the Test of Worthiness were taken to the surface, tied to poles, spreadeagle and left to face the punishment of the hurricane. Those who lived passed, those who died were forgotten.

The simplicity of the Rite was the hallmark of the Phydorah, simple and effective. Oseas braced himself for the punishment of the storm which would last for days. The assault from the storm would be nothing compared to the power of fear that gripped the young war shaman of shark. He gritted his teeth and growled at whatever gods there were to bring the pain.



Capital: Toolun
 Population: 132 million
 Races: Phydorah 99%, 1% Other
 Technological Base: Shamanism
 Environments: Underwater, ocean surface
 Architecture: Anchored cities
 Governmental Structure: Loose confederation of schools
 Leader: Lord Beashi Uuruum
 Monetary Unit: Wraakaarian Gold Rods (WGR) These small, thin golden rods have an excellent exchange rate, but the difficulty lies in transporting them.
 Year Founded: 127 IC
 Economic Description: Non-industrial, Agricultural, Water nation, Hi population
 Imports: Gemstones, magical components, refined metals
 Exports: Paintings, kelp products, crystals, kelp foodstuffs
 National Motto: The deep, sanctuary
 National Language(s): Lecanthan, Aquan
 Religion(s): The Shining Path of Ss'vash is technically outlawed but there are widespread cults operating within Wraakaar.
 Allies: Idylls, Syltean, Trellanin, Hyong-Do
 Enemies: Emerald Empire, Sepenerais, Selshanis

Description

The nation of Wraakaar is the underwater home of the Phydorah. The history of the Phydorah is the history of the Chosen of Ss'vash. They were one of the races created by Ss'vash to ensure his dominion of the planet. A race of scaled, cold-blooded Humanoid fish, they were ideally suited to the colder oceans of the Shadow sea. The founding of Wraakaar was an effect caused by the banishment of Ss'vash. When the Emerald Empire was stripped of their leader, the entire nation was thrown into turmoil. Those who were loyal to Ss'vash fought against those who felt that a secular society would be preferable to following the old ways when their survival was not assured by the benevolence of Ss'vash.

The environment is unforgiving with the waters of the Shadow Sea being much cooler than those of either the Azure or the Shallow sea, which border it. There are many storms and rough seas are the norm, although there is a great deal of biodiversity which the surface belies. The ocean is also deeper than one would expect, with depths that are only exceeded by those of the Dark Water Ocean in the southern hemisphere.

Life and Society

Life in Wraakaar is based upon your school. Each school of Phydorah is roughly the equivalent of a guild. Each school

is responsible for an aspect of Wraakaarian society.

Schools are allied with other schools of the same type, but each school is tied to their own city, thus there is a School of War for Toolun and there is a School of War for Nuroop, and those two schools have more in common with each other than either would have with the School of Thought from either Toolun or Nuroop.

The school is basically a society unto itself and an individual Phydorah is born into a school from parents who are from that school. They are born into large creche pools which are considered to be holy shrines deep within secret areas of Wraakaarian cities. Each school has only one creche pool per city and they are truly ancient, usually hundreds if not thousands of years old.

Major Geographical Features

The major geographical feature of Wraakaar is the Abyssal Sea. This is basically a sea beneath the sea. There have been no successful expeditions into the Abyssal Sea that have returned and after the loss of several hundred Phydorah explorers, there has been a moratorium placed on exploration of the Abyssal Sea. There are several defensive outposts placed around the Abyssal Sea to protect the nation from the suspected horrors that lurk within the Abyssal Sea. The fear is that Gauridras The Devourer, lives beneath the surface of the Abyssal Sea waiting for the siren call of her lover Ss'vash to wake her from her slumber.

Important Sites

T'Shass Creche Pool of War. This creche pool is in the city of T'Shass and has an extremely potent effect upon the warriors who are birthed here. This particular creche pool is built inside of a giant shrine to the Aspect of Ferocity, Shark. Phydorah that are born and reared within these hallowed walls learn knowledge that is thoroughly dissuaded within the remainder of Wraakaarian society. Some of these arts are The Thousand Bites, The Flesh Ripper, Tireless Pursuit, and Ceaseless Aggression. These arts are taught by Shark to his faithful, but the worship of Shark has much declined in recent decades, and this creche pool is the only organized temple to Shark on Vhraeden that exists.

He is a restless and insatiable deity that cannot be pleased with simple placation. He requires blood be spilled on his behalf daily, and it is for this reason that he is almost never revered, but those with the will and the strength to survive his immense bloodlust are terrifying warriors indeed. The Phydorah that are reared in this creche pool are some of the most fearsome close combat specialists on the planet, and for this reason, the city of T'Shass has never been at loss for warriors. The problem with this creche pool is that the warriors that it produces are not ever able to cease their bloodlust and when blood is spilled they will inevitably fly into a frenzy of mindless destruction (or so it appears to those not versed in the subtleties of the Thrash of Death).

Oseas Faen

Phydorah War Shaman of Shark

Blood and violence are the way to power for the followers of Shark. Part of the elite Shark Shaman Corps, he is one of the most deadly close combat specialists on Vhraeden. The Corps is the special operations force of Wraakaar. They are the trackers and killers extra ordinaire.

Shark Shamans often work alone except when there is a large force of enemy that needs to be utterly destroyed to the last being.

Oseas has the pupil-less black eyes of Shark Shamans. His dark grey skin is heavily scarred, trophies of his numerous sparring matches and his many battles. His head is misshapen in the traditional manner of the Shark Shamans with multiple rows of teeth, razor sharp fins and extra large jaws. These effects are simply permanent manifestations of Shark that are the badges of rank for Shark Shamans.

Syltean



The crushing frozen blackness of the liquid abyss was their world, deeper in the ocean than any of the other nations of the waves. They lived so deep that few of their number had ever even seen the waters of their world any color other than that of infinite blackness or sickly phosphorescence. This was the world that Draf Enumus understood and he wielded power unimaginable here.

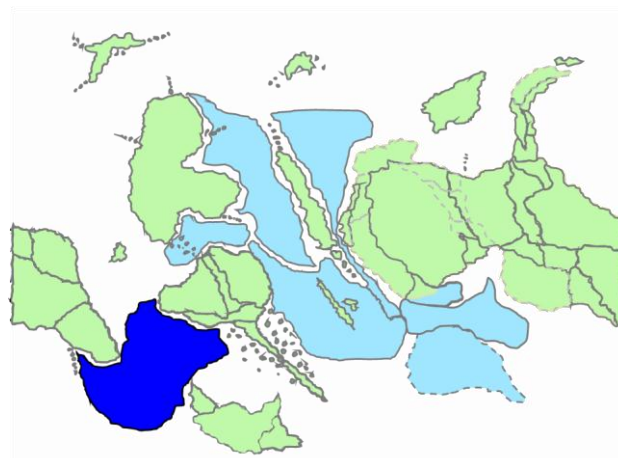
When She shared her power with Draf he could see the future, a future where She reigned supreme and all the heretics and blasphemers against Her power were swept aside and were nothing but food and pleasure. Draf's mind was in the midst of an orgiastic fantasy when he noted the tell tale ringing in his head that signaled one of his mind linked slaves needed him. Allowing his blood drenched fantasy to slowly fade into memory, he began to note the input the mind linked slave provided.

Slowly stretching and oddly convulsing the slave was now a physical extension of the psionic cult leader. The slave was a devout follower of She Who Lurks and had attained a considerable level within the cult. She was perhaps a year or two from leading her own mission to the lands above with perhaps five cultists of her own in order to build the network She would need to return to the world. Right now, however she was being used by Draf as a meat puppet to buy slaves from the slave master Cret Orbil the Cestaeth.

Cret was slowly levitating within the immense openness of the Showroom. The slave master gave silent commands to his wardens and they continued to bring out chains of slaves. Each chain was composed of five slaves, usually of the same race such as humans, trolls or Halflings. As the slaves were brought out, Draf's puppet would indicate if she wanted an individual, a few or the entire chain.

Cret, for his part, was more than pleased to be doing business with Draf. Of course, the slave master had heard the rumors of dark magic and the worship of fell gods concerning the kraken, but he did not care. The fact was the kraken was a good customer, with a voracious appetite for slaves, and Cret's slaves were of exceeding quality.

Throughout it all, a brilliantly colored diaphanous being watched the cultist with a cold eye. Ronin knew the cultist was now simply being used as a meat puppet by the cult leader and he lacked the skills and mental strength to track it all the way to the source, but he had his suspicions. He could smell the foulness of the being controlling it all and it made him almost wretch. Ronin would not allow his world to descend into the war torn psychosis that was only half remembered as the nightmare called the Darkness.



Capital: Mangul
 Population: 4.5 million citizens, 57 million slaves (surface dwellers) (61.5 million total)
 Races: Cestaeth 3%, Bettaeth 3%, Kraken 1% Other (Slaves) 93%
 Technological Base: Psionics
 Environments: Underwater, ocean floor
 Architecture: Underwater caves
 Governmental Structure: Federation of Clans
 Leader: Principal Ib'oo Mativa
 Monetary Unit: Syltean Irudin (SI)
 Year Founded: -12,557
 Economic Description: Low population, Industrialized, Water nation, Non-agricultural
 Imports: Slaves, food stuffs, psionic crystals
 Exports: steel, high-pressure textiles, aluminum, psionic entertainments, psionically augmented slaves
 National Motto: Rulers of the Mindscape
 National Language(s): Syltean, Aquan
 Religion(s): There are no religions of note within Syltean. There have been rumors of various cults venerating Outsiders, but these have not been verified.
 Allies: Wraakaar, A'Lanthas, Dreadryth, Selshanis, Urrak Vit, Volksung, Morathis, Idyllis
 Enemies: Trellanin, Ulusia, Sepenerais, Sankara Lees

Description

The nation of Syltean is a never-ending miasma of psionic torture for those unfortunate beings who live within and are not members of the ruling Clans. There are seven Clans within Syltean which operate as a federation with a central ruling authority, the Principality, that makes general laws for which all citizens must abide. Each clan is responsible for a geographic portion of Syltean to run as it sees fit within the confines of the Principalities' dictates.

Life and Society

The major exports of Syltean revolve around the importation of slaves. The races that comprise Syltean are incapable of fine manipulation as they have no hands. Master psionics without equal, even the vaunted mind mages of Ulusia fear the hidden arts known only to Sylteans. The combination of unmatched psionic ability with a need for fine manipulation has led to state of affairs within Syltean. The slave pens are located within miles of honeycombed mine shafts beneath the ocean floor. Deep under the dark silt of the sea, air-breathing Humans, orks, and other land-bound races toil endlessly for their unseen masters. No water can reach them there, but the powers of the mind easily breach all walls. The slaves are incapable of escape as there is no way for a surface dweller

to survive the crushing depths and freezing temperatures of the waters above them.

The use of slaves in Syltean is ubiquitous. Slaves mine ore and smelt it into steel and aluminum. Slaves tend the exotic kelps in shallow pools and weave them into textiles. The psionic entertainment trade is particularly slave labor intensive as they require slaves to torture, abuse and murder one another in gladiatorial combat while psionic slave masters record both the torturer's and the tortured's thoughts, feelings and emotions into psi-crystals. These crystals are then sold on the underworld market worldwide for exorbitant fees. These recordings can then be accessed by users to "feel" and experience the images, thoughts, feelings and emotions in a total immersion film of horrific proportions.

There are other types of psionic entertainments, such as drug use and popular sexual deviance crystals. The nations of the world are well aware of the criminal activities of Syltean. Many would wish to stop such trades, but the difficulty of pursuing a dedicated campaign against Syltean places it outside the ability of any one nation to successfully do. The level of international cooperation required to place an economic embargo against Syltean makes that a remote possibility at best. Even then, the likelihood of their illicit trades completely ceasing is next to none. They simply don't care what other people may think and the money is too good. They know there will always be a market for their type of product, regardless of what any other nation may think about it officially.

Major Geographical Features

The Southern Abyssal Trench is the deepest known region on Vhraeden. Its bottom lies 17,000 feet below the surface of the Dark Water Ocean. No light from the sun reaches here or has ever touched that stygian depth. The mutated, eyeless fish that prowl here are pale, vicious, massive, long and possessing of a mouth filled with razor sharp teeth. It is rumored that an A'Lanthan war galleon once sunk by a horrible gale lies on the bottom of the trench, its belly full of treasures untold and guarded by angry, undead elven spirits. None that has ever ventured into that trench, regardless of technology, magic or psionics, has ever returned.

Important Sites

The Slave Pens of Thorzaan are the single most reviled place on Vhraeden. They are known worldwide as the place where hope dies and there has never been a single escapee from those hellish warrens beneath the sea floor. The only reason that the Slave Pens are known of is due to extensive forensic psionics and necromancy. These were performed on a group of psionically augmented slaves who turned out to be prominent members of Trellanin Imperial elvish families who were sold into slavery by A'Lanthan mercenaries that captured them in a failed kidnapping scheme.

Cret Orbil

Cestaleth Slave Master

In the sunless depths of the Dark Water Ocean, Cret Orbil plies his trade. A slaver and an entrepreneur, Cret is a very wealthy being who provides entertainment for the most depraved minds. His slave pens are stocked with the best larder of the world. He has elves, dwarves, Orks, Halfings, harpies, Chameks and all other races within his grasp to do with as he pleases. As a master psionic they are little more than puppets for him to control for his own pleasure.

The slaves of his pens are feral beings with no trace of their former selves. Cret is ruthless in his mental tortures in order to drive out any semblance of sanity out of his slaves. What is odd is that Cret spends large amounts of his own money to ensure that his slaves are all very well fed, healthy, and without exception very beautiful specimens of whatever species they are.

The reasons for his slaves care are all purely selfish, he knows that "normal" looking beings fetch far better prices in the psi-crystal markets than the wretched, emaciated cannibals the other slave masters fill their pens with. Cret Orbil's production company, Twisted Minds Productions is on many nations banned lists, and his wares are looked upon with disgust by all manner of civilized beings. The reason why is that all of his psi-crystals involve all manner of depraved, vile and illegal acts perpetrated by slaves.

Murder, rape, incest, cannibalism, suicide, gladiatorial combat, drug abuse, torture, worship of dark gods and other heinous acts are all available for purchase on the psi-crystal black market in many nations. That Cret Orbil sometimes makes deals with Draf Enumus, a Cult Leader of She Who Lurks, to put subliminal messages into his psi-crystals that make weak minded individuals into dedicated lackeys of that fell goddess doesn't win him any friends among international law enforcement either.

Cret is an old and rather large Cestaleth, his scales are running to a sickly grey or white on his belly and his fins have a tattered appearance. When he swims at anything other than a laconic pace, he leaves a trail of white, dead scales that float behind him. His yellowish green eyes are milky and clouded over with age. Cret knows that his body is failing him, but his mind and his greed are as powerful as ever and with the mastery of psionics, he has another few decades of life left at least.

Ronin Sufin

Bettaleth Warrior

A brilliant blue fish with bright blue eyes with huge diaphanous fins, Ronin Sufin is the epitome of a Bettaleth. Swift, graceful, intelligent, competitive and ultra-violent. Bettaleth are the warrior class of Syltean and live their entire lives preparing for and fighting battles. Bettaleth have no fear, disregard pain and see war and the protection of Syltean as their sole purpose in life. There is a nationwide ranking system of all Bettaleth, determined by a constant series of gladiatorial combat, known as the Exercises.

The Exercises are secretive and conducted with much ritualism, as befits the Bettaleth mind set, but the results of the Exercises are posted for public consumption. Following the Exercises is a national pastime in Syltean and an obsession for the Bettaleth. Lately, there have been psi-crystals popping up of the Exercises, and the Bettaleth are furious about it, but the Cestaleth see it as a profitable venture and have been no help in assisting the Bettaleth in excising the spy from their ranks.

Bettaleth see themselves as a priesthood of sorts, although they worship no gods, indeed, publicly all Bettaleth are atheistic. The Bettaleth also act as the police of Syltean and they have been very active in hunting down and killing cultists of the Darkness, as well as very unhelpful to clerics of any god in general.

Draf Enumus

Kraken Cult Leader

Deep in the black oceans of the soul, She waits, She lurks and She plans. Soon the stars shall align, and She shall surface and the world shall burn and She shall reign supreme. Once the world was bathed in Darkness, and so it shall be again and She Who Lurks will be victorious over the pathetic gods, weak demons and the other Outsiders, all of whom are Her enemies. As all of those are Her enemies, She is theirs as well, but She has planned for this. Wearing the guise of a demon, She has built a church and infected the evil ones, while She has built her true followers slowly but steadily. Draf is one of her True Worshippers, an Inheritor of the Future, as they are known.

No one can claim that Syltean is good place, in fact it is wholly evil, but the sickness of the Darkness makes the eternal torment of the Slave Pens of Thorzaan seem idyllic in comparison. Madness, disease, chaos, destruction and mindless evil are far less appealing than the organized, ordered, logical evil of the demons. Draf knows that the discovery of Her plan would open them all to destruction by the forces of the demons, the gods and the dragons. Therefore, She must not be discovered.

That is Draf's place within the Plan...he breeds slaves and sends them into the world to protect the knowledge that the Pleasure Whore is not a demoness, but an Outsider. He has all manner of beings bred and thoroughly inducted into the Cult that they gladly die protecting She Who Lurks' greatest secret.

A giant kraken, Draf is brilliant and exceptionally well connected since his cultists are all mentally linked to him and he knows what they know. 125 feet and 4700 pounds of pale, sickly cephalopodal madness, his swirling black eyes are the eyes of She Who Lurks and his long, powerful hooked arms are the arms of his Mistress, and his reach is truly worldwide.

Hyong-Do



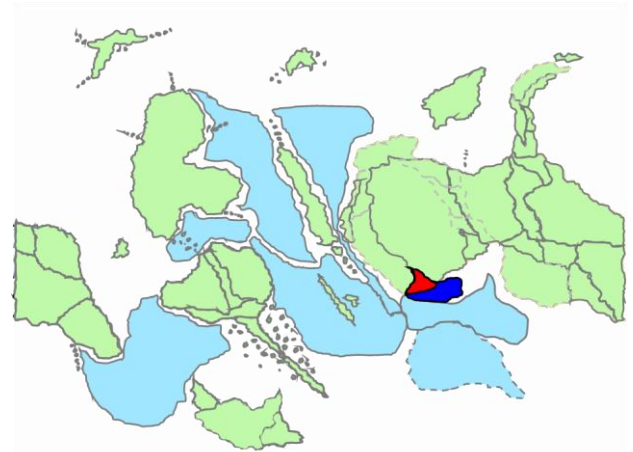
It felt like drowning, he thought. Yes, he was convinced that drowning was as close an analogy as he could find for the situation he was in. His life was over, he knew it and that was a shame since Fingeous Kyp knew that he had a lot of living left to do.

The life he was supposed to be leading had ended about two years ago. His life started coming unraveled when he had killed his mistress and her lover, and had been getting consistently worse as time went on. Having two death marks on his head and being investigated by the peace enforcers were not good for a Mur-Jan's stress level.

Fingeous opened his desk drawer again and looked at the jars of Idyllic Pearls. That was the price he was going to pay to hopefully put all of his troubles behind him. Four hundred thousand IP was the price he was quoted after finally getting in contact with a face man who specialized in finding permanent solutions to life's little problems.

This was the worst part of the process, Fingeous thought. He was waiting to have a stranger arrive and pick up the money and hopefully within a day, his problems would begin to disappear. Of course, the pick-up guy might just take the money, or the shadow-op team might just take the money, or maybe his enemies would kill him later on this evening after the money was picked up but before his tormentors were eliminated.

There were so many variables at this point that Fingeous did not want to even think about the hundreds of ways that this action could make his life even worse. He closed his large fishy eyes and slumped even more deeply in his overstuffed chair and continued to wait.



Capital: Perlemi

Population: 26.3 million

Races: Mur-Jan 91%, Halflling Refugees 8%, Other 1%

Technological Base: Elementalism, Biotechnology

Environments: Bog, swamp, marsh, ocean surface, underwater

Architecture: Biological habitats constructed of semi-sentient colonies of plants and mangrove-like trees on land or kelps and corals in the shallow oceans of Hyong-Do. The land cities are usually built no higher than two stories above the water level but can extend for many tens of stories below the surface as muddy darkened water-filled caves. Their above ground architecture tends to be very clean and built for air breathing species, usually in an imported architectural style. Their subsurface land architecture is decidedly less aesthetic to other races. Their ocean cities are floating cities that are also anchored to the sea floor by colossal kelp stalks and immense root systems. The city has positive buoyancy by virtue of those same kelps that form huge air bladders to support the imported architectural styles above the water level. Governmental Structure: Autocratic semi-independent city states

Leader: Primarch Uvala yim Raganas

Monetary Unit: Hyong-Do Epper (HDE)

Year Founded: 146 IC

Economic Description: Non-industrial, water nation, Agricultural

Imports: Stone, refined metals, livestock, rare food, alcohol

Exports: Antiques, rare plants, polymers

Major sources of revenue: Tourism

National Motto: From the ocean to the land

National Language(s): Hyongisian, Aquan

Religion(s): The Shining Path of Ss'vash has been outlawed but there have been various cults operating within Hyong-Do. There is very little religious influence within this nation since the basic culture revolves around the idea of

having various planar beings having the appellations of deities.

Allies: Idyllys, Selshanis (tentative), Emerald Empire (very cool)

Enemies: Few nations wish to have openly hostile relations with Hyong-Do. International law enforcement and most national law enforcement agencies agree that the relatively open borders of this nation make an ideal entryway into many nations for all manner of illegal goods and services.

Description

The Sorgan wetlands and the shallow tropical waters off the coastline of Reavin are the home to the Mur-Jan. The swamps and huge kelp forests are home to an amazing variety of life and fish that are the staple of the Mur-Jann diet. As the only one of the oceanic nations with access to land, they do not have many of the political problems that other ocean nations have. They possess a larger pool of natural resources to draw from and are signatories to many more international agreements than any other nation with the exception of Trellanin and Idyllys.

Life and Society

The nation of Hyong-Do is a tropical paradise of lush mangroves swamps and palm lined beaches with crystal blue waters that rarely exceed 200 feet. This is a land that would seem incapable of harboring violence, but it the Mur-Janns who live here are quite adept at violence on a moments notice. The history of Hyong-Do shares many similarities with that of Wraakaar in that they were formed into independent nations in the chaotic aftermath of the sinking of Lanthas, when their god, Ss'vash was banished from Vhraeden.

The war between the Faithful and the Heretics raged until the Faithful were eventually driven to passivity by the attrition from the war. This war lasted until the Faithful retreated back into their rainforest home and the nations of Wraakaar, Selshanis, Sentak, Herathis, Hyong-Do, and Therissia were left to their own devices. These nations feel little loyalty to the original Emerald Empire and Ss'vash and none at all towards the resurgent one. Hyong-Do does manage to have relatively calm relations with the Emerald Empire, although they always politely rebuff any attempt to enter into anything other than a simple non-aggression treaty with the Emerald Empire.

Hyong-Do has however, managed to fare much better in the global scene than it's somewhat bastard cousin Selshanis. Blessed with a wonderful tropical climate, both land and oceanic territory and few overtly antagonistic neighbors, they have had a history relatively free of disaster, war or other unfortunate occurrences.

Major Geographical Features

There are two major features within Hyong-Do. The first is the Sorgan wetlands which is an area with a bounteous supply of rare plants which are exported at exorbitant rates to other nations, especially those that are necessary for magical procedures. The other feature is the perfect Aravel beach, which is a source of immense tourism, especially since the Halffling Holdings ceased to be a tourist hot spot after it was razed with Hellfire rituals and nuclear weapons.

Important Sites

Paradise City: This is a city that caters to foreigners and is considered on the most exciting places on Vhraeden. The entire above ground complex is built in a variety of architectural styles from around the globe. There is even a section that is elvish in design and enjoys quite a lot of visitors from the more mainstream elves of Sepenerais and

Trellanin. This city is also a major center of illegal trade. There is an understood truce between the two major organized crime syndicates operating within Paradise City, The Steel Fists and the Crimson Fear, that violence will only be conducted under the most secret terms, since the income provided by tourism far outstrips that of other illicit activities. That is not to say that there is a lack of vices in this city,

Fingeous "Blue Fin" Kyp

Mur-Jan desperate hotelier

The scion of a hotelier with a chain of six hotels and casinos, Fingeous had an envious youth. He was provided with every opportunity available and he used them to assist his father's business. He made a mistake when he hired a young attractive Mur-Jan female to work as a hostess in his casino. He hired her, then seduced her, then promoted her. She was seemingly receptive to his advances until the night Fingeous had to return to work to pick up some paperwork he had forgotten and found her and his security manager in flagrante delicto on his desk. Enraged, Fingeous killed both of them. Thinking quickly he was able to remove the bodies and dump them in the harbor.

Then the bodies were found and the problems began. Immediately he was a suspect, but he created a story about having problems with organized crime and redirected the police towards that tangential investigation. Unfortunately, the Urfura crime family discovered that Fingeous blamed them for the deaths. In retribution, they killed his father and burned a hotel to the ground. This time the police had solid evidence (planted by the Urfura crime family) that he had murdered his father and burned a hotel to the ground for insurance. Before he went to jail, he was able to hire several experts to prove that he did not commit those crimes, but he did discover that his former lover and security manager had planned to kill him.

He went forward with that evidence to the police, but that only served to incriminate him again, since he had motive to kill them. Desperate to avoid prison, he then hired these same people to plant evidence that his girlfriend and security manager were actually employed by another crime family, but were killed off because they were not willing to cut the crime family in for a bigger percentage of the profit when Fingeous was killed.

With all of the loose ends tied up, Fingeous was pleased until the second crime family, the Braet's discovered the plot through a corrupt police officer. The Braets decided to teach Fingeous a lesson in the manner of the Urfura crime family, but this time Fingeous had retained the services of his new criminally inclined employees and averted a second hotel fire. Unfortunately, the Braet's have decided to crush Fingeous in any way possible.

This has had the result of Fingeous of bringing in a third crime family, the Grell's as silent partners in his hotel chain. With his assets supposedly secure, Fingeous just sat back and watched a gang war erupt. Unbeknownst to Fingeous, his hotels are slowly being turned into brothels and drug dens while his casinos are now being used for international money laundering. When Fingeous does discover this turn of events, he will be in desperate need of lawyers, accountants, mercenaries, private investigators and other less than savory professions if he is to turn the tables on the three organized crime families that will want him dead as well as the police who still have an open file on him for the original murders, and are slowly gathering evidence to pin him as a major organized crime figure.

Fingeous Kyp is a middle aged Mur-Jan and his once bright purple skin hangs limply around him like a bruised wet sack. His once prominent and bright black eyes are now an almost ashen color and sunken into his skull with depression and too much alcohol. He lives alone since his wife left him eight years ago for another woman. His children have all grown and have nothing to do with him except steal money from their trust funds. All he has left is his business and his mother whose mental health is failing rapidly, which makes her a drain on Fingeous' time and patience.

Selshanis



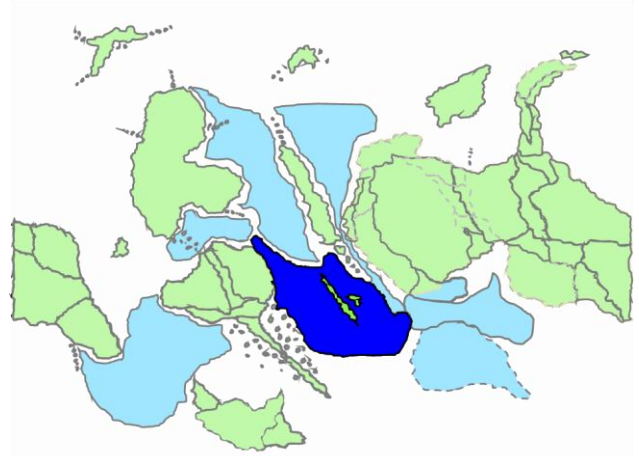
He looked at himself in the mirror and felt revulsion for himself once again. The scars on his face were yellow scar tissue and they wound down his chest, back and arms. Every day, he relived the pain of the burns and felt the sting of failure. His parents were taken from him that day, as were his siblings. It was the beginning of life for the hatefilled being that he eventually became.

And now, he was confused. For so long, he had awoken from a troubled sleep to trace his scars and inflame his hatred and stoke his fires of self deprecation. He had performed this daily ritual for years, decades and now he was confused.

He still performed the ritual, but now, there was more to it. He had something finally to call his own besides his scars and his hate. He had a wife and children now. It was amazing to him that somehow, even in the fires of his hatred, love had still found a home in his heart and it had remained there.

How, instead of swearing vengeance upon his enemies and the enemies of his nation, he swore loyalty and protection for his family. It was odd how his hate had given his strength for his entire life, but now his love gave him even more when for so long, Gra'ael had avoided any emotion less toxic than irritation.

He was not a genius, but in his heart, Gra'ael knew that as long as his heart pumped blood, his family would be protected, his nation would be safe and his enemies would know fear.



Capital: Aricus
 Population: 57 million
 Races: Cistrus 100%
 Technological Base: Magic
 Environments: Underwater, ocean surface
 Architecture: Underwater cities built on the sea floor.
 Governmental Structure: Socialist military regime
 Leader: Premiere Ujan Ibytic
 Monetary Unit: Selshanic Phorl (SP)
 Year Founded: 173 IC
 Economic Description: Non-industrial, Agricultural, water nation
 Imports: spices, meats, land agricultural products
 Exports: aluminum, special alloys, fish
 National Motto: Hated, abandoned, alone we prosper
 National Language(s): Shanic, Aquan
 Religion(s): There is a strong anti-Ss'vash sentiment throughout the culture, although there has been a resurgence of the Shining Path's influence of late. There is also a very strong, but occulted religion that centers on the teaching of the Kraken Mother, She Who Lurks in the Darkness Beyond. Both of these groups represent a very real threat to the governing elite, and the General Council has appointed several different groups to investigate these groups growing power and hypothesize solutions for the problems that they pose.
 Allies: Idyllys, Hyong-Do (tentative), Sepenerais (a secret trading partner)
 Enemies: A'Lanthas (reluctant trading partner), Volksung, The Second Founding of the Elvish Empire (reluctant trading partner), Herathis, Wraakaar, Sentak, Emerald Empire

Description

Selshanis is the home of the Cistrus, which is the elven word for "abomination". The Cistrus were originally Lanthan sea elves who were the front line against the Emerald Empire's aquatic races. Unfortunately, the sibilant promises of Ss'vash, coupled with visible proof of his power was more than enough to convince some of the more power hungry elves to switch allegiance. The treasonous elves then led their subordinates still loyal to the Lanthan Obsidian Throne to their deaths in an ambush by the conspirator's loyal troops. The Lanthan traitors were then forcibly mutated into Ss'vash's vision for a new race, the Cistrus. The original conspirators and the newly created race then led Ss'vash's army into the heart of Lanthas and gave Ss'vash the key to destroying the entire continent.

With Lanthas destroyed and Ss'vash banished, the Cistrus were then in an unenviable position. They were the most hated enemy of the elves, and remain so until today.

The Cistrus were also hated by all of the other Chosen of Ss'vash as being unworthy of the gifts of the Lord of Serpents, and without Ss'vash to maintain order between the various races, a culling of the Cistrus began. This was the beginning of the War of Heresy, for when the Cistrus cried out for Ss'vash's aid, they were not saved, and all of the Chosen knew that Ss'vash's benevolence was indeed absent from the world. This revelation forced the Chosen of Ss'vash to either accept this loss and fend for themselves and become Heretics or delve deeper into forbidden magics and sacrificial rituals in order to try and return their god to the world of Vhraeden.

The races who chose to pursue a fate without Ss'vash became known as Heretics and the Faithful were those peoples who would not accept that the Lord of the Shining Path was well and truly gone. The Lizardmen of Sentak, the Troglodytes of Herathis, the Naga of Therissia, the Phydorah of Wraakaar and the Mur-Jan of Hyong-Do and the Cistrus of Selshanis all drew away from the theocratic power of Ss'vash and were labeled Heretics. All of the heretics warred against the faithful for generations, but all of those nations also battled against the Cistrus, for they alone were hated by all as being bastard children of Ss'vash, unworthy to live without his divine protection. This historical treatment has made the nation of Selshanis emotionally cold, bleak and paranoid beyond compare.

Life and Society

The society of the Cistrus is based on fear; the fear of dishonorable death, of invasion, and of the destruction of the entire race. Unlike most nations, the obsessive fear that permeates Selshanis is based upon fact with historical precedent. The inescapable reality of Selshanis is that the nation is very much a target of destruction by many. All of the elven nations wage some form of barely concealed hostile action against Selshanis, as does the Emerald Empire and Wraakaar. Every Cistrus is forced to serve at least 3 years in the active military and remains on reserve status until death. Even the terminally ill are organized into "attrition claws" and convicted criminals are placed into "sacrificial spines". Every citizen of Selshanis knows that they must one day fight to the death in order to preserve what little they have in a world that is actively attempting to exterminate them.

The military structure and paranoid nature of Selshanis has formed the nation into an extremely effective nation, if horribly inefficient. There are normally four separate and independent agencies or bureaus that deal with every aspect of life and society in Selshanis.

Major Geographical Features

The major feature of this nation is that it completely surrounds the single greatest threat to their survival, the continent of Sserin, and the nation of A'Lanthas that sits upon it. They also share a border with the Second Founding of the Elvish Empire as well as the nation of Sepenerais. All of those nations are elvish and have a hatred of the Cistrus bordering on psychopathic. These borders are the most guarded on Vhraeden, and the sheer amount of military force arrayed on both sides of each border is enough to give many nations fits of envy.

The irony is that regardless of their feelings for the Cistrus and the nation of Selshanis, all three Elf nations desperately need to keep Selshanis non-aggressive, because with the beginning of open hostilities, the elvish nations, especially A'Lanthas and The Second Founding would find themselves starving for natural resources. Although most observers feel that Sepenerais' large and

powerful navy would arrive to break any blockade, the outcome of that battle is not guaranteed. Indeed, there are some elves who wonder if Sepenerais would attempt to save their Fae kin, or, judging from their recent political antagonism towards each other, the sea elves would be content to let the Cistrus destroy their enemies for them. There are few elves in either A'Lanthas or the Second Founding who would wish to gamble their continued survival on the goodwill of the Sea elves.

Important Sites

The Temple of the Orphan. This is a hidden temple that venerates Ss'vash within the city of Aricus. This temple is built within a much larger structure, the Aricun Citadel of Children of the Fallen Heroes. This Citadel is the home for the thousands of Cistrus children who are orphaned every year by the constant state of cold war the nation has been involved in for the last five decades. Each city has a Citadel of Children of the Fallen Heroes and they are, in contrast to popular fiction, very well run, very loving facilities. This is for two reasons, the first of which is that caring of orphans is a cultural trait since almost 35% of all Cistrus children grow up as orphans. The second reason is that orphans are accorded quite a lot of respect by those who grew up with one or both parents, since the child is seen as having paid the price for the survival of the race by living without both parents, and the parent's honor is then bestowed upon the child. Some outside observers feel that there is almost a cult of the Orphan that seems to exist within Selshanis, and in some ways there is.

The Citadels serve a dual function, the first is to care for and educate the orphans of fallen heroes, but they also serve as the primary recruitment centers for the Directorate of Special Operations, the Office of Assassination, Internal Security Directorate, the Ministry of Truth, the Ministry of Justice, the Covert Operations Logistics Directorate, the Central Ministry, the Intelligence Directorate, the Cabinet of Advisors and the Bureau of Sabotage. These various organizations have a great need for the peculiar education that is afforded to the orphans. By virtue of the Temple of the Orphan existing within the Citadel of Children, its alumni have almost no chance of ever being suspected of any impropriety. This camouflage has proved to be almost perfect since many of the above listed organizations are heavily penetrated by, or actually under the control of Ss'vash cultists who were indoctrinated into his worship by the Temple of the Orphan or a very similar one.

Chusan Gra'ael Corpeul

Cistrus Border Guards Reaction Team Leader

Self sufficiency and paranoia are the two hallmarks of the Cistrus people, and *Chusan* (team leader) Gra'ael Corpeul has those two traits in excess. Both of his parents were killed in the 42nd Border War against the A'Lanthas and he was reared in the Herel Citadel of Children of the Fallen Heroes. He was burned in the attack and suffered massive burns on his upper body and face. The heat of the fireball that injured him is nothing compared to the hatred burning in his soul against the elvish people. His skin is emerald green, but the scar tissue is a sickly yellowish green and every day, he traces his scars with his scarred hands and vows vengeance.

The Border Guards of Selshanis are some of the most combat experienced troops on Vhraeden since they are dealing with constant elvish attacks, terrorism and they conduct numerous commando operations against their neighbors. The paranoia of the Cistrus is well placed because they are surrounded by enemies on all sides. Gra'ael is proud of his service against the enemies of his

people and he has been decorated for heroism numerous times.

Married to a minor functionary in the Intelligence Directorate, he has a happy marriage, but he is constantly plagued by insecurity due to his appearance and his ability to raise his children since he has only the vaguest memories of his parents. A doting husband and father, his family is his greatest joy, closely followed by killing eleven insurgents.

His eyes are yellow and black and he wears ensorcelled coral armor, unique to the Border Guards and is armed with a magical trident of platinum inlaid with silver, gold and jewels.

Sepenerais



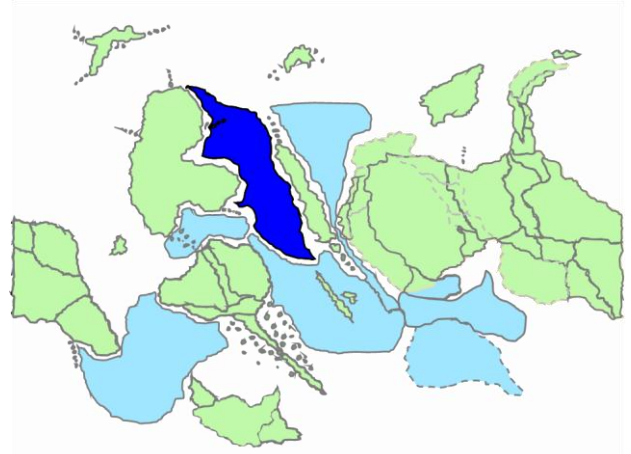
It was a shame really. It was a shame that he felt more at home killing off other elves from other nations than talking to those of his own nation. He felt more kinship with those he killed than those he owed allegiance too. The sea elfen commander shook his head as he swam along the vertical hallway to the meeting room where he would listen to yet another politician give his incorrect assessment of the world.

They were all fools who didn't even know how their life really was, much less their nation or the world as a whole. They could not understand that they were absolutely worthless, their lives were without value. There were those in his command that whispered that he was a nihilistic and bitter old elf, which was the complete truth.

Commander Tristan Melenolius was utterly contemptuous of the vast majority of living beings. He despised them with a vehemence that bordered on sociopathy. Commander Melenolius had lost much in his life, and he knew in the core of his soul that the purpose of life was to sacrifice in the service of an ideal, since people were valueless, relationships were temporary and life was short and painful.

Coming to the closed door of briefing room D-4, he nodded to the two guards and showed them his enamel badge. They wished him a long life and opened the opulent doors and Tristan swam in and took his place on the vertical pole that was reserved for him. The room was lit from above from sunlight and the opalescent wall covering gave the room a soft glow.

The speaker was in the center of the round room and began to pontificate on the wisdom of trying once again to open dialogue with the Second Founding of the Elvish Empire. The entire time, Commander Tristan was engaging in telepathic communication with his staff and by the end of the speech, Tristan knew why this politician, Speaker Ei'than Nolomon was so eager to open communications with them, and more importantly, a plan was completed that would result in the unfortunate and accidental passing of the traitor Ei'than Nolomon.



Capital: Eleran d'Selen
Population: 12 million
Races: Sea Elves 99%, 1% Other
Technological Base: Magic
Environments: underwater, ocean floor, ocean surface
Architecture: Non-symmetrical anchored cities
Governmental Structure: Republic
Leader: Magnate Greyn 'Om Ursual
Monetary Unit: Sepenerain Elven Merit (SEM)
Year Founded: 193 IC
Economic Description: Non-industrial, Water nation, Agricultural
Imports: technology, metals, gemstones,
Exports: magical items, kelp, pressure forged textiles
National Motto: Our home, our glory, eternal
National Language(s): Elven revised, Aquan
Religion(s): Although most elves are agnostic, there has been a resurgence of the worship of Elesain, especially among the younger generations. Although this has not caused much of an upset, there has been some unsubstantiated rumors of cults of She Who Lurks Beneath Dark Waters operating within the confines of the nation. This last development has caused considerable upset within the halls of the Grand Lyceum.
Allies: A'Lanthas (strained), Trellanin, Idylls, Sankara Lees,
Enemies: Selshanis, Wraakaar, Syltean

Description

Sepenerais is the last bastion of hope for the Elven people. The elves of the sea, as they call themselves, are convinced that unless the rogue states of A'Lanthas, The Second Founding and Volksung are brought to see the idiocy of their fae-centric foreign policies, then the extinction of the elves by the combined power of the other races on Vhraeden is a forgone conclusion. The nation sees itself as the bridge between the future of the world where elves play an integral part and the past, where the elves were the "uncontested" masters of all they strode across.

The nation is a veritable underwater paradise, with a standard of living that it almost universally envied by others. The warm, shallow, bounteous waters of the Shallow Sea are the source of the wealth for the nation, but the power of the nation is purely the result of the elves.

Life and Society

The life of the average sea Elf is not average. The population of the nation is incredibly low for the amount of volume that the nation occupies, and as such, the military, intelligence services and public safety facets of the

government are quite large, well equipped and very well paid when compared to other nations with similar populations. This is due to a compulsory service term of 200 years. This is after spending 140 years in a world-class educational system.

There are no poverty stricken elves in Sepenerais, nor any elves who suffer alone in senility. There are no diseased elves, no mentally deficient elves, no homeless or jobless elves. This wonderful lifestyle is not without it's price. Every Elf is bound to the government of Sepenerais by means of Geas placed upon them at birth, and which they work off by service to the nation. This compulsion is understood and accepted as the price for living in Sepenerais and for being the sole hope of a future that includes elves, even if other elven nations must fall to accomplish the greater goal of survival instead of the insane dream of dominion that other elven nations hold dear.

Major Geographical Features

The most important geographical feature of Selshanis is that it has none. The entire nation is founded upon very uneven terrain that developed as the continent of Trestin moved away from Sserin-Lorn. The entire sea floor topography is composed of rugged mountains that were formed from continental drift. The Sserin-Trestin Trench lies parallel to the coastline of Trestin and Sserin-Lorn. This trench is neither notably deep nor noticeably active in regard to undersea tectonics, merely widening at a rather mediocre rate of 1" per year.

Important Sites

Spire of Wisdom: This innocently named structure juts out of the superstructure of the anchored city Eleran d'Selen. This is the headquarters of the feared Palanga'es, the intelligence service of Sepenerais. This innocuous building is the holding center of thousands of scrolls of information that was purchased with the lives of countless sea elves. These scrolls contain damaging information on every empire, every army and every leader on Vhraeden. It even been rumored to contain rituals and spells that may allow the banishing of certain gods. This is the single most well guarded location in Sepenerais, and it is by Decree that this area remain so.

The agents of the Palaga'es are usually some of the most well trained intelligence agents on Vhraeden. They are quick thinking, quick reacting and ever adaptable. Indoctrinated in the use of subtle magic and low-level psionics, when combined with their top notch education and pre-eminent talents, they are formidable agents of sabotage, intelligence gathering and covert operations. When combined with their racial abilities to operate in all environments (including extreme cold) with virtually no degradation of their abilities, there is almost no counter intelligence agency that discounts the agents of the Palaga'es.

Tristan Melenolius

Sea Elf Commando Team Leader

Tristan Melenolius was the third son of an aquacultural family. As the third son, it was his place to run the family after his father turned it over to him. The eldest son was to join the military, then the government, the second son was to run the business and Tristan was to handle all family affairs.

Tristan was an even tempered child as he watched the First Founding lose the war against "Impure Races", and he lost his eldest brother. He became a young adult during the

early years of the Reconstruction and the rise of the Second Founding. When the Second Founding began the policy of "Central Alignment", Tristan saw his remaining brother struggle with balancing the needs of the business with those imposed by Sserin-Lorn. The stress eventually drove the business into financial ruin and his brother to suicide. As the sole surviving Melenolius, he fought against Sserin-Lorn and the Second Founding during the Secession Wars.

His natural talents for organization became recognized as he became the leader of a band of Secessionists. When the new government of sea elves was established, Tristan found himself the leader of the Mor'ebbas'ot, or the Sea Elf Commandos.

His two sons have since joined this elite organization. Tristan cannot stand the thought of the Second Founding's continued existence or the possibility of a Third Founding and constantly urges for more covert and overt actions against both Sserin-Lorn and A'Lanthas.

The reason for his hatred is simple. The wars cost him his brother, the Second Founding cost him his other brother and the Secession cost him his wife and first born child, a daughter. They were captured and tortured to death as "enemies of the state".

Tristan has the common olive complexion of his race, along with long flowing black hair and the ubiquitous black eyes that all sea elves possess.

Sankara Lees



There were three of them on the foredeck of the sleek black ship quickly making it's way through the shallow reefs of the Eesal Shoals. The captain of the ship, the halfling pirate, Kamaz Greid was sitting on a deck chair with a bottle of expensive rum in his hand and stared at the two passengers.

The half elf began speaking. It was she who had hired both Kamaz and Devon. "my name is Echo Sh'de and I have hired the two of you to assist me in a most dangerous endeavor. I realize that the fees paid were for the meeting and your silence should you choose to not accept my offer."

Kamaz and the human Devon nodded their acceptance of the standard practice. She observed their motions and continued. "It has come to my attention that there are events occurring in the MEEED that require an immediate solution. The solution sought by a third party is destruction of this gnome." She produced a sheaf of photographs that showed a disheveled looking gnome with cybernetic eyes. The shots were grainy and were black and white indicating that they were taken surreptitiously. The photos were good enough to get a positive ID on the target which was their only purpose.

"It is my understanding that neither of you have a moral objection to assassination?" This time the Halfling and the human shook their heads. "I am authorized to release full

details of the operation upon verification that you accept the following terms. Payment is twenty five thousand Imperial Marks upon acceptance, thirty thousand Imperial Marks upon completion. There will be a standard equipment and weapons package with an approximate value of five thousand Imperial Marks consisting of primary weapon, secondary weapon, melee weapon, armor and documentation required. All other equipment will be purchased with your own funds. Payment is in the form of bearer bonds drawn from the East Coast Banking Guild, Trellanin. Different forms of payment or different currencies are authorized with a value not to exceed twenty five thousand Imperial Marks at the time of exchange. Additionally, all modifications to the ship as well all special equipment utilized will be paid for by our patron."

Devon looked at the half-elf and a wry smile formed on his mouth. "Specialized equipment? What type of special equipment?"

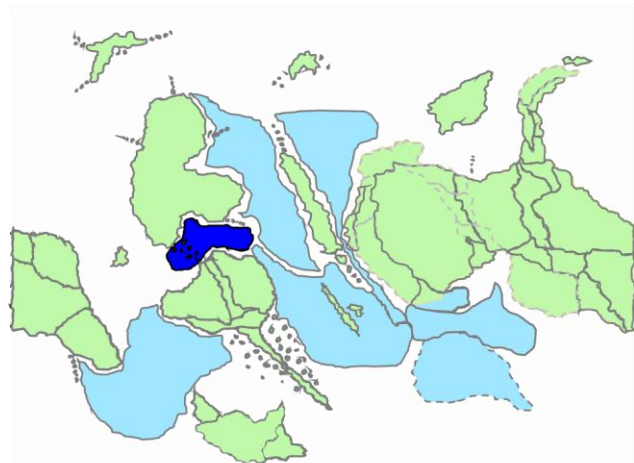
"Several one of a kind vehicles will be utilized for aerial insertion and there will be several modifications made to this ship."

Devon smiled and asked, "This airframe is from where? I dislike being an experiment for untested designs."

Echo looked at the mercenary and shook her head. His reputation of being irritating was well deserved. "The designs for this equipment are from Dr. Xavier Thalys and Jurth Karakamra. I trust that those names and the reputations associated with them will be sufficient to quash any uncertainties you possess."

Devon could see that the elf half-breed was not in the least bit pleased with his attitude, but at the same time, he really didn't care. She had hired him and now the contract was sacred.

This was going to be a difficult mission. Kamaz could see that already. An elf half-breed, a human misanthrope and untested tech on a trip to the MEEED to kill a psychotic scientist. The life of a pirate was never boring.



Capital: Coron Rary
Population: 19 million
Races: Human 20%, Gnomes 19%, Halflings 19%, Orks 18%, Sea Elves 17%, Other 7%
Technological Base: Technology, psionics, alchemy
Environments: A tropical archipelago nation

Architecture: A polyglot of architectural styles that range from the slab-sided edifices of iron favored by Trellanin, the geometric and symmetrical designs favored by Ulusia and the peculiar dichotomous angles and smooth curves that seems to be singularly Sankaran where everything, including buildings, seems designed to move at high speed.
Governmental Structure: Corporate Clans
Leader: Admiral of the Fleets Moriver Wendell Akamsa
Monetary Unit: Sankaran Ten Mark (STM)
Year Founded: 202 IC
Economic Description: Rich, Industrialized, water nation, Non-agricultural
Imports: refined metals, psionic crystals, wood, paper, ink, plastics
Exports: Furniture, psionic information matrices, vehicles, ferrous ore
National Motto: The ocean is our wealth
National Language(s): Imperial Common, Aquan
Religion(s): Any, the nation of Sankara Lees has no proscription against any religion and thus has many different religions within its borders.
Allies: Idyllys, Sepenerais, Trellanin, Ulusia
Enemies: Syltean, Momano

Description

The nation of Sankara Lees was founded by several fleets of pirates who banded together for mutual protection. After seventy years of relative prosperity, these pirates' fleets had essentially become an extended family with a central ruling authority called the Central Mast. The incorporation into a nation was relatively painless as the families' territory was already well established. The delineation of families into governmental offices was also simple, since they had operated as such within the organization for years such as the Hakkam fleet, who had the fastest ships for several generations were the natural choice to become a reconnaissance fleet and an intelligence gathering asset for the Central Mast. This is a nation that controls very little land, but that is their strength. They operate incredible floating factories that churn out the best, and most expensive vehicles in the world. They are renowned for building disparate technologies into a seamless whole.

The entire nation is unusually cosmopolitan and well traveled. The population is very heterogeneous with members from almost every race are present within the greater society, although most families are primarily composed of one or two races.

Life and Society

Sankara Lees is a nation founded by pirates and as such has some rather odd social traits. The decision of the Captain is final, regardless of all else and disagreements are to be either settled immediately or forgotten permanently. The extended family holds primacy, rather in the same way as a tribal society, but it operates more as a fluid membership guild than a true family.

Death is common in Sankara Lees, since there is no penalty for dueling, and the reasons to duel are many. Citizens may duel over marriage, titles, position, violations of honor, disagreements and simple dislike. The death toll would be lower except that by law all Sankara Leesians are required to be armed at all times and in all places, excluding students actually attending classes, but the teachers are armed.

The social honorifics used in Sankara Lees is very confusing for outsiders since the terms for respect are based on nautical, familial and military positions without regard for the actual meaning of the word. When written, these

honorific terms are fairly easy to discern since they are written lower case, with uppercase terms meaning the actual position, but when spoken, foreigners are quickly overwhelmed at the number of admirals, chiefs, fathers, grandfathers, mothers, grandmothers, navigators, helmsmen and captains there are in this nation.

The origin of this nation from pirate fleets has placed a premium on personal freedom, familial obligation, wealth, loyalty and especially freedom of movement. It is estimated that the entire population of Sankara Lees could move itself by sea or air within one month out of the actual national territory. They are a nation of sailors and pilots with all the traits, both good and bad, that encompasses.

Major Geographical Features

Sankara Lees has few geographical features of note, since it is a nation with almost no land mass. The lands that do fall within its borders its very important, however. The Dragon's Teeth Isles is a chain of extremely rugged islands that are the peaks of underwater mountains. They are the continuation of the Western White Spines to the north and the beginning of the North Penshan Mountains to the south.

These islands are important since these are the sole landmass within Sankara Lees and are the location for the few non-mobile structures in the nation. They are also very treacherous waters and difficult to navigate, made even more so by the Sankaran's themselves. Over the years, they have seeded the sea-lanes with mines, triggered ritual Magics (purchased from Sepenerais, with whom they share an excellent rapport). They were originally emplaced with the intention of sealing off the eastern border from the Halflings, then the Momonoans. There have been a few naval skirmishes between the Momonoan navy and the Sankaran navy in the past few decades since the government of Momano finds it galling that the Sankaran's hold a virtual monopoly upon sea traffic through the Dragon's Teeth. The few safe passages through the Dragon's Teeth are considered to be state secrets.

The Sankaran control of this vital sea lane has ensured cordial, if not friendly relations with both Ulsua and Trellanin, both of which have felt first hand the power of the powerful Sankaran navy when they attempted to make an effort to circumvent the Sankaran "naval escorts" through the Dragon's Teeth.

Although both Ulsua and Trellanin have usable deep-water ports outside of the Dragon's Teeth area, they, and Momano have extensive economic interests that lie far to the east. Although Trellanin could have shipping arrive on its eastern coast and transport it overland to the western portion of the nation, it is simply cheaper to pay the Sankaran's and have the cargo delivered where it is needed. The Ulsuans do not have any western ports outside of Sankaran territory, and the Momonoans, as well as the Ulsuans have come to the unpleasant conclusion that their economic health is better served by simply paying the Sankarans instead of diverting shipping traffic to the north, where it is subject to Volksung privateers, or the south, where the fickle storm giants of D'Geizen may simply destroy it for their own bizarre reasons.

Important Sites

Yaohan Naval Base. This is the largest naval base on Vhraeden. This is the home-port for over 60% of the Sankaran navy. This is also one of only two land based naval construction yards they possess. It is also the Headquarters for the small Sankaran army as well as it's air force and the central command of the nation. While the

Sankaran nation prides itself on being the most mobile nation on Vhraeden, it is simply economically impossible to create mobile, seaworthy dry-docks large enough to serve a sizeable portion of their fleet. They do possess several dry-dock ships which can service the largest of their ships, but that is the limit of their capability and they are much slower in their ability to do major repair work.

This naval base houses almost 150,000 soldiers, sailors, marines, airmen and contracted naval construction crews and their families and with all the support personnel and their families. Needless to say, this is not only a military installation, but is a thriving metropolis in it's own right, as it is the core of Coron Rary, the capital of Sankara Lees. Although Coron Rary is actually a floating city, with several huge portions of it possessing mobility, the actual "heart" of the city is Yashan.

Kamaz Greid

Halfling Pirate

A dashing, swashbuckling pirate is all that young Kamaz wanted to be, and to that end, he stowed away at age 12 aboard a Sankaran freighter as it made port in the Halfling Holdings thirty years ago. Now at 42, Kamaz has achieved his life's ambition. He is the captain of the ship *Revenge*. He has made a good living as a pirate and smuggler and feels no compunction about his lifestyle. A particularly noteworthy pirate for his daring, relatively bloodless captures, Kamaz feels that he is on top of his game.

In a streak against his usual bloodlessness, he violently assaults Momonoan shipping and throws survivors overboard on the high seas. He hates the orks for the destruction of his homeland. Although hardly a shining example of a Halfling, he feels that it is his duty to avenge the Halfling Holdings in whatever manner possible. Due to his feelings, he willingly assists the Halfling Liberation Army on many of its operations against the orkish occupation.

Kamaz is of average size for a Halfling, but is very robust, especially his chest and arms. He carries a brace of pistols, a rapier and a cutlass, all of which are custom built for him. He dresses flamboyantly, usually with pair of expensive sunglasses, a black bandana around his head, a tri-corner hat with a red feather, bare chested except for a shark skin vest, garish silken pantaloons and knee high black leather boots.

His long, curly sun-bleached hair contrasts sharply with his coppery skin, but his playful deep blue eyes are mirrored in his ever-present smirk.

Echo Sh'de

Sea Elf/Human Razor Girl (Shadow Operator)

The daughter of a disgraced politician, Echo could not stand idly by why her father was made a scapegoat of the Imperial Senate. She left the University of Nexus to discover the truth and the corruption and unsavory realities she discovered filled her with such disgust and hatred for the Trellanin Empire that she left. Her idealism would not allow her to stay on the sidelines and so she returned to the Empire a few years later armed with information that would clear her father.

Quickly identified and intercepted by the TIIA, she was allowed to escape and go public with her information. Her father was cleared of the charges and they slipped out the country together. Finding refuge in Sankara Lees, Echo feels that it is her duty to seek out and destroy corruption wherever it hides, but the lifestyle she grew accustomed to

required large amounts of money, and so she found herself entering the Shadowlands.

Taking jobs that she believes in, she has become a hunter of those hide behind locked doors and deposits the evidence against them both in the media and the police. That she helps herself to the private treasures of those she brings down bothers her not in the least. That her father still has large and important connections within the Empire as well as international businesses plays in her favor as well.

Although Echo is a shadow-op, her forte is not in gunplay nor melee and is far more lethal when engaged in psychological, economic, political or information warfare with her targets. She has found that she often has the need for other shadow ops to provide for her security and other much more exciting ventures such as breaking and entering, extortion or kidnapping. Echo has proven a remarkably adept shadow op and has a reputation for always completing a job, although she insists that she know all the facts before taking a job. Several corporations and guilds have been rudely surprised by having her turn on them when she discerned their true motivations and they were not to her liking.

Echo keeps her hair short, although she much prefers her straight, jet black hair long, she has learned that long hair is a good handhold for people to use when trying to kill her. She exercises frequently, but not excessively, since she has come to grips with the fact that combat is simply not her forte. While she is armed at all times, they are all small, easily concealable weapons and her greatest weapon is her wits. She is equally at home breaking into an Imperial Senators love nest as she is at a formal dinner party for guild masters. Her cornflower blue eyes twinkle with amusement and she wears a crooked smirk when she is "getting over" on her enemies.

While she has impeccable style, her looks are plain and she often has to dress plainly in order to move discreetly from place to place, an asset in her line of work. She lives with her aging father, and he is constantly trying to get her to settle down and have grandchildren, to which she merely shrugs and says "tomorrow, dad."

Devon Blackheart Soukiller
Human Mercenary

Intelligent, and able to have a promising future in almost any field, Devon found as a young man that he liked combat. While many beings feel that combat, death and killing are things to be avoided, he simply likes it. The feeling of exhilaration when the enemy is vanquished and life continues is like a drug. He is never as alive as when bullets are flying, steel is clashing and chaos reigns supreme.

He loves the smell of smoke, the hectic pace and the randomness of the battlefield. Devon knows on a logical level that there must simply be something wrong with him, but he doesn't feel that he should have to change. There are plenty of wars and more than enough employers for his services.

Devon is constantly moving from nation to nation, brush fire war to insurgency to proxy war. He speaks many languages at an acceptable level and has a large amount of knowledge on anything even remotely connected to war and conflict. He has a great many interests such as history, archeology and sociology and finds that his travels

feed his interests, which is yet another reason that he will never give up on his lifestyle.

Devon has curly sandy-blond hair which is close cropped on the sides, but is a shaggy mop on the top of his head. His sense of style is poor and he is usually dressed in camouflage appropriate to the region. When actually at his home, he likes to lounge around and read in cut-off cargo shorts, a t-shirt, sunglasses and a beer. His brown eyes are warm and he has a very bizarre sense of humor that strikes most people as morbid if not sick. For this reason, he has a tendency to laugh when he reads the news, especially about disasters and such.

Dr. Xavier Thalís

Gnome Propulsion Engineer

Speed is the greatest thrill for Dr. Thalís. When his father would take him on his speedboat, he fell in love with the idea of speed, and has spent the last 27 years going faster and faster. If it goes fast, Dr. Thalís has either built it, owns it, tested it or desperately wants to. With a degree in engineering and physics, Dr. Thalís wishes to get a position where he can all manner of fast vehicles, not just aircraft or boats, both of which he has worked on for the Sankaran military.

With his money and his love of fast things, many women try to date him, but romance is the farthest thought in his mind. Women come and go in his life with the speed of his toys and he simply does not mind, or even seem to notice.

His black hair is slicked back and he absolutely hates his freckles, but is resigned to the fact that they are not going to simply going to go away. That he looks like a child to human eyes irritates him as well, but that only seems to add to his cuteness which is another reason that women, especially human ones are always trying to date him. He is supposed to wear glasses, but only does when he is driving or reading, which equates to 90% of the time. He is dressed quite well, although that is only a product of his many ex-girlfriends buying every single article of clothing he owns. If left to his own devices he would be wearing shorts and sports jackets or some other bizarre clothing combination.

He is of thin build which again makes him look like a short 13 year old human, and his large, bright, excitable green eyes do him no justice as a 32 year old, highly educated gnome.

Jurth Karakamra

Ork Mechanical Conceptual Designer

Jurth likes to design things and is constantly drawing or building models. His home is filled with sketches and models made of match sticks, origami, aluminum cans, childrens models or numerous other things. Jurth is exceptionally creative in a manner consistent with a master artist, which he is, in a manner of speaking.

People, guilds, corporations, architects and engineers come to him for ideas, which he provides. The problem with him is that he designs for a such an interconnected synthesis of aesthetics and efficiency that only true masters can come close to actually building his designs. Jurth knows this and refuses to change. If his customers are unable to actually build his designs then he considers them unworthy of his genius.

An odd combination of haughty intellectual and childlike dreamer, Jurth has a tendency to be insufferable. He is intolerant of pretty much everything and has no patience

and expects that his every whim be instantly satisfied. With lucrative projects occurring on a constant basis, Jurth has the financial wherewithal to satisfy his odd desires, and with a top-notch staff that is paid to cater to him, he lives in a bizarre world that others would find maddening.

Nocturnal by nature, Jurth's skin tone is a far lighter shade of green than normal, and his purely cognitive lifestyle has given him a positively scrawny build for an ork, which translates to a being who looks like nothing more than a green tinged human with tusks and red eyes.

Jurth likes to wear pajamas around his small mansion, but when he must go out, he likes to play dress up and wears only the most expensive suits and formal wear, even to the mall or a fast food joint.

Idyllys

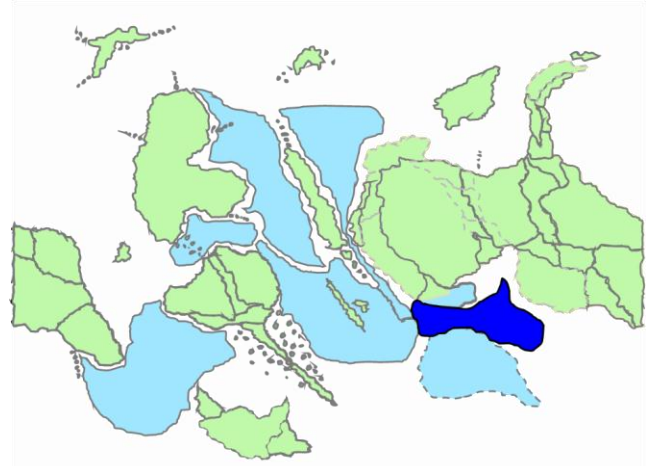


The Hall of Harmony in the Surface District was heavily guarded this day. There were guards from the nations of Momano and Sankara Lees, as well as from the host of this negotiation, Idyllys. As Hallaf Cellt swam from his offices in the Shallow District, he mentally went through his focusing exercises.

Releasing his internal misgivings, centering his thinking and slowing his heartbeat, he began to close off his mind to influences that interfered with his ability to think clearly, efficiently and quickly. He swam through the warm shallows and up into the surface district where his audience awaited him.

The issue that brought these nations to the brink of war was unimportant to Hallaf. He knew why and was conscious of the hot button issues that needed to be avoided at least initially. The first task was to focus them on the fact that there were only two possible outcomes from this present course of events, war or peace.

That was Hallaf's greatest gift as a negotiator, his ability to show others the truth. He focused his empathic abilities and as he broke the surface of the central entrance pool, a feeling of golden calm overcame the assembled foreign dignitaries and sensing their reactions, Hallaf knew that this negotiation would be perhaps two days in length and everyone would get what they wanted. Momano and Sankara Lees would have peace, and Idyllys would have two more powerful allies.



Capital: Harmony
 Population: 94 million
 Races: Merfolk 91%, Other 9%
 Technological Base: Magic, Psionics, Empathy
 Environments: Warm, Tropical Waters
 Architecture: Neo-Classical with occasional Baroque touches
 Governmental Structure: Democracy
 Leader: Prime Mer Iriandae Onyfyfyn
 Monetary Unit: Idyllyc Pearl (IP)
 Year Established: -9221 IC
 Economic Description: Rich water nation, non-industrial, with an emphasis on banking and international diplomatic relations
 Imports: luminescent marble, stained glass, refined metals, gemstones, exotic food stuffs, textiles, plastics, and other occasional luxury items
 Exports: aluminum, empathic transmission/reception equipment, rare plants, ferrous metal ore, pearls, seafood, bubble sunfish and their aquariums
 National Motto: Friend to all
 National Language(s): Idyllyc, Aquan
 Religion(s): There is a wide variety of religious groups operating in Idyllys, but there is no singular religion that hold primacy, and the amount of faithful for any deity within Idyllys is generally smaller than in other nations of similar size. This is due to the generally secular outlook of the populace and the state educational system, which teaches logic and philosophy at the expense of religious indoctrination.
 Allies: All Nations
 Enemies: None, though relations with Selshanis are less than perfect.

Description

The Merfolk are an ancient race that has managed to avoid overt conflict for hundreds of years. As a result of their extensive empathic powers, they have been able to avoid warfare. They are not seen as being a threat to any particular nation or race and, as such, they have been blissfully left in peace. Since they have no legs, they have no ability to invade land and their low birth rate contributes to their almost nonexistent need for expansion.

Their long life span means they have more than enough time to mellow their youthful exuberance. Due to their empathic abilities, they have an incredible aversion to violence, lying, stealing or other emotionally traumatic activities. It has been hypothesized that for a Merfolk to kill another sentient being would result in an empathic backlash that would mean that Merfolk's death as well.

These abilities mean that no nation considers them a threat and unworthy of conquering. That, combined with their strict neutrality and simple friendliness, has ensured their unmolessted survival for over 2000 years. The fact that the nation has acted as a peacemaker to other warring nations, but never taken sides, aides their continued success as the most peaceful place on Vhraeden. The greatest single reason for their continued existence, however, is that the nation is both a data haven and a bank for the entire world. If any nation did wage war against the Merfolk, the information that they are privy to, the amounts of financial power they can control, and their enormous list of allies would quickly destroy any single nation.

The power that they possess came about simply enough. When the Lanthans began expanding, the Merfolk were their nearest neighbor. They taught the Lanthans the ways of the sea. Because of this fact, it is widely believed that the sea elves were the product of Elf and Merfolk crossbreeding. By the same token, it has been rumored that Ss'vash, Father of Serpents and Demon Host of the Eighth Layer, even has a warm spot in his cold-blooded, reptilian heart, for the scaled tails of the Merfolk.

Life and Society

Life in Idyllys is exceptionally good. There is essentially nothing wrong with Idyllys. Everyone is happy and wealthy when compared to most other nations. There is no crime, greed or violence. The reason given for this socially perfect nation is that they are one of the few nations on Vhraeden where there is peace with all other countries. Merfolk philosophy on this point is simple. "It is only natural for societies, like all things, to become what it is destined for them. The Merfolk and their nation are destined to be perfect."

The primary organization within Idyllys is the individual.

Major Geographical Features

The sea floor is full of nooks, ridges, crannies and grottos. Idyllys contains all these things and more. The most notable geographic feature is the Forest of Serenity. Here, no underwater currents seem to exist. Tall trees of fragile seaweed-like plants, blossoms of paradise, and anemones of a multitude of shapes and colors all grow. Schools of fish dart through the plants in splendorous display.

In the center of the Forest is a natural crystalline rock formation, called The Crystal Circlet, where weddings, christenings, and other significantly important ceremonies are often held. The Circlet is believed to be several hundreds of thousands of years old and placed by some beneficent power, which keeps the entire area safe from harm and blesses all who enter there. The crystals are huge, standing over 20' tall, and when a light source is set into the center of the circle, it causes all of the crystals to shine softly with prismatic color.

In the farthest eastern point of Idyllys, where once stood a small underwater volcano now gone dead, Merfolk voluntarily work to mine out the precious metals they export. This mine, called The Core of Shine, is currently the deepest point in Idyllys, being 5,000' deep and descending deeper all the time.

Important Sites

Harmony is the most important area in this nation. It is wealthy and diverse and one of the most beautiful cities in Vhraeden.

Population: 7.5 million beings. The breakdown is 75% Merfolk, of which 8% are of mixed breed (Merfolk/Elf). Of the remaining 25% of the populace, 8% are sea Elf (Sepenerais), 7% are Human (from various nations), 5% are Halflling refugees, and the other 5% are different races.

Educational: The University of Independent Thought allows almost all beings that enter its halls to join the ranks of alumnus. They almost never turn anyone away and is renown throughout Vhraeden as the pinnacle school of free thinking (philosophy). Everyone who lives in Harmony gets a free public education. Illiteracy is unheard of here.

Financial: There are numerous banking institutions in Harmony, none being more powerful than the next. Currency exchanges hands quickly in Harmony and almost every type of money in the world can be found here. It is easily one of the richest cities in existence.

Cultural: Music is highly prized, since the watery environs does not easily allow the uninhibited transmission of music. The Amphitheater of Harmony was magically created from a single, colossal-sized pearl. After being hollowed out and decorated richly, the pearl was magically enhanced to permit the perfect transmission of music in a watery medium. Beautiful concerts, musicals, and operas are performed here for the delight of Harmony's many inhabitants.

Art is extremely expensive since ink, paint, and canvas does not often survive long in the water. Because of this, special Magics must be used to preserve them. The most readily available artwork to the common person is usually in the form of sculpture, where soft metals, stones, crystals, and gemstones can easily be transformed by an artist's hand for a decent price. Jewelry is also popular for the same reason and much of it is exquisitely intricate.

One popular form of art is Coral Collages. A master artisan can cultivate corals in order to achieve certain color patterns or effects. Many of the city's buildings are covered with murals of coral specifically tended to grow in a certain fashion. This is expensive as well, since it requires the artisan regularly tend the living mural to maintain its unique appearance. The less than wealthy of Harmony often attempt to do their own versions in their homes, but to much smaller extent and with less overall effect.

An even more expensive form of the collage is one made entirely of anemones. Since they are even more difficult to care for than coral and require constant maintenance, the price for even one of these collages can run into the thousands of Idyllyc Pearl annually. The only large anemone garden of this type is located in the Inner Garden Conservatory of the Central Forum, where the Primacy meets.

Philosophy is one of the most important parts of Harmony's cultural heritage. Everyone in Harmony is allowed to come to the Antechamber of the Mind and Soul, a place of open discussion and raucous debate on everything remotely related to philosophical thought. Surprisingly, this place is often one of the biggest tourist attractions and draws in almost 100 million visitors to its halls every year, though many are repeat visitors. It's always crowded and is the one place where open argumentation occurs in Harmony. It is even encouraged here; though the heated discussions are expected to cease the minute the two combatants exit the Antechamber back into Harmony's waterways.

Appearance: Harmony, a city anchored underwater, is an absolute wonder of architectural skill and aesthetic beauty. Using mainly the natural resources of the sea floor, some expensive imported metals, glass, and stone from Lanthas, and strong transmutation Magics, they have transformed their city into one of the wonders of the world. Towering edifices of multi-colored living coral, stained glass, and luminescent marble capture the ambient rays of the sunlight above and reflect it down into the depths of the sea, painting everything with a warm glow.

The city is over 2000 years old, but retains a pristine quality that is the result of nonstop refurbishment, replacement and growth. Although the majority of the city is underwater, due to the extensive amount of surface dwellers that live in Harmony, approximately 20% of the city is designed for air breathers where the spires break the waves.

Exports: Only in Harmony is the Blossom of Paradise capable of blooming. These 5-foot wide, prismatic flowers are highly prized by almost every lady of substance on Vhraeden. Elven ladies of Lanthas are especially fond of them and often send their lovers to Harmony to acquire the flower before the lady will submit to his advances. The flowers are one of Harmony's most sought after exports to the surface as well, though the cost of one is much higher. Since the flower can only be preserved under water, magic must be used to keep them from dying and drying out before they reach their destination. At the Golden Market on the Bay of Wealth in Sanctuary, Trellanin, each flower is sold for the price of 5,000 Trellanin Imperial Marks. They are easily the most expensive flower in the entire world because of their rarity and beauty. Only women of money can afford them outside Harmony's watery walls. Alchemists occasionally buy them because their rendered essence is said to cause anyone to fall under the drinker's spell. Healers seek the flower for the warming salve that comes from mixing the dried flower with other essential oils. Enchanters and matchmakers the world over swear the perfume of the flower drives young lovers wild with passion.

The flowers can be made into perfumes, oils, potpourri, medicines, wine, or even food. This makes their cultivation and care a primary concern to all of Harmony since a part of their food source comes from the fruit of the Blossom. The Merfolk with the most power in Harmony often is the one who has possession of the biggest portion of the flower crop from one blooming season to the next.

Another export from Harmony's stores of wealth is the coveted Bubble Sunfish. Not fit to eat, the sunfish is mildly sentient and to eat one is a crime in Harmony. Sunfish usually allow themselves to be bought and will not allow themselves to be sold to an "unfit" owner. Possessing the power of alignment detection, they refuse to go with anyone who is not pure of heart. As such, the Merfolk Primacy, a ruling counsel, usually gives sunfish as gifts to visiting dignitaries. If the sunfish refuses to be given, the Merfolk know the person is never to be trusted.

Sunfish are beautiful, with flowing fins and huge, bubble-like eyes. Being only 1 foot long from nose to tip of caudal fin, they are not exceptionally large, but do require a fairly big area in which to swim. Aquariums made specifically for Sunfish are made by master artisans and sold only in Harmony, assuring that the trade will not flourish as well outside their land.

Many people outside Harmony would like to buy one because not only does possessing one mark a person as trustworthy, but also only the wealthy can afford one and the custom aquarium one would need to house the fish. However, most would gladly pay that price and more to have one. The sweet beauty of the Sunfish causes its owner to feel happier and more serene in its presence, which tends to cause every stressed out warlord on Vhraeden to want one and feel frustration when they can't get it. The National Water Wildlife Habitat in Ulsia has the largest non-oceanic aquatic home for Sunfish, where 12 of them currently swim for all to see who pay a marginal fee. The guards of the habitat literally have to escort several dozen miscreants every month out of the habitat's doors at closing time or risk having the place overrun with "Fish Flunkies", who are literally addicted to watching the fish swim. Several others have been arrested for attempting to swim with the Sunfish. One small group, calling themselves The Liberators, was even exiled from Ulsia for attempting to abduct the fish and "set them free". Lastly, a feeble-minded old mage was pulled out of the tank when he was caught swimming in nothing but his long beard around the aquarium with his magical net, trying to get one for his own. The old fool nearly forgot he couldn't breathe water and almost drowned.

The Cistrus actively try to steal Sunfish from Harmony's waters, mainly because the flaky flesh is excellent when consumed raw. The oil that can be rendered from what little fat the Sunfish has can be burned, letting off not only a potentially sweet smell and a soft green glow, but has psycho tropic effects. Also, to Cistrus males, it is considered extremely masculine to go on such a risky and officially unsanctioned raid. The male who abducts the most Sunfish on such a venture is often seen as the strongest in his clutch of peers, so even though the nation of Selshanis would never allow such a thing openly, it will continue to happen regardless. Needless to say, even though the Merfolk would never go to war against the Cistrus, they don't often interact with them voluntarily because of this.

With the friendliness of the Merfolk people, the exquisite and otherworldly beauty of the buildings, and the luscious, colorful sea life, Harmony is truly a marvelous place in which to live.

Hallaf Cellt

Mer Diplomat

"Making friends and helping people" is how Hallaf describes his job. As a diplomat, this would seem to be the case, but as a mer, it is more akin to emotional bribery to make people do what you want them to. The mer are the worlds' finest Empaths, and their list of friends and allies is testament to the fact that they are a very friendly people. Emotional blackmail is a handy tool to be had however, and they use it with skill.

Hallaf realizes that the world has a certain preconceived notion about the mer as a peaceful, blissful and rather weak race that beings love to be around, because of their utter niceness. In reality, the mer run the emotional gamut as all sentient beings do, but the mer empathy allows them to literally, get away with murder.

As a diplomat, Hallaf is responsible for solving issues with other governments in the interest of his own nation. If a little empathy helps seal the deal, so be it. That is a price that Hallaf, and all mer will gladly pay to ensure their way of life. Sometimes, a little more is required and Hallaf doesn't shy away from that aspect of his job as well.

Hardball politics and gunboat diplomacy are a fact of life in international relations, and nobody does it better than the mer.

Thus Hallaf often has dealings with the denizens of the underworld to deal with problems that simply cannot be dealt with in a civilized manner. Hallaf has a reputation of being a wonderful negotiator and never backing down from a challenge. He also has a lot of political capital due to his record of solving numerous disputes over all manner of issues including election fraud, international waters violations and military interventions. He has been called to testify in the Conclave of Nations' Council of Peers numerous times for various reasons. He is considered to be one of the foremost negotiators on the planet.

Hallaf is also a bit of a recluse in his personal life, rearing his four children from deep within the governmental sphere in Harmony. His wife was killed years ago when a Cistrus suicide bomber detonated himself on Embassy Street in Wraakaar in an act of terrorism that was simply one more in those two nations' simmering conflict. For this reason, Hallaf has been reluctant to engage in any diplomatic relations with either of those two nations.

Hallaf travels extensively and for that reason has made use of a great many biomagical spells to allow him access to nations that for various reason are not aquatically friendly. Regardless of the influence of biomagic, Hallaf has long white hair that flows majestically around him underwater or is worn straight and hangs both in front of and behind his shoulders. His skin is a shiny tan with small green dots along his back. His chest is a light shade of blue and his wide eyes are a melancholy green. His scales are extremely small and are teal in color. The tips of his fingers and fins are black.

The Skies

The 12 Sky Kingdoms

The Sky Kingdoms are places of beauty and trade. They float effortlessly above the lands and oceans of Vhraeden, silent, aloof and untouchable. That is the common view of these amazing lands, but the truth is rather less awesome. While it is true that there are 12 Sky Kingdoms, which are, essentially flying cities composed of several islands that float in the air, they are anything but aloof and untouchable.

These ancient marvels were created using very powerful magic and have been in existence for hundreds of years. Originally built by the O'shas as travelling aeries, they simply grew in size and as time went on, became flying cities. The O'shas are related to the giants and are masters of elementalism (air, earth and electricity) as shown by their ability to keep their flying cities permanently aloft.

The Sky Kingdoms were built simply to keep the O'shas in the air, safe from many predators, but have since been become much, much more. They have become the only home of the O'shas. Always a small race, they are less than three million of them left and they are almost all found in the Sky Kingdoms.

Each of the sky kingdoms is highly mobile and they use this mobility and their elemental mastery of air to their advantage. They make trade agreements with other nations where in a Sky Kingdom will move to that nation and assist in controlling the weather to ensure that

agricultural harvests are maximized. The kingdom will then receive a preset amount of that produce for themselves.

This lifestyle has allowed the sky kingdoms to be live a very enviable lifestyle. Along with the money made from the trading of foodstuff grown in one kingdom and sold to another, they also make a large amount of money off of trading other items as well as tourism and as the ultimate in slow travel.

There are twelve sky kingdoms. The thirteenth kingdom, Uladin, also known as the Ghost Kingdom is no longer inhabited. All who have gone there have never returned.

Capital: Each of the sky kingdoms is a kingdom unto itself and thus they are more properly referred to as city-states. The names of the 12 Sky Kingdoms are Khadam, Karada, Admiya, Sulayk, Wahash, Chadir, Pa'shan, Rasheed, Genva, Ra'iall, Zobaya and Shammar. The Ghost Kingdom is Uladin.

Population: Each Sky Kingdom has between 12,000 (Shammar) and 849,000 (Khadam)

Races: The races of each sky kingdom are almost all O'shas (99%) with a small population of other races (1%)

Technological Base: The technological base is Elementalism (Air) and Magic. Psionics are also very common, as is Alchemy.

Environments: Each of the 12 Sky Kingdoms is mobile and can thus move from environment to environment

Architecture: Since each of the cities is unique and they have been all over Vhraeden, they are composed of a huge variety of modified architectural styles. Almost all of the architecture is open, graceful and usually white stone or carved wood.

Governmental Structure: Each of the sky kingdoms is independent, although they each send a representative once a year to the Freedom Council, which is held in a different sky kingdom each year. At this council, they each determine when and where the kingdoms will be so that they do not interfere with each other.

Leader: There is no leader of the Freedom Council.

Monetary Unit: The Sky Kingdoms do not have a currency of their own, but instead use the currency of whichever nation they are travelling over. O'shas have a tendency to hoard money of all nations.

Year Established: Each of the Sky Kingdoms was founded at differing times.

Economic description: The Sky Kingdoms universally have a capitalist, meritocratic economy. They are heavily involved in agriculture, since none of the Sky Kingdoms have the capability to grow any food, they are still reliant on the surface world for all food.

Imports: food

Exports: weather, handcrafted goods

Classification: Stable Nation

National Motto: Each of the 12 kingdoms has a different motto. The motto of the Freedom Council is "By Unanimous Decision"

National Language(s): Each of the 12 Kingdoms speak O'shas, the racial language of the O'shas

Religion(s): Each of the 12 Kingdoms has

Allies: Most nations are allied with the 12 Sky Kingdoms

Enemies: Although some nations have some issues with one or more of the Sky Kingdoms, few nations will be outwardly hostile to a kingdom that has the capability to create a hurricane over your capital and sustain it for a year.

Description

Each Sky Kingdom is a flying city and is unique, depending upon the architectural styling of their founders as well as

the lands that they travel over. They all do have a very similar appearance on a macro level, however. They all appear to be large floating islands with a large number of clouds surrounding it.

Life and Society

Each of the 12 Kingdoms is ruled by a King, though they are not particularly feudal. The king rules the kingdom and the kings court keeps the city aloft and in business. The people are taxed to provide for the fuel the city needs to purchase from the surface as well as all other manner of trade goods.

The kingdoms are almost all free markets, and the standard of life is very high.

Major Geographical Features

As rather small flying cities, there is little geography to speak of.

Important Sites

Each of the 12 Kingdoms is an independent entity and they fulfill a very niche in the world economy. Due to this, they are all considered to be important in some manner, and with the amount of tourism increasing in the world, the Kingdoms are beginning to experience a large increase in their value.

Khadam



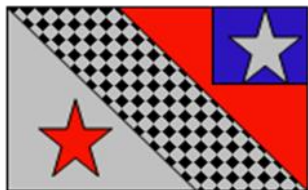
Karada



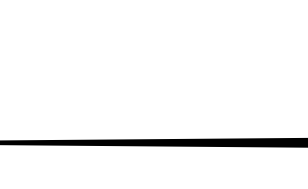
Admiya



Sulayk



Wahash



Chadir



Pa'shan



Rasheed



Genva



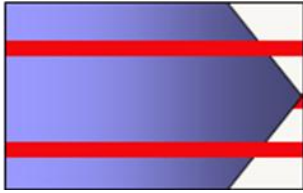
Ra'iall



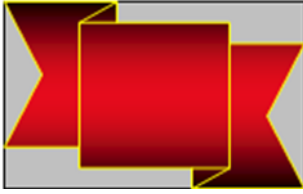
Zobaya



Shammar



The Ghost Kingdom, Uladin.



NPC's

Erias Kudan

Tradesman

Erias is a tradesman in the Ra'iall sky kingdom. He is like hundreds of others, although Erias engages in more illicit traffic than most of his contemporaries, most specifically he engages in the fencing of stolen magical properties. Due to his criminality, he has a lot of contacts on the surface, far more than most others of his species.

He is rather tall for an O'shas, almost 8 feet tall and colored a dull tan with brown streaks running from the corners of his beak along his face and down his back.

CHAPTER V RACES OF VHRAEDEN

Human

Personality: Humans are the most widespread if not the most prevalent race on Vhraeden. This is due to the fact that the human psychology is much more malleable than other races. Humans are much more psychologically and socially adaptable than other races and it is this ability to adapt that has allowed them to spread across the world. Humans are capable of the same feats of bravery that mark the bugbears, the same cruelty that is the Cestaleth's creed and every emotion or state in between.

Physical Description: Humans are bipedal and are an average of five feet eight inches for males and five foot four inches for females. They are considered to be the baseline race on Vhraeden because they have several homelands and also because almost everyone has seen one. Physical differences between humans who live in different nations are due to a variety of factors such as nutrition and their environment.

Relations: Humans are a social race and tend to identify with family very closely. Humans are able to create very close personal bonds and tend to not break them, at least not openly and usually only with very good reasons. Humans who are not gregarious or socially active tend to be looked down upon by other humans. Human social relationships have a tendency to overpower individual personalities which leads many other races to look upon them as being weak-willed or lacking in individual conviction.

Alignment: Humans tend to have a great variety of alignments, but the most common is NG. Overt violence and obvious evil tend to offend most humans.

Religion: Humans are found in the congregations of all churches in Vhraeden, although humans are far more comfortable in either a monotheistic religion or a pantheon with familial relationships among the deities. Most humans (90%) consider themselves to be "religious" and of those, 80% are members of The Word of Purity, The Church of Unity, The Power and the Truth or the Heavenly Chorus of Exelain religions. Human religious beliefs run from ultra-fanatical to near blasphemy, but in the end, most humans consider themselves religious, even if most other races consider them to be lazy worshippers.

Language: Humans speak the language of the area that they inhabit and do not have a language of their own.

Names: Humans follow the naming convention of the area they live in and thus varies, although most humans have a name that denotes them individually, a familial name that denotes their family and usually a second name that they are known by close friends and family. Some humans have a second familial name in order to identify patriarchal and matriarchal lineage, others have an extended familial name such as a tribal name, while some humans, especially those from Gavik have names that run as follows; individual name, matriarchal name, patriarchal name, settlement name, province name, national name.

Adventurers: The large variety of human psychology allows humans to become adventurers for many reasons, and even so, those reasons are typically seen as rather silly by other races.

The typical lifespan is 80 years.

STR	Strength	3d6
CON	Constitution	3d6
DEX	Dexterity	3d6
PWR	Power	3d6
CHA	Charisma	3d6
INT	Intelligence	3d6
WIS	Wisdom	3d6
SIZ	Size	Medium/Medium
SPD	Speed	3d6
Height	4'8" to 6'6"	Weight 90 to 280 pounds
Preferred Climate: Humans can survive in almost any environment given time to build structures. The preferred climate depends upon the individual.		
Homelands: Anjia, Trellanin Empire, K'Keb'Rebah, Gavik, Hardlands		
Racial Abilities and Skills: None		
Age Category	Age Range	Attribute Modifiers
Child	7-12	-3 to all attributes
Adolescent	13-17	-2 to all attributes
Young Adult	18-25	-1 to all attributes
Adult	26-35	No modifiers
Professional	36-45	No modifiers
Middle Age	46-55	-1 physical attributes
Old	56-65	-2 physical attributes
		+1 mental attributes
Venerable	66-75	-3 physical attributes
		+2 mental attributes

Elderly	76-90	-5 physical attributes +3 mental attributes
Ancient	91+	-7 physical attributes +4 mental attributes

Dwarf

Personality: The typical dwarf is a dour, hardworking, tough being. Dwarves are an inherently non-magical race and dislike almost all forms of magic with the exception of Shamanism. Dwarven shamans are well respected within the community as advisors and are routinely sought out by their peers to give their opinion on matters of great importance.

Dwarves prize honesty and personal honor above all else, however, their forward attitude is generally seen as being rude and self-aggrandizing.

Physical Description: They are shorter than the human average, such that a tall dwarf is about as tall as an average human. They possess remarkably similar physiology, although they possess their thymus throughout their lifespan and their kidneys, liver and lymphatic systems are larger in size (comparatively) than a human's. This allows for increased capacity to fight off diseases and toxins.

A dwarf also has comparatively more muscle mass and a more dense bone structure than a human which allows them to have comparable strength and constitution with a human. They are a barrel chested race and have quite developed cardio-respiratory systems, which allow them to have comparable endurance to a human as well. Their short stature does have a negative effect upon their ability to run, however, and as a race are considered to be rather slow.

The skin tones for dwarves range from a typically ruddy complexion to a dark tan. Dwarves have larger eyes than humans, but their usually overdeveloped facial hair conceals this well. Dwarves usually have brown, green or blue eyes, although violet, purple and pink eyes are not unknown. Dwarves are a hairy race, usually covered in body and facial hair. Female dwarves show the same physical attributes as males although there is a cultural revolution regarding females possessing body and facial hair in mixed race regions. Hair color for dwarves is generally red through dark brown. Blond and black haired dwarves are quite rare and those that possess this coloration are usually cosmetically enhanced.

Relations: The dwarves form exceptionally close bonds of family, and those bonds override all others. Dwarves feel the bond of family across the seas and throughout their years spent away from home. Few dwarves choose to leave their hearths (towns) and those that do, are usually seen as being misanthropes who "forgot where they came from" and are spoken of as if they were dead, if they are spoken of at all.

Alignment: Dwarves have a strong connection to order and inherently dislike chaos, thus most dwarves are Lawful, and the dwarven impetus towards self-sufficiency lead to them to view others dispassionately, thus they are usually LN.

Religion: The majority of dwarves have become adherents of The Word of Purity, The Church of Unity, The Power and the Truth or the Heavenly Chorus of Exelain religions. The few dwarves who still worship the old gods do so openly as dwarves do not place their religious beliefs above the concepts of loyalty. Due to this, there are very few

dwarven clerics, and those that are usually come from families who worship the old traditional gods and have a long familial connection with those churches.

Language: Old Dwarvish and Imperial Common. Old Dwarvish is spoken in their homes, while Imperial Common is spoken in public.

Names: Dwarves typically have three names, their given name, their familial name and a hearth name which is similar to a tribal name in other societies, but since dwarves are a very stationary race, they feel that their hearth is in effect their extended family.

Adventurers: Those dwarves who do become adventurers have a tendency to be atypical dwarves, since the dwarven predilection is to find a home and stay there for their entire lives. For this reason, dwarves rarely become adventurers and those that do usually have a very personal reason for doing so.

The typical dwarf has a lifespan of 140 years.

STR	Strength	3d6
CON	Constitution	3d6+6
DEX	Dexterity	3d6
PWR	Power	3d6-4
CHA	Charisma	3d6-2
INT	Intelligence	3d6
WIS	Wisdom	3d6
SIZ	Size	Medium/Medium
SPD	Speed	3d6-2
Height	4'6" to 5'6"	Weight 120 to 280 pounds
Preferred Climate: Plains, mountains and underground		
Homelands: Trellanin Empire		
Racial Abilities and Skills:		
Low Light vision 60 feet (poor color vision)		
+10% CON check versus poisons		
Appraise	10%	
Masonry	10%	
Age Category	Age Range	Attribute Modifiers
Child	10-15	-3 to all attributes
Adolescent	16-20	-2 to all attributes
Young Adult	21-25	-1 to all attributes
Adult	26-40	No modifiers
Professional	41-60	No modifiers
Middle Age	61-80	-1 physical attributes
Old	81-90	-2 physical attributes +1 mental attributes
Venerable	91-100	-3 physical attributes +2 mental attributes
Elderly	101-110	-5 physical attributes +3 mental attributes
Ancient	110+	-7 physical attributes +4 mental attributes

Pure Elf



This Pure Elven monk is unhappy to see you, and is about to show you the way out/

Personality: The Pure, as they refer to themselves are without exception prejudiced, aloof, cold, arrogant and utterly disdainful of anything that is not "pure", or of non-elven origin. The pure elves dislike high elves and barely tolerate elves, sea elves or snow elves, who they see as mongrelized, degenerate peoples. Since they are very unemotional beings, pure elves tend to have only one motivation, whether that be collection of power, destroying other races or some other long term goal and are completely focused upon that goal.

Their long life span precludes them from forming close relationships with shorter lived beings and see almost everything as a tool to be used, or an obstacle to be overcome.

Physical Description: A'Lanthan claims of racial superiority are difficult to argue on an objective basis. The Pure elves are slightly taller than the average human, with an average height of 5'10" to 6'2" with a similar muscle development. They possess faster reflexes, better senses and the same strength as a human. Virtually immortal and highly magical, they are superior to most races on Vhraeden. The downfall of the elvish races is their very slow reproductive rate and their susceptibility to diseases. Their reliance on magical augmentation has reduced their natural immunities to such an extent that many diseases which will make a human ill pose a serious threat to life for the average elf.

Skin color, eye color and hair color are very non mutable and are passed matrilinearly. Thus, all the children of an elven couple will possess the same skin color, eye color and hair color of their mother. This is due to elven genetics. The side effects of this are that all of the elven fae races (Deep elf, pure elf, high elf, elf, sea elf, Halflings, harpies and hags have this same trait). Due to this pre eminence of phenotype residing with the female genetics, there has

never been a question of females being seen as less than males. In fact, there are no cases of there ever being a purely patriarchal elven society, although there have been cases of particular houses (especially with Pure Elves, Harpies and Hags) being purely matriarchal (although in the case of Harpies and Hags, this is due to there being no males of either species).

Due to this fact, it is exceptionally easy for elves of any species to quickly identify the family (House) that a particular elf is a part of. This genetic, social connection is such an intrinsic part of an elven psyche, that to be banished is akin to a slow, public death sentence.

Common skin tones for Pure elves are bluish, tan, copper, olive, black, alabaster, green and reddish. Common hair colors run in almost primary color though black, brown, green, red and white are the most common. Eye color similarly is highly variable throughout the race.

Relations: Solitary, unemotional and barely able to understand, much less appreciate others, they tend to form only the most fleeting of relationships with others and most beings want nothing to do with them.

Alignment: The Pure Elves hate chaos, and are therefore Lawful, but their complete and utter inability to understand other beings makes them at best neutral, but the majority of Pure Elves are Lawful Evil, since they don't set out to cause suffering (most do not), but are uncaring if their actions cause pain, regardless of the scale.

Religion: The Pure Elves disdain religion as a sad attempt by the lesser races to overcome their fears. The few Pure Elves who do hold religious beliefs are usually followers of The Church of Eternal Inspiration. This hatred of religion is perhaps one of the few reasons that cultists have such a difficult time finding converts in Pure Elf worshippers, although many of their core beliefs would make them ideal cultists.

Language: Pure Elves will only speak A'Lanthan to one another, and if they do speak another language will make a great show of their irritation in having to learn gutter speak to communicate with lower forms of life.

Names: Elves have remarkably long names that are difficult to pronounce correctly, and they will become very irritated when other races butcher their names. Pure Elves have a title, a given name, usually four syllables separated by slight pauses, a Family Name, a Lineage (usually four or five names where their famous ancestors are named) with a location from whence their Family came.

Adventurers: Pure Elf adventurers are quite common, since the Pure despise delegation of responsibilities to lesser races and will often send a Pure Elf representative or conduct adventurous activities themselves if they are not too busy concocting another plot or subtly manipulating events in their favor. Pure Elves are absolutely loathe to associate themselves with other races, thus most Pure Elf adventurers will either be solitary or part of a Pure Elf group with no other races.

The typical Pure Elf lives for approximately 450 years.

STR	Strength	3d6
CON	Constitution	3d6-2
DEX	Dexterity	3d6+2
PWR	Power	3d6+12
CHA	Charisma	3d6+2

INT	Intelligence	3d6
WIS	Wisdom	3d6
SIZ	Size	Medium/Medium
SPD	Speed	3d6+1
Height	5'6" to 6'6"	Weight 150 to 250 pounds
Preferred Climate: Mountains and plains		
Homelands: A'Lanthas		
Racial Abilities and Skills		
Low Light Vision	Elves can see twice as far as a Human at night.	
Listen	10%	
Search	10%	
Spot	10%	
Weapon Skills	10%	
Magical Aptitude	30%	
Age Category	Age Range	Attribute Modifiers
Child	20-30	-3 to all attributes
Adolescent	31-50	-2 to all attributes
Young Adult	51-70	-1 to all attributes
Adult	71-100	No modifiers
Professional	101-150	No modifiers
Middle Age	151-200	-1 physical attributes
Old	201-300	-2 physical attributes +1 mental attributes
Venerable	301-400	-3 physical attributes +2 mental attributes
Elderly	401-500	-5 physical attributes +3 mental attributes
Ancient	501+	-7 physical attributes +4 mental attributes

High Elf

Personality: Slightly more personable than the Pure Elves, High Elves are still arrogant, cold, aloof and unemotional beings that have difficulty understanding shorter lived races. There are some who feel that the High Elves are even more threatening due to the fact that High Elves have the capability to fake emotions, whereas the Pure Elves would never stoop to that level. Racists who favor Directed Co-Habitation (Slavery) over the Extinction Option (the current flavor of racist propaganda of the Pure Elves), many find the High Elves to be more unpalatable. Pure Elves are aloof with other races, but High Elves are condescending.

Physical Description: Descended from Pure Elves, the High Elves of the Second Founding are similar in many ways to their forebearers. Where the Pure Elves are taller, the High Elves are a bit shorter and slightly less magically talented, although to such a small degree that most races are incapable of telling the difference. High Elves also live approximately 100 years less than a pure elf. The reason for this "de evolution" is that the High Elves have been contaminated by the lesser races of Vhraeden and no longer enjoy the gifts of purity.

Skin color, eye color and hair color are very non mutable and are passed matrilinearly. Thus, all the children of an elven couple will possess the same skin color, eye color and hair color of their mother. This is due to elven genetics. The side effects of this are that all of the elven fae races (Deep elf, pure elf, high elf, elf, sea elf, Halflings, harpies and hags have this same trait). Due to this pre eminence of phenotype residing with the female genetics, there has never been a question of females being seen as less than males. In fact, there are no cases of there ever being a purely patriarchal elven society, although there have been cases of particular houses (especially with Pure Elves, Harpies and Hags) being purely matriarchal (although in the case of Harpies and Hags, this is due to there being no males of either species).

Due to this fact, it is exceptionally easy for elves of any species to quickly identify the family (House) that a particular elf is a part of. This genetic, social connection is such an intrinsic part of an elven psyche, that to be banished is akin to a slow, public death sentence.

Common skin tones for High elves are bluish, tan, copper, olive, black, alabaster, green and reddish. Common hair colors run in almost primary color though black, brown, green, red and white are the most common. Eye color similarly is highly variable throughout the race.

Relations: More capable than the Pure Elves to form emotional bonds, they will typically have perhaps only one friend, who is usually their spouse. They share the belief that all other beings are tools or obstacles.

Alignment: Like the Pure Elves, the vast majority of High Elves are Lawful Evil, although the next most common alignment is Neutral Evil.

Religion: Having a distaste for religion, the few who do have a faith are usually followers of the Church of Eternal Inspiration, with the second largest grouping being followers of the Cults.

Language: High Elves will speak Lanthan among themselves, although those that must deal with the other elven races will speak Elven Revised. Speaking other languages is seen as being too accommodating to the lower races and is disdained and are taught neither in schools nor in secondary education.

Names: Similar to the Pure Elves, High Elves have a given name, usually four syllables separated by slight pauses, a Family Name, a Lineage (usually four or five names where their famous ancestors are named) with a location from whence their Family came. The end of the Wars of Slaughter saw a rise in antagonism towards the use of titles, and only governmentally approved and disbursed titles are utilized.

Adventurers: Sharing the belief of the Pure Elves, High Elves feel that if you want something done right, you will have to do it yourself, thus many High Elves (comparatively) find themselves on adventures of one sort or another. The elvish racism tends to make High Elves operate either alone or in a group composed entirely of High Elves. High Elves have also gained a reputation of being entirely untrustworthy and have often sacrificed their entire group in order to ensure their own survival.

The average life expectancy for a High Elf is 350 years.

STR	Strength	3d6
CON	Constitution	3d6-2
DEX	Dexterity	3d6+2
PWR	Power	3d6+8
CHA	Charisma	3d6+2
INT	Intelligence	3d6
WIS	Wisdom	3d6
SIZ	Size	Medium/Light
SPD	Speed	3d6
Height	5'4" to 6'4"	Weight 120 to 200 pounds
Preferred Climate: High altitude woodlands		
Homelands: Second Founding of the Elvish Empire		
Racial Abilities and Skills		
Low Light Vision	Elves can see twice as far as a Human at night.	
Listen	10%	
Search	10%	

Spot	10%	
Weapon Skills	20%	
Magical Aptitude	20%	
Age Category	Age Range	Attribute Modifiers
Child	15-25	-3 to all attributes
Adolescent	26-35	-2 to all attributes
Young Adult	36-60	-1 to all attributes
Adult	61-80	No modifiers
Professional	81-120	No modifiers
Middle Age	121-150	-1 physical attributes
Old	151-200	-2 physical attributes +1 mental attributes
Venerable	201-300	-3 physical attributes +2 mental attributes
Elderly	301-400	-5 physical attributes +3 mental attributes
Ancient	401+	-7 physical attributes +4 mental attributes

Elf

Personality: They are seen as second or third class beings High Elves or Pure Elves respectively, who both see them as being little more than a talking "monkey", which is elvish slang for a human. Much more tolerant of other races than their ancestors, they still have the average personality of a wooden door and are often seen as being socially challenged in any racial environment other than elven. Seemingly lifeless and lacking in tact, they are also racist, condescending and the only type of humor they seem capable of is snide comments.

Interpersonal relationships between elves are characterized by a lack of affection, a lack of sympathy and a rather cavalier attitude towards emotions, but this is the standard psychological pattern. Elves marry and do so for life as they are exceptionally loyal, regardless of their other faults. The psychological profile for a married elf changes to be a much more accommodating attitude, about equal to that of a frustrated solipsist or perhaps a human with antisocial personality disorder.

Physical Description: The elves of Vhraeden are shorter than either high elves or pure elves, and are generally as tall as a tall human. Their build is usually thin, and many are very gaunt. Many other races confuse elves with thin, sickly humans. Elves hate this comparison and will often point to their ears to make the point that they are NOT humans, and then will follow it up with either a snide comment on the speakers' obvious idiocy or a long diatribe explaining how much better elves are than humans then end with a snide comment on the speakers' obvious idiocy.

Skin color, eye color and hair color are very non mutable and are passed matrilinearly. Thus, all the children of an elven couple will possess the same skin color, eye color and hair color of their mother. This is due to elven genetics. The side effects of this are that all of the elven fae races (Deep elf, pure elf, high elf, elf, sea elf, Halflings, harpies and hags have this same trait). Due to this pre eminence of phenotype residing with the female genetics, there has never been a question of females being seen as less than males. In fact, there are no cases of there ever being a purely patriarchal elven society, although there have been cases of particular houses (especially with Pure Elves, Harpies and Hags) being purely matriarchal (although in the case of Harpies and Hags, this is due to there being no males of either species).

Due to this fact, it is exceptionally easy for elves of any species to quickly identify the family (House) that a particular elf is a part of. This genetic, social connection is

such an intrinsic part of an elven psyche, that to be banished is akin to a slow, public death sentence.

Common skin tones for elves are bluish, tan, copper, olive, black, alabaster, green and reddish. Common hair colors run in almost primary color though black, brown, green, red and white are the most common. Eye color similarly is highly variable throughout the race.

Relations: Their ability to display emotions is stunted by human standards and they often seem capable of a limited range of emotions which include disdain, derision, ridicule, shock, confusion and sometimes reluctant kindness. Due to this, many races actively dislike elves, also some of the more open races tolerate elves because they serve as wonderful fodder for humor.

Alignment: Elves tend to be Lawful Neutral since they understand and respect laws, but have little motivation to actively assist or hinder society. Elves are selfish, overprotective of their lifestyle, history, culture and race, but tend to mellow with age, with most older elves becoming Neutral Good as life experience wears away their racism to the point they become merely abrasive, rude and antisocial as opposed to violently misanthropic.

Religion: Intolerant of religion, the few elves who have a religious slant tend to follow The Church of the Eternal Inspiration.

Language: Elves speak Elven Revised, and those who have a more militant pro-elvish outlook tend to learn Lanthan. Those elves who live in Trellanin also speak Imperial Common.

Names: Following elven tradition, elves typically have a given name, usually four syllables separated by slight pauses, a Family Name and a Lineage (usually four or five names where their famous ancestors are named).

Adventurers: Elves typically become adventurers early in life in order to better understand the world they live in so that they can be better prepared to take control of other beings when they reach that level of responsibility. Elves who do become adventures learn many valuable lessons concerning other beings and although many of them will begin entirely in the company of elves, those who remain in the adventure business will often become tolerant enough of other races so that they can work with them effectively, if begrudgingly.

The average life span for an elf is 280 years.

STR	Strength	3d6
CON	Constitution	3d6-2
DEX	Dexterity	3d6+2
PWR	Power	3d6+4
CHA	Charisma	3d6
INT	Intelligence	3d6
WIS	Wisdom	3d6
SIZ	Size	Medium/Light
SPD	Speed	3d6
Height	5'2" to 6'2"	Weight 100 to 180 pounds
Preferred Climate: Low land forests		
Homelands: Trellanin Empire		
Racial Abilities and Skills		
Low Light Vision Elves can see twice as far as a Human at night.		
Listen	10%	
Search	10%	
Spot	10%	

Weapon Skills	30%	
Magical Aptitude	10%	
Age Category	Age Range	Attribute Modifiers
Child	15-25	-3 to all attributes
Adolescent	26-30	-2 to all attributes
Young Adult	35-50	-1 to all attributes
Adult	51-75	No modifiers
Professional	76-100	No modifiers
Middle Age	100-125	-1 physical attributes
Old	126-150	-2 physical attributes +1 mental attributes
Venerable	151-200	-3 physical attributes +2 mental attributes
Elderly	200-300	-5 physical attributes +3 mental attributes
Ancient	301+	-7 physical attributes +4 mental attributes

Snow Elf

Personality: They are an enigmatic race, and associate little with outsiders, including other elves to the point where they are considered by other elves to be, in effect, no longer elves. They are seen as being distant relations and are accorded the respect due their heritage, but are always kept at arms length and are not trusted by any race.

While a rarity, Snow Elves have been known to visit incredible kindness on other beings, though it seems to be for completely random or non-existent reasons.

Physical Description: Striking eyes, alabaster skin, stark hair, shiny nails and seemingly soulless, the snow elves are feared wherever they appear. They live in the cold northlands in secluded glacial valleys or in underground fortresses. They are shorter than the average elf, about the same as a tall human and are generally regarded as a cold and aloof race, which they are. They do possess a high degree of resistance to cold as well as excellent sight.

Snow elves are usually extremely pale. Their skin has a translucent quality that makes their red or blue veins barely visible beneath their alabaster skin. The other commonly seen skin color is actually white. Their obsession with order has made itself known in their penchant for facial tattoos. Each sect has a unique sigil that is placed upon the forehead, while the ranks are tattooed upon the cheeks of the member. Every sect has a one of kind rank system that is unlike every other, but the ranks are clearly readable via magic to every other snow elf.

Skin color, eye color and hair color are very non mutable and are passed matrilinearly. Thus, all the children of an elven couple will possess the same skin color, eye color and hair color of their mother. This is due to elven genetics. The side effects of this are that all of the elven fae races (Deep elf, pure elf, high elf, elf, sea elf, Halflings, harpies and hags have this same trait). Due to this pre eminence of phenotype residing with the female genetics, there has never been a question of females being seen as less than males. In fact, there are no cases of there ever being a purely patriarchal elven society, although there have been cases of particular houses (especially with Pure Elves, Harpies and Hags) being purely matriarchal (although in the case of Harpies and Hags, this is due to there being no males of either species).

Due to this fact, it is exceptionally easy for elves of any species to quickly identify the family (House) that a particular elf is a part of. This genetic, social connection is such an intrinsic part of an elven psyche, that to be banished is akin to a slow, public death sentence.

Their eyes are usually an odd color such as violet, red, blue, gold, green or black. Their hair is almost always one of two colors. Jet black or pure white are seen in 99% of all snow elves. Snow elves have nails that are also shiny black or a shiny white, not the semi-transparent nature of most other humanoid.

Relations: Other races think of Snow Elves as being worse company than automatons, since they dislike speaking, distrust all other races, including other elves and appear to be severe, humorless and carry themselves with an arrogance and a judgmental attitude that most races find insufferable.

Alignment: Cold, unfeeling and capable of obscene violence without remorse, they are the epitome of Lawful Good, although almost everyone sees them as Chaotic Evil.

Religion: Snow Elves are violently anti-religious and will tolerate no clerical activities. They are well aware of the existence of deities, but their experience with Cults has shown them that interference in religious or spiritual activity is simply one more door that Cults may utilize to bring about their goals. This distaste for deities and spiritualists extends to the point where they will not willingly associate with clerics or spiritualists. They have a dislike of Shamans, but will merely ridicule them when around.

Language: All snow elves can speak Elven Revised in order to deal with their distant kin, as well as Lanthan in order to deal with the Second Founding or A'Lanthas on the rare occasion they deem it necessary to do so. The Snow Elves also have their own language, Volksasan that is utilized only in their nation and they will not teach it to others.

Names: Snow Elves typically have only a single name, usually composed of hard consonants in three or more rarely four syllables. When more specificity is required, they add the connector sen and their Sect. On the rare occasions even more specificity is needed, they will add ne and the name of their city of birth.

Adventurers: Snow Elves rarely become adventurers and those few that are encountered out of their homelands are almost without exception on official business for their Sect. Sects have no compunctions about sending their members on missions around the world that will last years without oversight, so for all intents and purposes they are adventurers.

The average life span for a snow elf is 250 years.

STR	Strength	3d6
CON	Constitution	3d6-2
DEX	Dexterity	3d6+2
PWR	Power	3d6+2
CHA	Charisma	3d6-2
INT	Intelligence	3d6
WIS	Wisdom	3d6
SIZ	Size	Medium
SPD	Speed	3d6
Height	5'1" to 6'1"	Weight 110 to 160 pounds
Preferred Climate: Arctic tundra		
Homeland: Volksung		
Racial Abilities and Skills		
Low Light Vision Elves can see twice as far as a Human at night.		
Listen	10%	
Search	10%	

Spot	10%	
Cold Resistance	10	
Weapon Skills	40%	
Spells	20%	
Age Category	Age Range	Attribute Modifiers
Child	15-25	-3 to all attributes
Adolescent	26-30	-2 to all attributes
Young Adult	35-50	-1 to all attributes
Adult	51-75	No modifiers
Professional	76-100	No modifiers
Middle Age	100-125	-1 physical attributes
Old	126-150	-2 physical attributes +1 mental attributes
Venerable	151-200	-3 physical attributes +2 mental attributes
Elderly	200-300	-5 physical attributes +3 mental attributes
Ancient	301+	-7 physical attributes +4 mental attributes

Gnome

Personality: Analytical, scientific and logical, gnomes are social beings who love order, progress and knowledge. They are a very focused race and feel that the purpose of life is to learn and to create. Not particularly friendly, they are also not particularly pragmatic, but they do have a remarkable facility to learn, build and create. Gnomes are not particularly good at interpersonal skills, but do have a faculty for mechanics and systems that other races marvel at.

Unless describing something, gnomes are typically reserved and seem staid, but when they are engaged in an activity that they are interested in, they have an intensity about them, that is in contradiction to their normal demeanor.

Physical Description: The ugly half-breeds of Halflings and Dwarves, they are essentially a 1/4 elf, 3/4 dwarf mix. They are hated and despised by both Halflings and Dwarves. They are short, stocky and have the dwarven face, but with the elven inability to grow hair, so they are often seen as short Dwarves, and for that reason, the Dwarves continue to grow their beards in order to establish that they are superior to the Halflings and the Gnomes.

Relations: Gnomes, as stated earlier, are not a charismatic people, but their history is one of symbiosis with the orks, goblins, trolls and ogres. This came about because of the Halfling diaspora of the gnomes a thousand years ago. They were the enemies of the Halflings, and by extension the elves. When the Gods War drew to a close, the gnomes and their new allies began a period of cohabitation that has resulted in those races becoming so culturally similar that they are a vital and inseparable part of each other.

Alignment: Gnomes are a good natured people, if socially challenged and they generally have a well meaning attitude thus they are good, and their love of structure makes them highly lawful, thus they are on average LG, except where elves and Halflings are concerned. Against elves and Halflings, gnomes see them as nothing but racist trash to be exterminated for the good of the world.

Religion: As a race created from the melding of others, gnomes have never developed their own pantheons and thus have no feelings towards religion. Most gnomes are quiet atheists and see no particular problem with religion, but they rarely have any use for it.

Language: Gnomes, as created race never developed their own language, thus they helped to develop of the

languages of the lands they occupy, thus it depends on where they live as to what language they speak.

Names: Originally a slave race, gnomes typically only have a given name and the name of their father and mother as last names, often hyphenated. Over the past few generations some families have begun adding the names of their hometown as a sort of last, last name.

Adventurers: Gnomes who become adventurers often do so for one of two reasons. The first is that they need money in order to begin and pay for scientific education or projects. The second reason is to build specialized, one of a kind items that adventurers often find themselves in need of.

The typical life span for a gnome is 90 years.

STR	Strength	3d6-4
CON	Constitution	3d6-4
DEX	Dexterity	3d6+2
PWR	Power	3d6-4
CHA	Charisma	3d6
INT	Intelligence	3d6+2
WIS	Wisdom	3d6
SIZ	Size	Small/Heavy
SPD	Speed	3d6-4
Height	3'6" to 4'6"	Weight 60 to 90 pounds

Preferred Climate: Deserts and plains

Homelands: Momano, Urrykya, Yakkis, Lurkhite

Racial Abilities and Skills

Low Light Vision Gnomes can see twice as far as a Human at night.

Listen 10%

Scent 10%

Age Category	Age Range	Attribute Modifiers
Child	10-15	-3 to all attributes
Adolescent	16-25	-2 to all attributes
Young Adult	26-35	-1 to all attributes
Adult	31-45	No modifiers
Professional	45-55	No modifiers
Middle Age	56-65	-1 physical attributes
Old	66-75	-2 physical attributes +1 mental attributes
Venerable	76-85	-3 physical attributes +2 mental attributes
Elderly	86-95	-5 physical attributes +3 mental attributes
Ancient	96+	-7 physical attributes +4 mental attributes

Halfling

Personality: Seemingly small and delicate, Halflings are not the childlike entities they often appear to be. Of elvish and Dwarvish descent, Halflings possess their elven ancestors' cold and aloof demeanor, as well as their arrogance. From their Dwarvish ancestry they gained the inability to quit. A Halfling is a seemingly tireless worker....they will work themselves to death if they can not solve a problem.

Physical Description: A Halfling is very short to a human, and for those who have never seen one, they seem like a very wise child. Incapable of growing facial hair, and with what is often referred to a porcelain-like, cherubic face, they seem to be filled with a wide-eyed innocence that is disturbing when one examines their history. They possess the full range of human complexions, although unnaturally pale is the most prized.

Skin color, eye color and hair color are very non mutable and are passed matrilinearly. Thus, all the children of a

halfling couple will possess the same skin color, eye color and hair color of their mother. This is due to their ancient elven genetics. The side effects of this are that all of the elven fae races (Deep elf, pure elf, high elf, elf, sea elf, Halflings, harpies and hags have this same trait). Due to this pre eminence of phenotype residing with the female genetics, there has never been a question of females being seen as less than males.

Due to this fact, it is exceptionally easy for halflings to quickly identify the family that a particular halfling is a part of.

Common skin tones for halflings are tan, copper, olive and reddish. Common hair colors run in almost primary color though black, brown, red and white are the most common. Eye color similarly is highly variable throughout the race.

Relations: Halflings are only comfortable in the company of their own race and treat the elves as role models and other races as insignificant. The destruction of their homeland by the orks and the gnomes has had a detrimental effect upon Halflings worldwide. Halflings have a difficult time trusting anyone, except other Halflings. For this reason, Halflings have very few if any contact with other races.

Among other Halflings, they are a gregarious, warm and physically affectionate people, but this is an aspect of their society and culture that is kept hidden from outsiders.

Alignment: halfling love order, discipline and self control and so are Lawful, but their utter indifference to others makes them at best Neutral, but most Halflings would be LE.

Religion: Halflings share the feelings of the elves in the matter of religion. Being a race with a culture borrowed from the elves, they never had time to formulate their own religion, therefore unless an Halfling has had extensive contact with another culture (rare), they will almost all be atheists.

Language: The older Halflings born before the Momonoan Intervention speak Halfling Communal, and many are conversant in Elven Revised or Lanthan. Younger Halflings typically only speak Sarkathian.

Names: Older Halflings follow the elven model and typically have a given name of four to five syllables with a slight pause between each syllable, while younger Halflings tend to have names appropriate to the area that they were born it.

Adventurers: Halflings seem draw to being an adventurer specifically so they can engage in mercenary operations, terrorism or piracy against the orks. Halfling refugees have also become very active in organized crime in order to finance their insurgency. Most Halflings who become adventurers will most likely do so in order to support their quest for freedom from the orks.

The average life span for a Halfling is 110 years.

STR	Strength	3d6-4
CON	Constitution	3d6-4
DEX	Dexterity	3d6+2
PWR	Power	3d6
CHA	Charisma	3d6+2
INT	Intelligence	3d6
WIS	Wisdom	3d6
SIZ	Size	Small/Medium

SPD	Speed	3d6-4
Height	3' to 4'	Weight 30 to 50 pounds
Preferred Climate: Halflings prefer grassy plains, forested rolling hills and tropical beaches.		
Homelands: Momano Eastern Economic Expansion District (formerly the Halfling Holdings), Trellanin Empire		
Racial Abilities and Skills		
Climb	10%	
Jump	10%	
Move Silently	10%	
Thrown Weapon	10%	
Listen	10%	
Age Category	Age Range	Attribute Modifiers
Child	15-25	-3 to all attributes
Adolescent	26-35	-2 to all attributes
Young Adult	36-45	-1 to all attributes
Adult	46-60	No modifiers
Professional	61-75	No modifiers
Middle Age	76-90	-1 physical attributes
Old	91-100	-2 physical attributes
		+1 mental attributes
Venerable	101-110	-3 physical attributes
		+2 mental attributes
Elderly	111-120	-5 physical attributes
		+3 mental attributes
Ancient	121+	-7 physical attributes
		+4 mental attributes

Ork

Personality: Naturally hirsute, they are, as a race obsessed with cleanliness and personal hygiene. Many speculate that this is a holdover from their original racial stock, which were very beautiful and civilized. Their forcible mutations may have affected their body, but their souls remained relatively intact.

They are also a very passionate people, with a capacity for kindness equaled only by their capacity for violence and hatred. As a race, they are filled with a rage for revenge against elves and Halflings that often blinds them to logic. Indeed, orks are an intelligent race, but their emotions often interfere with clear thinking.

Physical Description: Of average human height, with long arms, short legs and bulging muscles, the typical ork is an intimidating sight. Thick boned, they are a tough people, and very strong with a talent for fighting. Originally a very peaceful people, the Onslaught ritual of the Elves and Halflings during the God's War turned their race into what it is today.



A pair of ork ShadowOps make an unexpected visit.

With green being the most common skin color, and green being the most common eye color, they are almost invisible in forests. Grey, brown and black are also possible skin colors. Eye colors other than green is brown and rarely yellow.

Relations: Orks are a social people capable of forging extremely strong bonds with others. Their natural social instinct was strengthened due to the effects of the Onslaught ritual, to the point where they feel most at home as a member of a group. Ork interpersonal relationships tend to very smooth, the only issue is what the exact place of each member, and for this reasons ork families are very tolerant, loving and affectionate.

Alignment: Orks tend to be very kind when there is a reason to be, but they rarely feel the need to be overly emotional or display kindness outside of their families however. Their love of organization means that they are Lawful and they are Neutral but with good tendencies. Most orks are thus LN or NG.

Religion: Because the majority of orks were created, they never formed their own pantheon, and their successes have all been self created and thus hey have no need of religion. Most orks are atheists, although those that do have some religious tendencies find that they are happy borrowing religions from other races and cultures.

Language: Orks speak Sarkathian, and those who have international dealings will usually speak another language, typically Imperial Common or another widely spoken language.

Names: Orks, as a created race have taken to simply having two names, both given by their family and their mothers name hyphenated with their fathers name as a last name. More important to an ork is their Social Identification Number, which is the number they are most often referenced by, not their name.

Adventurers: Ork adventurers are in high demand because they operate well in almost any type of group and their technological skills and combat abilities are highly sought after. Orks will not work in a group with an elf or a Halfling however, and their groups must have a definite chain of command or the ork will never feel completely at ease where it is a group of equals.

The average life expectancy for an ork is 85 years.

STR	Strength	3d6+4
CON	Constitution	3d6+4
DEX	Dexterity	3d6
PWR	Power	3d6-4
CHA	Charisma	3d6-2
INT	Intelligence	3d6-2
WIS	Wisdom	3d6
SIZ	Size	Medium/Medium
SPD	Speed	3d6
Height	5'6" to 6'6"	Weight 160 to 280 pounds
Preferred Climate: Deserts and rocky terrain		
Homeland: Momano		
Racial Abilities and Skills		
Dark vision 60'		
Age Category	Age Range	Attribute Modifiers
Child	5-10	-3 to all attributes
Adolescent	11-15	-2 to all attributes
Young Adult	16-20	-1 to all attributes

Adult	21-30	No modifiers
Professional	31-40	No modifiers
Middle Age	41-50	-1 physical attributes
Old	51-60	-2 physical attributes +1 mental attributes
Venerable	61-70	-3 physical attributes +2 mental attributes
Elderly	71-80	-5 physical attributes +3 mental attributes
Ancient	81+	-7 physical attributes +4 mental attributes

Draconic

Personality: Solemn, proud and ultimately, profoundly lonely, the Draconics are the last of the ancient race that were the emissaries of the Dragon Lords of the countless millennia before the coming of the Darkness and the treachery of the Arcadians, which is the ancient name of the beings that came to be known as elves. Where once there were thousands upon thousands of Draconics, there are now perhaps a thousand Draconics left on Vhraeden.

These giants are physically powerful, magically peerless and there is nothing that can save them from extinction. The sorrow of the draconics is overwhelming and any beings with whom they come in contact with cannot help but feel the palpable sadness than emanates from them in waves. Once they were the lords of all they surveyed and were created by the Dragons to serve them, and now, they are a race without a purpose.

Physical Description: Large, powerful and in a variety of phenotypes, the Draconics are a diverse race.

Relations: The Draconics are feared and loathed throughout the world. Victims of prejudice and violence perpetrated by the elves, they are always on guard for possible terrorist actions targeting them. Long lived, they have difficulty understanding the shorter lived races. They breed slowly, but mate for life, and their loyalty is absolute.

Alignment: Draconics find the concept of alignment alien to them, and consider themselves to be lawful, but only to their own sense of law, which is not the same as other beings sensibilities concerning Law. Draconics are very logical, and thus are able to explain in excruciating detail the cause of their actions and the results of their actions to the third or fourth order of effect, but it rarely makes sense to any being except another Draconic. Their alignment is usually Chaotic Neutral.

Religion: As a created race, Draconics have never had a religion, although they do follow a particular philosophy which is based upon their legends of their creation and their eventual destruction called The Cycling. In effect, the Draconics follow a spiritual philosophy which is based upon ancestor worship similar to the modern Druidic Path, but other than the structure of their belief, is entirely separate.

Language: Draconics speak draconic among themselves as well as typically three or four other languages appropriate to the area they live.

Names: Draconics have only one name, usually between three and five syllables of guttural and hard consonants. They are typically named after ideals that translate into what other races call ideals or virtues.

Adventurers: By definition, almost all Draconics fall into the category of adventurers because they are almost always engaged in some sort of long term, intensely

complex plot of some sort or another that will involve third parties, cutouts, large amounts of money and other adventure stocks in trade.

The typical lifespan of a Draconic is approximately ten to eleven thousand years.

STR	Strength	3d6+2
CON	Constitution	3d6+2
DEX	Dexterity	3d6+2
PWR	Power	3d6+10
CHA	Charisma	3d6+4
INT	Intelligence	3d6+4
WIS	Wisdom	3d6+2
SIZ	Size	Medium/Heavy
SPD	Speed	3d6
Height	6'6" to 7'6"	Weight 300 to 500 pounds
Preferred Climate: Any		
Homeland: Ulsua		
Racial Abilities and Skills		
Age Category	Age Range	Attribute Modifiers
Child	50-100	-3 to all attributes
Adolescent	101-200	-2 to all attributes
Young Adult	201-400	-1 to all attributes
Adult	401-1000	No modifiers
Professional	1001-2000	No modifiers
Middle Age	2001-5000	-1 physical attributes
Old	5001-8000	-2 physical attributes +1 mental attributes
Venerable	8001-10000	-3 physical attributes +2 mental attributes
Elderly	10001-12000	-5 physical attributes +3 mental attributes
Ancient	12001+	-7 physical attributes +4 mental attributes

Jemlah

Personality: Argumentative, bellicose, rude and pushy, Jemlah have few friends. They are seen as overly aggressive country bumpkins who are always looking for more land. Jemlah are exceptionally non-charismatic as well as very prejudiced against all other beings. They do tolerate those beings that they can push around, use, abuse and otherwise control, but have no use for any others.

Jemlah seem to all possess a fortress mentality and are excessively xenophobic of all things.

Physical Description: A centauriod creature, a Jemlah has the lower body of a goat and the upper body of a human. They generally have white hair on the upper body, lower body and head. They also possess a pair of curved horns just above their eyebrows that can range from small horns to large horns can reach over a foot in length. Male Jemlah also generally have a beard that is long and is also white.

Relations: Jemlah have very bad relations with almost every other being on Vhraeden due to their psychological issues. Within their own nation however, Jemlah are a very loving and dedicated race that is capable of a wide range of emotional responses, but they will display them only when surrounded by their own race.

Alignment: Jemlah are lawful due to their dedication to their lifestyle, but their views on their place in the world places them at odds with the majority of the population. Their dedication to their beliefs leads to their willingness to commit to actions that can only be termed evil. Jemlah are for the most part LE.

Religion: The Jemlah, alone among the races of the Centaur Confederacy do not follow shamanism, but rather a religious based version of spiritualism taught to them by the *Hya Orgaus*, or the Universal Law Giver. They are the only adherents to this quasi-religion called Orgaussian Spiritualism. The basic tenets are that those who learn the philosophy are expected to rule in both the spiritual realm and the material realm since only spiritualism allows them to truly understand the Laws of both realms.

Language: Jemlah speak Confederation Basic, although their original language is Baurian. Those who follow Orgaussian Spiritualism must first know Baurian, since all of the religious texts are written in this language.

Names: Jemlah have a first name that is generally at least three hard syllables long, and a last name that has soft, erratic sounds. The last name is the tribal name.

Adventurers: Jemlah have a penchant for becoming adventurers since they feel that there are some occasions where a deniable resource is exactly what is needed. Jemlah are not noted for simply becoming adventurers for the simple goal of personal gain.

The average Jemlah lives approximately 50 years.

STR	Strength	3d6
CON	Constitution	3d6+4
DEX	Dexterity	3d6
PWR	Power	3d6
CHA	Charisma	3d6-4
INT	Intelligence	3d6
WIS	Wisdom	3d6
SIZ	Size	Medium/Medium
SPD	Speed	3d6
Height	3'6" to 4'6"	Weight 80 to 120 pounds
Preferred Climate: Grasslands		
Homeland: Centaur Confederacy		
Racial Abilities and Skills		
Poison Resistance +30% to CON rolls		
Age Category	Age Range	Attribute Modifiers
Child	2-5	-3 to all attributes
Adolescent	6-10	-2 to all attributes
Young Adult	11-15	-1 to all attributes
Adult	16-25	No modifiers
Professional	26-35	No modifiers
Middle Age	36-40	-1 physical attributes
Old	41-45	-2 physical attributes +1 mental attributes
Venerable	46-50	-3 physical attributes +2 mental attributes
Elderly	51-55	-5 physical attributes +3 mental attributes
Ancient	56+	-7 physical attributes +4 mental attributes

Minotaur

Personality: Tough, strong and stoic, the minotaur are one of the races of the Centaur Confederacy. They have been the silent driving force behind many of the legal reforms that make the CC one of the foremost nations in the world. While they often seem slow or stupid, they are neither, but rather possessed with a pragmatism that many see as a lack of higher reasoning. It is true that they are not deep thinkers, but they are as wise as any race, and tend to see problems as something to overcome rather than requiring a long term intellectual investment.

Physical Description: Physically intimidating, minotaurs are basically bipedal, omnivorous bovine creatures. They have

horns, which they are very proud of, although some tribes remove the horns of their females. They are often confused with Kaikka, but their horn structure is different, and they do not have long, shaggy coats. Their typical coloration is usually of a single color, black or dark brown are the most common, with small portions of their coats being another color, usually white. The portions of their bodies are different colored is a good way to identify what tribe they belong to, since it is a recessive trait that will generally follow along tribal lines.

Relations: Minotaurs follow a very codified society, where the powerful rule, and the weak serve. Over the past few generations, this system has been breaking down, with more of the younger minotaurs leaving their tribes to seek their fortunes among other races. This is partially due to the population growth of the race which can no longer support large herds of minotaurs ruled by singular Bulls and a small collection of his seconds.

The system that is slowly evolving is more in line with other races where a single mated pair form a family unit and raise their calves as an avuncular separate family instead of a huge tribe ruled by a Bull, and the rest of the population are Cows, his calves and a small collection of his Seconds (usually eunuchs).

Within the original social framework, the Bull was the ultimate authority, and he ruled until one of his children deposed him (usually violently) or another Bull deposed him (always violently). This system has been found to be lacking in social development and thus many of the younger bulls and cows are forming into mated pairs and leaving.

Alignment: Minotaurs are born into a lawful society that is established by the strongest Bull. This form of social dynamic is actually Chaotic, because the strongest Bull makes the tribe his own by establishing his own, new laws with only his ideas to guide him. That minotaur society actually functions is due to the inherent wisdom and goodness of a minotaurs' heart. Minotaurs take many others into account before they make a decision, but once a decision is made, they will do whatever it takes to enforce it. Minotaurs are typically CG.

Religion: Minotaurs are typically Shamans, and thus follow the Shamanic Tradition for their religious needs.

Language: Minotaurs speak Minoan. The upper classes, usually Bulls and favored Cows also typically speak Confederation Basic.

Names: Minotaurs name their children after some physical feature, or after a shamanic virtue. The Minoan language is full of hard consonants and thus sounds sharp, and most names are usually one or two syllables long. The last name is that of the tribe, which is named after a shamanic feature or natural description, such as Hawktales or Toughgrass.

Adventurers: With the breakdown of traditional Minoan culture, more Minotaurs are finding that they are well suited to an adventurous lifestyle. They are usually a combat oriented nature and highly sought after for these roles.

The average life span for a minotaur is 62 years.

STR	Strength	3d6+8
CON	Constitution	3d6+4
DEX	Dexterity	3d6

PWR	Power	3d6
CHA	Charisma	3d6-2
INT	Intelligence	3d6-4
WIS	Wisdom	3d6
SIZ	Size	Large
SPD	Speed	3d6
Height	7'6" to 8'8"	Weight 450 to 650 pounds
Preferred Climate: Hilly grasslands with large cave complexes.		

Homeland: Centaur Confederacy

Racial Abilities and Skills

Search 20%

Spot 20%

Listen 20%

SP = 5

Age Category	Age Range	Attribute Modifiers
Child	2-4	-3 to all attributes
Adolescent	4-9	-2 to all attributes
Young Adult	10-15	-1 to all attributes
Adult	16-25	No modifiers
Professional	26-40	No modifiers
Middle Age	41-50	-1 physical attributes
Old	51-55	-2 physical attributes +1 mental attributes
Venerable	56-60	-3 physical attributes +2 mental attributes
Elderly	61-65	-5 physical attributes +3 mental attributes
Ancient	66+	-7 physical attributes +4 mental attributes

Chital

Personality: Small (by Centauroid standards) and peaceful, the Chital are a race that is widely regarded as trustworthy, if not outright friendly. Many peoples have taken their demeanor to be a sign of weakness, especially the Jemlah, but they have all learned that the Chital are a race that understands valor as well as any other.

Physical Description: Typically a dun color, with two or three black stripes down the back, Chital blend quite well into their high altitude grassland home. They have four cloven hoof legs and two humanoid arms, a slightly fuzzy elongated face, deep black eyes, perky ears and a pair of black pronghorns atop their head. Chital are remarkably nimble and dexterous, able to leap over 10 feet high or across from a standing position.

Relations: A warm, loving and a very understanding race, Chital are courteous to a fault and generous. They do not like conflict and will be exceedingly polite to everyone they come into contact with, since their society is based on large extended families, they understand the need to be courteous to others since in their mountainous homes, one never knows who might be needed to assist in an emergency.

Well liked by almost every race on Vhraeden, other than the Jemlah, who consider them to be pushovers. For their part, the Chital consider the Jemlah to be confused and are pitied by the Chital for their obvious misfortune to be cursed with bad attitudes.

Alignment: Chital are Lawful, and they are loathe to upset others. They are also Good, because they cannot stand to see suffering, misfortune or pain in others and will kill in order to alleviate the situation of others.

Religion: Chital are mostly shamanic, and they find the concept of religion a wonderful topic for debate and are convinced that there must be a supreme being of Good.

For this reason, the Chital nation contains a large population who worship Chakam and the Church of Unity has a powerful presence in their lands.

Language: Chital speak Confederation Basic.

Names: Chital, as a shamanic race name their children after natural things such as Thunder, Waterfall or other nouns. Their last name is their tribal name which is often also based upon the natural world.

Adventurers: Few Chital are drawn to the adventuring lifestyle, but those that are usually find themselves thought of as knights errant who travel the world righting wrongs, and fighting injustice. Chital are very physically gifted, and those groups who have one as a member are very lucky to have them.

The average lifespan of a Chital is 40 years.

STR	Strength	3d6-2
CON	Constitution	3d6
DEX	Dexterity	3d6+4
PWR	Power	3d6
CHA	Charisma	3d6
INT	Intelligence	3d6-2
WIS	Wisdom	3d6-2
SIZ	Size	3d6
SPD	Speed	3d6+4
Height	4'6" to 5'6"	Weight 100-190 pounds

Preferred Climate: Steep mountainous terrain, grassy highlands

Homeland: Centaur Confederacy

Racial Abilities and Skills

Age Category	Age Range	Attribute Modifiers
Child	1-3	-3 to all attributes
Adolescent	4-8	-2 to all attributes
Young Adult	9-12	-1 to all attributes
Adult	13-18	No modifiers
Professional	19-25	No modifiers
Middle Age	26-30	-1 physical attributes
Old	31-35	-2 physical attributes +1 mental attributes
Venerable	36-40	-3 physical attributes +2 mental attributes
Elderly	41-45	-5 physical attributes +3 mental attributes
Ancient	46+	-7 physical attributes +4 mental attributes

Satyr

Personality: Rakes, rogues and hedonists, satyrs are not well thought of in polite society. Prone to speaking their mind, they possess an acid tongue and are highly competitive. Satyrs are usually well intentioned, but seem to have impulse control problems and are often confused when they are confronted by other races for engaging in unseemly activities.

Also, because all satyrs are male, they possess a natural animosity towards those who they perceive as more powerful, virile or those who possess some attribute the individual satyr admires in greater quantity than they do. This is often manifested as rude, snide or condescending behavior towards other males of any species.

Physical Description: All satyrs are shamanically inclined. This is manifested directly in their physiology. At birth, all satyrs look exactly like humans, which they are, for all intents and purposes. Their shamanic inclination manifests at puberty, when they choose a spiritual guide among their

totemic spirits. The spirit guide will then imbue them with an ability which will have a physical manifestation. For instance, Stag will bless his satyrs with virility, which will manifest as a set of beautiful antlers, Buffalo might bless his satyrs with immense muscle mass, which will obviously cause the satyr to become freakishly large. Eagle might bless his satyrs with a sharp beak, Owl with night vision and correspondingly large eyes.

For this reason, there are no typical satyrs. They possess a range of physiological changes that varies from individual to individual within the race.

Relations: Satyrs are over competitive with other males, regardless of race, but find the company of females to be pleasing, also regardless of race. They have a deserved reputation as hedonists and home wreckers, but this behavior is largely confined to the younger satyrs. About the age of 40, many satyrs undergo a slight personality shift brought about their connection to their animal totem that is manifested as a "nesting instinct". During this time, a satyr will begin searching in earnest for a mate, although the choice of mate is wide open to the wants of the individual satyr.

Before the age of "Responsibility", satyrs are wild, uncompromising thrill seekers, and after the age of "Responsibility" they become fiercely loyal, tolerant of other races and place almost no value on their own life, willingly sacrificing it to save the lives of his mate or his offspring.

Satyr families are very close knit and loyal, and satyrs are overprotective of their daughters (nymphs and dryads) to the point of ridiculousness. A satyr's sons (satyrs) have a very open relationship with their father and are often seen doing everything together until the time of the "Change" (when they begin to take on animal characteristics), at which time the satyr is expected to leave home and make their own way in the world.

Alignment: As carefree hedonists, young satyrs are almost invariably Chaotic Neutral, with leanings toward Good. After the age of responsibility, satyrs become much conservative and will usually shift to Neutral Good.

Religion: All Satyrs are Shamans.

Language: Satyrs speak Confederation Basic, although they have a faculty for languages and like to travel widely in order to experience more of the world and the joys of life.

Names: As a shamanic people, satyrs are often named after natural phenomenon or nouns. Confederation Basic is a slightly breathy language, and has few pauses between words and thus their names often seem to run together into one long sound.

Adventurers: Because satyrs possess wanderlust and are unrepentant hedonists, many satyrs seek out adventuring as a way to spend their youth. They are very powerful shamans, and their interest in other ways of life allows them to easily learn other forms of magic, although satyr clerics are unknown.

The average life expectancy for a satyr is 100 years.

STR	Strength	3d6
CON	Constitution	3d6+2
DEX	Dexterity	3d6+2
PWR	Power	3d6+4
CHA	Charisma	3d6+3

INT Intelligence 3d6+2
 WIS Wisdom 3d6+2
 SIZ Size Medium
 SPD Speed 3d6+4
 Height 4' to 5' Weight 120-200 pounds
 Preferred Climate: Forests and glades
 Homeland: Centaur Confederacy
 Racial Abilities and Skills
 SP = 4

Hide 20%
 Listen 20%
 Move Silently 20%
 Perform 20%
 Spot 20%

Age Category	Age Range	Attribute Modifiers
Child	5-10	-3 to all attributes
Adolescent	11-17	-2 to all attributes
Young Adult	18-25	-1 to all attributes
Adult	26-35	No modifiers
Professional	36-45	No modifiers
Middle Age	46-60	-1 physical attributes
Old	61-75	-2 physical attributes +1 mental attributes
Venerable	76-90	-3 physical attributes +2 mental attributes
Elderly	91-115	-5 physical attributes +3 mental attributes
Ancient	116+	-7 physical attributes +4 mental attributes

Dryad

Personality: Dryads are all druids and their physiology and personality are tied to the natural world to the extent that seasonal changes effect massive changes upon them. In the fall, dryads become very analytical, and slightly detached to the point that they seem somewhat distant and preoccupied most of the time. In winter, dryads are very cold, aloof and solitary. They become rather unpleasant company. Spring brings a new change and a usually very welcome one to those who know dryads. They become very gregarious, fun-loving and a tendency to be oversexed. Summer is another personality, this one is harsh, uncompromising, brusque, selfish and over whelmingly goal oriented.

Physical Description: All dryads appearances change with the seasons. In the fall, their hair becomes red, their eyes hazel their skin tone has a slightly pink or ruddy appearance, usually with freckles. In winter, a dryads' hair becomes black, their eyes are icy blue and their skin is a pale white. In the spring their hair changes to brown, eyes become green and their skin becomes very tanned, almost brown. Summer is the most dramatic change where their hair becomes a very light blonde, eyes turn black as does their skin.

Relations: The changing personality of dryads would seem to be a large detriment to interpersonal relationships, but the satyrs of the Centaur Confederacy have evolved their culture with the dryads always existing in this manner and thus their seasonal changes are considered normal. As a general rule, only nymphs and satyrs can really tolerate their company during their seasonal changes, which is generally about a week long that consists of mood swings and odd body color schemes as they change from one seasons' color scheme to another.

Alignment: Dryads experience alignment shifts along with their physiological and personality changes with each season. In the fall dryads are usually Neutral Good. In the winter, they shift to Lawful Evil. In spring, they become

Chaotic Good and in the summer, they will often become Chaotic Neutral.

Religion: All Dryads are Druids. Druids' personality shifts typically preclude them following a more stable path that is based upon behavior following a singular pattern.

Language: Dryads speak Confederation Basic.

Names: As a druidic people, dryads are often named after virtues and much more rarely after natural phenomenon. Their names are usually soft sounding and usually have a lack of hard consonants.

Adventurers: Dryads are a race that is often changing, and this innate chaos often serves as an impetus to become an adventurer. Those dryads who do become adventurers often find themselves doing quite well for themselves, although their personality changes often leave other races not really being comfortable around them, especially during the week long change from one season to another.

The average life span of a dryad is 900 years.

STR Strength 3d6
 CON Constitution 3d6
 DEX Dexterity 3d6+4
 PWR Power 3d6
 CHA Charisma 3d6+8
 INT Intelligence 3d6+4
 WIS Wisdom 3d6+4
 SIZ Size Medium
 SPD Speed 3d6
 Height 4'10" to 5'10" Weight 110-250 pounds

Preferred Climate: Forests and glades
 Homeland: Centaur Confederacy

Age Category	Age Range	Attribute Modifiers
Child	5-20	-3 to all attributes
Adolescent	21-30	-2 to all attributes
Young Adult	31-50	-1 to all attributes
Adult	51-100	No modifiers
Professional	101-200	No modifiers
Middle Age	201-400	-1 physical attributes
Old	401-600	-2 physical attributes +1 mental attributes
Venerable	601-800	-3 physical attributes +2 mental attributes
Elderly	801-1000	-5 physical attributes +3 mental attributes
Ancient	1001+	-7 physical attributes +4 mental attributes

Nymph

Personality: Elementalists of great power, their chosen element has a large effect upon their personality. They are elementalists on a visceral level. Those who choose Earth are dependable, deliberate and very resistant to change. Fire elementalists are flashy, loud and extremely emotional. Water elementalists are very personable, and have a very accommodating demeanor, but when they anger, they will not be denied vengeance, although they are patient and implacable. Air elementalists are very flighty and very concerned with being appearances. They are emotional, but are also incapable of long term emotional commitment.

Physical Description: The element that a nymph has chosen is reflected in their hair color, though not in their skin or eye color as with the Dryads. Fire elementalists have red hair, water elementalists have very dark black hair

(blue-black), earth elementals have brown hair and air elementalists have very light blonde hair.

Relations: Nymphs develop interpersonal relationships based on their elemental leanings. Earth elementalists are loyal, slow to anger, and absolutely trustworthy. Fire elementalists are emotional and will argue and fight with little provocation, but when they have given their word, they will not violate it. Water elementalists are great at interpersonal relationships, and almost everyone likes them, but nobody wants to irritate them. Air elementalists are flighty, gregarious and well liked, but tend to be undependable.

Alignment: Nymphs do not like rules, they like being free to do as they please and care little for the opinions of others. They are also not concerned about the needs, wants or beliefs of others, though do not go out of their way to harm others, they are just indifferent. Nymphs are Chaotic Neutral.

Religion: All Nymphs are Elementalists. Many nymphs become adherents of Creation's Majesty, a quasi-religious philosophical system of belief focusing on nature and the Elements.

Language: Nymphs speak Confederation Basic.

Names: Nymphs are typically named for natural phenomenon such as lava flow or harsh wind or, much more rarely elemental nouns such as rock, volcano or stream.

Adventurers: Nymphs often become adventurers due to an innate sense of adventure and need for stimulation that other occupations could provide. While it is rare for a nymph to be an adventurer, those that do stay adventurers for the majority of their life.

The typical life span of a nymph is 130 years.

STR	Strength	3d6
CON	Constitution	3d6
DEX	Dexterity	3d6+2
PWR	Power	3d6
CHA	Charisma	3d6+8
INT	Intelligence	3d6+6
WIS	Wisdom	3d6+6
SIZ	Size	Medium
SPD	Speed	3d6
Height	4'11" to 5'11"	Weight 90 to 200 pounds
Preferred Climate: Forests, glades and large expanses of natural terrain of various types.		
Homeland: Centaur Confederacy		
Racial Abilities and Skills		
Age Category	Age Range	Attribute Modifiers
Child	2-4	-3 to all attributes
Adolescent	5-10	-2 to all attributes
Young Adult	11-20	-1 to all attributes
Adult	21-40	No modifiers
Professional	41-65	No modifiers
Middle Age	66-80	-1 physical attributes
Old	81-100	-2 physical attributes +1 mental attributes
Venerable	101-120	-3 physical attributes +2 mental attributes
Elderly	121-140	-5 physical attributes +3 mental attributes
Ancient	140+	-7 physical attributes +4 mental attributes

Sprites (Male) and Pixies (Female)

Personality: Sprites are males and Pixies are female sprites, and as such they are very well thought of by almost every race. Very agreeable creatures, pixies and sprites have a reputation as being wonderful friends as well as very staunch allies. Both Pixies and Sprites are very open creatures who dislike dishonesty and would prefer to live in a world where dishonesty is considered to be a crime. For this reason sprites and pixies are simply left clueless about large portions of their other special friends' lives, since both Pixies and Sprites tend to be rather overbearing concerning aspects of behavior that others really don't want to be lectured on.

Physical Description: Pixies and Sprites are the same species, but Pixies have a pair of thin diaphanous, butterfly wings that add approximately 6" to their height over the males of the species. They are thin, and have a very human appearance, although they possess almond shaped eyes, small slightly pointed ears, and somewhat elongated upper and lower canines. There is some controversy in academic and historical circles that posits that several hundred years ago the Pixies and Sprites were a cannibalistic, purely carnivorous race

Relations: Most beings like pixies because of their innate beauty and charisma, while sprites tend to be intelligent and good conversationalists. They mate for life and feel that divorce is anathema. They have a tendency to point out flaws in others so that the flawed being will attempt to correct their deficiency, but many beings think that they pixies and sprites are arrogant blowhards.

Alignment: Pixies and Sprites typically fall into Lawful Good or Lawful Evil alignment patterns. They feel that civilization is something that must be preserved against the forces of Chaos (if not evil) and that only a well disciplined life is worth living. A Lawful Good Pixie/Sprite will explain to a criminal why it is in the best interests of society as a whole that the criminal be killed and do their best to kill the offender in a public forum so that the death may be an object lesson to other possible offenders. A Lawful Evil Pixie/Sprite will ensure that the offender is indeed guilty of a crime, then kill them as soon and efficiently as possible. Sprites are most often LE, while Pixies are usually LG.

Religion: Pixies and Sprites are a very Lawful culture and find that the Church of Unity is very in harmony with their core beliefs. The Druidic Path is also well represented by Pixies/Sprites in their congregation. The Celestial Chorus of Exelain, the Power and the Truth as well as The Word of Purity churches have also begun fairly successful churches in these cultures, though with varying degrees of success.

Language: Pixies and Sprites speak Confederation Basic, but there are some who refuse to learn the "new" language and insist on still speaking in *Ethod*, the Old Tongue. Most younger Pixies and Sprites are taught both in school, and *Ethod* is falling out of use.

Names: Pixies are usually named after a virtue or a natural noun, while Sprites are usually named for an event or a famous ancestor. All Pixies and Sprites names are spoken in *Ethod*, thus the majority of the Centaur Confederacy will have no idea what their name means.

Adventurers: Pixies and Sprites rarely become adventurers, but those that do are usually regarded as curiosities. They make a valuable addition to a adventuring group, but their natural distaste of skullduggery removes

their greatest possible contribution, as spies who can infiltrate almost anywhere due to their small size.

The average life span of a sprite or a pixie is 87 years.

STR	Strength	3d6-12
CON	Constitution	3d6-10
DEX	Dexterity	3d6+2
PWR	Power	3d6
CHA	Charisma	3d6 (+2 for pixies)
INT	Intelligence	3d6 (+2 for sprites)
WIS	Wisdom	3d6 (+2 for sprites)
SIZ	Size	Tiny
SPD	Speed	3d6 (+4 for pixies)
Height	3' to 4' (their wings add approximately 6" of height)	
Weight	60 to 80 pounds	
Preferred Climate: Glades and lightly forested grasslands.		
Homeland: Centaur Confederacy		
Racial Abilities and Skills:		
Search, spot and listen 10%		
Age Category	Age Range	Attribute Modifiers
Child	1-5	-3 to all attributes
Adolescent	5-10	-2 to all attributes
Young Adult	11-20	-1 to all attributes
Adult	21-40	No modifiers
Professional	41-50	No modifiers
Middle Age	51-65	-1 physical attributes
Old	66-70	-2 physical attributes
Venerable	71-85	+1 mental attributes
		-3 physical attributes
Elderly	86-90	+2 mental attributes
		-5 physical attributes
Ancient	91+	+3 mental attributes
		-7 physical attributes
		+4 mental attributes

Bugbear

Personality: A tall and extremely muscular humanoid with atypical body coloration, bugbears are the some of the strongest humanoids short of the giant kin. Bugbears are so called from the elvish slang word for them during the Lanthan Empire, *byu'g b'var*, which roughly translates as "too stupid to run". The original racial name for the Bugbear was the *Hru'bruk*, which translates as "the brave people". This is the primary attribute of the race, fearlessness. Although many people would like to point out that bugbears are stupid, prone to berserker rages and seemingly ignorant of danger, this could not be further from the truth. The peculiar psychology of the bugbear simply does not acknowledge death or danger as a decisive factor in decision-making. Whether this is a product of their culture or a physiological condition of their nervous/endocrine system has yet to be determined. All that is known is that every bugbear is ready, willing and able to give their life for any reason that they deem worthy. For this reason, they are a fearful opponent on the battlefield, for bugbears are very willing to sacrifice immense amounts of lives and treasure to ensure victory. Given the fact that individual bugbears are awesome opponents, an entire regiment of bugbear infantry willing to fight to the death to ensure victory is a thought that gives most enemy commanders pause, and for good reason.

Physical Description: Bugbears are taller than a human, usually by several inches and are far more robust in build, with much more muscular development than that found in baseline humans. They are also extremely dextrous and tough, with thick skin and more dense muscle fibers, as well as thicker bones. For this reason, bugbears are much heavier than one would expect for their size, but they are

still very fast and nimble for their size which often catches people off guard.

Typical coloration for bugbears is a misnomer, since there is very little typical about their coloration. Bugbears have a skin pattern as well as a fur pattern, usually of two colors each. The most common skin colorations are brown and tan, tan and peach, dark brown and black. Sometimes, the two colors are so close in shade as to be almost indistinguishable from each other. The most common fur patterns are dun and white, dun and black, black and bone. The most rare of color combinations is white and black, white and off white, or black and off black. Along with the coloration, bugbears have a color pattern that runs from spots, jagged stripes, dots, lines, socks, boots, muzzles, stars, straight lines, rosettes or circles.

Eye color is usually blue, black, green or red, with violet, hazel and gold being much less common.

Relations: Often seen as rude, bugbears are simply very open in voicing their opinions of others. This has given them the reputation of being very unpolitical, but as a race they do not care. Naturally distrustful of others, it takes a long time to earn the trust and respect of a bugbear, but once the bond of friendship and loyalty has been forged, it is unbreakable.

Alignment: Bugbears are lawful, and their stoicism leads them see things in definite shades of grey, but their distrust of others leads to their rather cool attitude towards most beings, thus they are usually LN.

Religion: With the destruction of most of their culture during the Gods War and the subsequent flight north, they lost much of their original religious practices. The few bugbears who are religions are usually shamanic in outlook, if not followers of the Shamanic Tradition.

Language: The destruction of their culture led to the development of entirely new social paradigms within the bugbear community, and out of the necessity of allying with other races, they slowly lost their original language as they melded their linguistic base with many other language systems to form the language that is now called Northern Polyglot.

Names: Bugbears lost much of their racial history and therefore now have a given name, a family name and a place of origin that is attached with a von.

Adventurers: The HRMH is a rather small nation, and many younger citizens feel that leaving is the surest path to success. This mind set is reinforced with the national pride in their military. Armed with their military expeditionary experiences, there are many veteran bugbears who seek their fortunes in the Shadowlands.

The average lifespan for a bugbear is 70 years.

STR	Strength	3d6+4
CON	Constitution	3d6+2
DEX	Dexterity	3d6+2
PWR	Power	3d6
CHA	Charisma	3d6-2
INT	Intelligence	3d6
WIS	Wisdom	3d6
SIZ	Size	Medium
SPD	Speed	3d6
Height	5'10" to 6'10"	Weight 375 to 425 pounds

Preferred Climate: Low altitude mountains and rolling grasslands
Homelands: Humanoid Republic of Mountain home
Racial Abilities and Skills
SP = 3

Dark vision 60'

Move Silently 20%

Age Category	Age Range	Attribute Modifiers
Child	1-5	-3 to all attributes
Adolescent	5-10	-2 to all attributes
Young Adult	11-15	-1 to all attributes
Adult	16-25	No modifiers
Professional	26-35	No modifiers
Middle Age	36-45	-1 physical attributes
Old	46-55	-2 physical attributes +1 mental attributes
Venerable	56-65	-3 physical attributes +2 mental attributes
Elderly	66-75	-5 physical attributes +3 mental attributes
Ancient	76+	-7 physical attributes +4 mental attributes

Lycaon

Personality: Loud, gregarious and generous, Lycaons are a very social race. They feel most at ease when surrounded by friends and family. Lycaons have a tendency to be nervous, defensive and slightly paranoid when not around others of their species or trusted friends and allies. For this reason, Lycaons are often seen as a cowardly race, which is not true, they just don't like being alone. Their culture is based on large extended clans, tribes and families operating together in close proximity, and they simply dislike not knowing how other beings will react in a certain situation.

Lycaons are very vocal and emotional beings. They do not have mood swings, but they do have difficulty staying angry for long periods of time, but they can and do hold a grudge for decades.

Physical Description: Thin and tall, Lycaons possess a slightly yellowish fur that has spots along the back, a whitish belly and usually a black muzzle, socks, tail and ear tips. They have a slightly hunched appearance, and have difficulty "standing up straight". They are very sinuous and just as agile as a human, though they look somehow wobbly and uncoordinated. They typically have yellow or greenish eyes.

Relations: A very socially adept race, Lycaons are good at making friends, though their habit of being exceptionally physically affectionate seems to put some races off, especially the more unemotional ones. Lycaons will let everyone know how they feel about someone or something in very short order. They are not a race that prizes secrets, and have a tendency to be blunt, which leads to overly emotional races disliking Lycaons for their overbearing attitude. Lycaons mate for life and they rear their children in a very warm, encouraging and loving environment, which is one reason why there are very few Lycaons who are not successfully assimilated into Lycaon culture.

Lycaons make friends for life, and they are loyal unto death, and will think nothing of enlisting the aid of the entire clan to assist their friend, if that is what it takes to save a life or to exact revenge.

Alignment: Lycaons are usually rather chaotic since their emotions are often behind many of their day to day decisions, but they possess a very stable code of ethics that

guides their culture forward. Lycaons are typically CG or at worst CN with Good tendencies.

Religion: Lycaons are no longer a religious people, and instead feel that life is to be lived, leading to a rather hedonistic lifestyle before reaching adulthood. Those few Lycaons who do practice a religion find that the doctrines of the Church of Unity is the only one that makes allowances for their particular world view.

Language: Lycaons speak their national language, Nyalic. It is a long and complicated language to learn, and some words are said in a high pitched yip with others pronounced in an almost subsonic growl.

Names: Lycaons typically name their children after a relative, with a humorous name as a middle name. They usually have at least three last names, their Father's first name, their Clan name and their Tribal name.

Adventurers: There are few Lycaon adventurers since very few Lycaons ever feel the need to leave their homelands. Those Lycaons who do leave almost never return for one reason or another, but it cannot be argued that a Lycaon adventurer is an oddity to his people and to the world in general.

The average life span of a Lycaon is 50 years.

STR	Strength	3d6+4
CON	Constitution	3d6+2
DEX	Dexterity	3d6
PWR	Power	3d6
CHA	Charisma	3d6-2
INT	Intelligence	3d6-2
WIS	Wisdom	3d6
SIZ	Size	Medium
SPD	Speed	3d6
Height	6' to 7'	Weight 220 to 350 pounds

Preferred Climate: Grasslands, prairies, open savannah and rolling hills

Homelands: Nyall

Racial Abilities and Skills

Sp = 1

Age Category	Age Range	Attribute Modifiers
Child	1-3	-3 to all attributes
Adolescent	3-9	-2 to all attributes
Young Adult	10-12	-1 to all attributes
Adult	13-20	No modifiers
Professional	21-30	No modifiers
Middle Age	31-40	-1 physical attributes
Old	41-45	-2 physical attributes +1 mental attributes
Venerable	46-50	-3 physical attributes +2 mental attributes
Elderly	51-55	-5 physical attributes +3 mental attributes
Ancient	56+	-7 physical attributes +4 mental attributes

Abaga

Personality: Abaga have an innate sense of curiosity, but also tend to be somewhat solitary natured. They can be fierce lovers, friends, and parents, as they tend to see anyone who is close to them as a part of their family clan.

Physical Description: These cats look like large tigers. It is really up to the player what type of stripes the tigers display on their bodies, but the large majority of the felines should have the typical black on orange stripes of the Bengal tiger. It is highly rare for the black on white stripes

of a Siberian tiger to show and then, only for tribes that are located in colder climates to the far south of the jungles on the Sza-Zhan Mountains.

It should be noted, also, that there are no unusual colors concerning stripes. That means no blue stripes, no green stripes, and no pink stripes. However, the design of the stripes on the body of each tiger is different from one another. This can often be used as a visual cue for those who know what to look for by way of identifying an individual.

Their eye colors range from golden to green. They are usually about 10 feet in length from head to tip of tail and weigh about 500 pounds on average. Standing on their hind legs, they are quite a sight to see! On the tips of their paws, they have sharp claws that they can retract at will.

As far as clothing and non-clothing, many Abaga dress in next to nothing whatsoever as there is no taboo towards being unclothed in Maklar. Fur is all the clothing that many of them feel is necessary. However, those that are involved with "Outsiders" on a regular basis (as in those that are adventurers) usually wear either large, flowing robes which do not impede their natural dexterity or they wear the clothing of the area in which they live. However, even the most traveled adventurer will revert back to his/her instinctual lifestyle and strip back to nothing but fur if they get the chance. Clothing, in their mind, is fairly useless and they only wear it when the societal norms of other beings press them to do so.

Relations: The Abaga is a solitary race. They have a very loose clan style mentality as in that they know who is their kin and who is not, but do not have any sort of strong clan ties. If they see someone from their family, they may just as often ignore the member as speak to them. The only times of their lives that they are not solitary is when they are mated or have cubs. Even then, they can usually hardly wait to get back to the wild solitude that the wild affords them.

As far as their involvement with "outsiders" (those races that do not live in Maklar), it varies from feline to feline. Most would prefer to avoid the outsiders, especially Humans. Some may kill outsiders and eat them if the cat is starving or ill, but this is a rare occasion. Most would prefer to eat the fare that the land offers and avoid any unsavory, exotic food from outside. This is probably a blessing to those that try to travel into the dense darkness that is Maklar.

However, there will always be those 'strange' types that actually enjoy the company of Outsiders. It is usually those felines with an over inflated sense of curiosity, however, and they often find it difficult to return to the jungle once they leave. The smell of the Humans upon their skin can often lead to very violent deaths from other, less outsider-friendly, races in the dark wilderness. Even their own clan may turn their nose up at them and refuse to give them sanctuary or protection.

Players may decide which type of Abaga to be and how to play the character. However, it should be noted by GM's that the number of characters you have in your party that take this race should be significantly lower than the amount of other races prevalent. They simply do not travel much outside Maklar and if they do, they prefer to travel with Outsiders who are more wilderness friendly. This means that a group of PC's that are made up of 3 elves, a satyr

and an Abaga is a lot more likely to occur than one made up of 4 Humans and an Abaga.

Alignment: They tend to have a CG-N alignment with their own sense of justice. This can lead to trouble for even the most discerning Abaga. Since the Laws of the Wild dictate their instinctual drives and behavior for the most part, they are a lot more likely to chew up someone who makes them justifiably angry as they would be to even think to call a city guard!

Religion: In this case, Solan is more of a double-sided deity with two personalities. One of his personalities is benevolent; seen as the creator of all things. The other is cruel and capricious like a cat that plays with a mouse until it slowly dies. He is both Creator and Destroyer as he chooses what lives and what dies. Other Abaga have become "heretical" and worship either nature spirits or "Outsider" gods. If they do so, they usually try to keep it to themselves. Advertising it could cause them to be killed.

Language: Abaga speak Trellanin Common (though usually very slowly and not fluently), Felene and their own native tongue, which is completely private to the Abaga alone and has no real name and is never written down since it has no alphabet. It consists of a mixture of pheromones, body language (ear flicks, whisker movements, tail slashes), and low guttural growls, hisses, etc.

Names: Most Abaga have names that are long, complex, and difficult to say. Ruatha, for instance, is a much shorter form of his true name of Ruatha'dalmerwan'varshallen. Their names are long because they put both their given name together with the given name of their sire and their mother. Ruatha is his given name. Dalmerwana was his mother. Varshallen was his sire. Whenever one Abaga meets another, they will always introduce themselves by their extended name and never by a shortened form. This allows them to know if the Abaga they meet is part of their family clan or a rival.

Adventurers: As noted earlier, it is rare to see an Abaga who is adventuring outside the confines of the Endless Jungle. Recently, with the borders of the jungle being ever increasingly encroached upon by Humans and other Outsiders, more Abaga have decided to leave the jungle to satisfy their innate curiosity about new things.

The average life span for an Abaga is 37 years.

STR	Strength	3d6+4
CON	Constitution	3d6
DEX	Dexterity	3d6
PWR	Power	3d6
CHA	Charisma	3d6-2
INT	Intelligence	3d6
WIS	Wisdom	3d6-2
SIZ	Size	Large
SPD	Speed	3d6 bipedal, 3d6+4 quadruped
Height	7'6" to 8'6"	Weight 350 to 500 pounds

Preferred Climate: The Abaga live, mainly, in the northeastern edge of Maklar. There are smaller clutches of Abaga that live deeper in the jungles, but these tend to be even more feral and unfriendly to Outsiders than the norm.

Homeland: Maklar

Racial Abilities and Skills

SP = 4

Low-Light Vision: Abaga can see twice as far as a Human in low light conditions.

Listen 10%

Hide 30%

Search 10%
Spot 10%
Hide 20%
Claw 1d8
Bite 2d6

Age Category	Age Range	Attribute Modifiers
Child	1-3	-3 to all attributes
Adolescent	3-6	-2 to all attributes
Young Adult	7-9	-1 to all attributes
Adult	12-15	No modifiers
Professional	16-20	No modifiers
Middle Age	21-25	-1 physical attributes
Old	26-30	-2 physical attributes +1 mental attributes
Venerable	35-40	-3 physical attributes +2 mental attributes
Elderly	41-43	-5 physical attributes +3 mental attributes
Ancient	44+	-7 physical attributes +4 mental attributes

Paka

Personality: Paka are dark, sinuous denizens of the jungle. They tend to be quick to anger, act in revenge or slash out in violence. Many of the other inhabitants of the forest would just as soon stay away from the Paka than try to talk to them at all. Paka believe themselves to be the rightful masters of the jungle. Anything that comes into the jungle belongs to them first. They might let the others have the scraps if they feel generous. Believing in the survival of the fittest, they can be seen as cruel, uncaring, and vicious by even the most liberal of thinkers. They delight in physical prowess, agility, and power. In this way, they are most like the Outsiders that they hate so much.

Physical Description: Paka look almost exactly like the Earth version of a Panther. They are lithe, muscled, and covered in short, dark fur.

They are about 7 feet in length from head to tip of tail. Standing on their hind feet, they are about 6 feet tall. They weigh about 250 pounds on average.

Their eyes range in color from gold to green to even red. Paka with blue eyes are, usually, seen as being a mixed child (a cub of mixed heritage) and are killed on birth or left to die in the jungles.

As far as clothing is concerned, they wear clothing as a trophy of Outsiders that they've killed. It is not uncommon to see a Paka in the torn garb of an Outsider that he killed. It is more in mockery that they wear clothing than for functionality. Adventurer Pakas usually wear whatever clothing is normal for their area, but tend to prefer darker colors and looser fit.

Relations: Paka understand that even though they see themselves as Masters of the Jungle, they are not the largest of the Feline races that live there. Because they see the others as rivals to their claim on the Preferred Climate, Paka often travel in small groups of 2-4 felines at a time. They have developed highly attuned group fighting tactics and can be quite a formidable foe for anyone or anything that is threatening their area of the jungle. It is not uncommon, however, to find maverick Pakas who travel through the jungle alone. These Pakas tend to be the most dangerous as they move with great stealth, attack swiftly when the best opportunity affords itself, and leave the scene with no trace of ever being there. Some mavericks have vendettas against their own family clan and have

been known to work with Abagas to destroy their own clans.

It should be no surprise that the incidence of maverick Pakas with blue eyes is much higher than the norm. Being the outcast children who, somehow, found a way to survive in the wilderness alone, they tend to be more suspicious of others and more likely to attack first; ask questions later. They depend only on themselves. They rarely, if ever, build family units and often never find a Paka of the opposite sex with which to breed. No self-respecting Paka of a family group would ever breed with a maverick and mavericks are usually so solitary that they often would not breed with one another even if the opportunity to do so came. Mavericks, often, see families as a curse more so than a blessing. As such, they do not actively seek to produce more of their own kind. When meeting another maverick, they tend to be either slightly more gracious or slightly more hostile, depending on the individual Paka's personality. They may see another maverick as being a brother or sister in exile, but that does not mean they would be overly friendly. It is simply not in their nature to be friendly with many.

As far as relations with the other feline races, Paka see them as rivals for food, water, Preferred Climate and power in the jungle. Because of this, the Paka do not readily interact with the other jungle felines on a regular or friendly basis. They'd rather kill the others off or simply avoid them altogether.

Concerning Outsiders, Paka see them as prey. They do not believe the Outsiders are worthy of notice except to devour or destroy. It is rare that you would find a Paka with any Outsiders in the jungles.

Alignment: CN to CE. Pakas are rarely of good alignments as their world view is so skewed to their own personal agenda that they cannot easily understand the plight of others. Laws have very little meaning to them. Even what few tribal "laws" that exist between Pakas are usually limited to whom is allowed to mate with whom and when. They only have rules that are set for survival and even these tend to be somewhat lax.

Religion: Pakas worship Palanix, the Paka over god of the jungle. They believe themselves to be his chosen people and get their entire philosophy of being Masters of the Jungle from their worship of him. Even though he is the main god revered by their race, they may, also, worship any number of lesser "jungle gods" (spirits, demons, nodes, etc) to a smaller degree. Each family clan often has their own set of jungle gods that they worship and pay patronage to in addition to Palanix

Language: Pakas only speak Felene and their own language (which is slightly different from family clan to family clan, but not so much so that they can not communicate with one another). They do not feel the need to learn the Outsider languages and very few have done so.

Names: Paka have long names that are, often, shortened to a diminutive form that is easier and quicker to say. Their given names are often very little more than a group of hisses, growls, and snarls. Their family clan name is usually thrown on the end. For instance, Ish'ral is a mix of Ish'Sha'Fasha Ralhis. Ish is the diminutive form and Ral is the family name, giving him his "common name" of Ish'Ral.

Adventurers: There are even fewer Paka adventurers than Abaga ones. They simply do not like Outsiders. However,

there have been notable exceptions to the rule. An example of such was Hish'Garl, a Paka who fell in love with an Abaga sorceress and left the Endless Jungles to be with her. When she was killed later, he continued to live in the Outsider lands. However, such instances are rare and the GM should keep this in mind when allowing a player to make a PC Paka. The history of the character should definitely reflect a singular instance that caused the Paka to leave the jungles. It is not completely uncommon, however, for mavericks to leave the jungles in order to escape retribution from their family clan or for any number of other personal reasons.

The average life span for a Paka is 34 years.

STR	Strength	3d6
CON	Constitution	3d6
DEX	Dexterity	3d6+2
PWR	Power	3d6
CHA	Charisma	3d6-2
INT	Intelligence	3d6+2
WIS	Wisdom	3d6-2
SIZ	Size	Medium
SPD	Speed	3d6 bipedal, 3d6+4 quadruped
Height	5'6" to 6'6"	Weight 200 to 350 pounds

Preferred Climate: Pakas live in almost the exact same areas as the Abaga, which accounts for their animosity to one another. However, Pakas often live in the canopy or in the trees and stay off the ground where the Abagas are known to roam.

Homeland: Lekhis

Racial Abilities and Skills

SP = 2

Bite 1d6

Claw 1d3

Low Light Vision: Paka can see twice as far as a Human in low light.

Hide 20%

Listen 10%

Spot Hidden 10%

Search 10%

Move Silently 10%

Balance 10%

Intimidate 10%

Age Category	Age Range	Attribute Modifiers
Child	1-2	-3 to all attributes
Adolescent	2-5	-2 to all attributes
Young Adult	6-9	-1 to all attributes
Adult	10-13	No modifiers
Professional	14-16	No modifiers
Middle Age	17-20	-1 physical attributes
Old	21-25	-2 physical attributes +1 mental attributes
Venerable	26-30	-3 physical attributes +2 mental attributes
Elderly	30-35	-5 physical attributes +3 mental attributes
Ancient	36+	-7 physical attributes +4 mental attributes

Tlachol

Personality: Tlachol are the neutral protectors of the jungle. They do not choose another's destiny for them and believe in honor, strength, and the innate fairness of nature's way. Most Tlachol seem to be indecisive when someone first meets them. In their mind, the Tlachol are constantly weighing out what occurs around them with what they feel nature is intending behind it. For instance, if a Tlachol sees an Outsider lost in the jungles, the Tlachol may stop to talk to the Outsider in order to determine whether it is nature's

way for the Tlachol to help the lost Outsider...or allow the jungles to claim them.

However, once they have come to a decision about the rightness or wrongness of any action, they act swiftly and without prejudice. They are the most friendly and gregarious of the feline races, but still retain a calm reserve in the face of trouble that most Outsiders can only dream of having themselves.

Physical Description: Tlachol look like a jaguar. They are mottled colors with circular "spots" all over their bodies. Tlachol are slimmer, longer and less muscled than the Paka but shorter, thinner and a lot less muscled than the Abaga.

Their fur colors range from a dun color to a dark, dusty red, to black. The majority have orange or brown fur with darker spots. Their eyes are usually dark with forest green and black being the prominent colors.

They have massive, expressive eyes and huge paws that look almost too large for their bodies.

As far as clothing, it is not uncommon for Tlachol to wear clothing. They often do it if they have regular contact with Outsiders. When deep in the jungles, they tend to go without clothing or they wear clothing that does not impede their natural camouflage abilities.

They are usually about 8 feet from head to tip of tail and stand about 6-7 feet when on their hind legs. They weigh approximately 200 pounds. Some Tlachol are shorter than this, but very few are longer. It is far more common for a Tlachol to be shorter and thinner than longer and heavier.

Also, many Tlachol brand, dye, or otherwise mark themselves with clan/tribal markings to denote such things as their stature in their clan, their clan affiliation, etc.

Relations: Tlachol actively dislike the Paka, whom they see as destructive, tactless, and uncivilized. Tlachol do not have a preference for or against the Abaga.

As far as dealings with other Tlachol, they are much more gregarious with one another than the typical feline races. It is not rare for Tlachols to form mated pairs who stay together for life. It is, also, common to find actual small civilized areas that almost rival cities deep in the jungles where Tlachol live together in relative comfort.

Tlachol are neutral to Outsiders. As long as the Outsiders are not destroying the jungle, Tlachol will leave them alone, more often than not. They prefer not to have to deal with them on a regular basis, but it is not unlikely for Tlachols to trade or even give protection to Outsiders. Tlachols are, also, the most likely one of the feline races to fall in love with an Outsider or even move outside the jungles. However, Tlachols (as all feline races) can not produce viable offspring of any type with any Outsider race. Their genetics are simply not compatible. As such, there will never be a ½ Tlachol, ½ Elf or any other abomination of that sort.

Alignment: Tlachol are any alignment except evil, with a penchant for neutrality.

Religion: Tlachol revere the Mother Goddess. She has no name as they feel to name her would be to sully her. She is so far removed from the evils of the world that a name would dirty her. As such, the Tlachol make small statuettes of her (a heavy set jaguar female with large teats and a

round belly, sitting on her haunches) and carry these with them to remind themselves from whence they came. They have several fertility and thanksgiving rites a year in honor of her.

Language: Tlachol speak Trellanin Common, Felene, and their own native tongue. It is not uncommon for them to speak additional languages of races they've come into contact with as well.

Names: As a young Tlachol, they are given a name by their parents. This name is usually either something comical, cute, or nature related, depending on the parents' proclivities. For instance, Farala is a typical female cub's name and means, "She who Eats Too Much". Needless to say, most Tlachol can hardly wait until they are old enough (and considered a full member of their clan with rights inherent to that position) so that they can change their name to something they want. Farala would likely change her name to something like Shahara, which means "She of the Beautiful Jungle".

However, other family members typically continue to call even an adult by the "cub name" that was originally chosen for them, much to the adult Tlachol's chagrin.

As far as clan/family name, the Tlachol keep that secret to themselves and identify one another by the pattern of spots on their bodies and their scent. They do not incorporate a clan name into their given name.

Adventurers: Tlachol are the most likely feline race to find adventuring, simply because they have the most contact with Outsiders. Also, their penchant for neutrality helps them deal with the outside world much more successfully than the Abaga with their CG (Law of Nature) or the Paka with their CE (Survival of the Fittest) mentalities.

The average life span for an Tlachol is 29 years.

STR	Strength	3d6-1
CON	Constitution	3d6-1
DEX	Dexterity	3d6+2
PWR	Power	3d6
CHA	Charisma	3d6+2
INT	Intelligence	3d6
WIS	Wisdom	3d6-2
SIZ	Size	Medium
SPD	Speed	3d6 bipedal, 3d6+4 quadruped
Height	6' to 7'	Weight 250 to 375 pounds

Preferred Climate: Tlachol live in 'cities' deep in the Endless Jungle and, also, roam along the borderlands. They can be found just about anywhere, if one can see them as they move through the trees at all!

Homeland: He'sh

Racial Abilities and Skills

SP = 2

Claw	1d3
Bite	1d6
Hide	30%
Spot Hidden	10%
Listen	10%
Search	10%
Hide in Shadows	20%

Low Light Vision: They can see twice as good as a Human in low light conditions

Age Category	Age Range	Attribute Modifiers
Child	1-3	-3 to all attributes
Adolescent	4-6	-2 to all attributes
Young Adult	7-9	-1 to all attributes
Adult	10-12	No modifiers

Professional	13-15	No modifiers
Middle Age	16-18	-1 physical attributes
Old	19-21	-2 physical attributes
Venerable	22-24	+1 mental attributes
Elderly	25-30	-3 physical attributes
Ancient	30+	+2 mental attributes
		-5 physical attributes
		+3 mental attributes
		-7 physical attributes
		+4 mental attributes

Chara

Personality: Cocky, confident and smart asses, the Chara are a rather rare race, but many races have had dealings with these fast talking, slick cats. The Chara often seem to have an attitude problem, which they do, but it is borne of the fact that their homeland has been stolen from them by the Jemlah and the Faithful of Ss'vash from the Emerald Empire. The majority of the Chara in their homeland, in what is now the Khess Region are enslaved. Those Chara who do not live in shackles are almost all freedom fighters of some sort. Very few Chara are not involved in some way with the Resistance.

Chara generally have a fairly cheerful disposition, although they often do seem a bit ditzzy.

Physical Description: Long, lean and short muzzled, the Chara are bipedal cheetahs. Very fast, lithe and dextrous, the Chara are usually a light orange or an off-yellow color, and possess black spots. Their pectoral areas and the inside of their arms and legs are white. Their paws, tips of their tails and tips of their ears are black. Their muzzles are short and they have usually have a black line along their muzzle.

Their eyes are almost always a golden hue with a vertical pupil. Their claws do not retract as other feline races do, but they possess a similar degree of manual dexterity.

Relations: Chara are the most charismatic race in the world, but very few beings dislike them. On the average, Chara have a large group of acquaintances spread across many nations. Cheerful and cocky, Chara get along with almost everyone, save Jemlah and most reptilian races. Free Chara who live in the Khess Region have a very close relationship with the Rayn and Naga races, since all three of them are fighting against the invaders.

Chara mate for life in a very warm and affectionate relationship; if their spouse dies, they will usually die of heartache within three years as well. This social dynamic has been exploited by the Jemlah and the Emerald Empire, since they know that if they can kill one Chara in a mated pair the other will usually die off in a few years, they will often just kill indiscriminately when they enter a rebel held area.

Alignment: Chara are affectionate and a very open race and are thus Good. Their absentmindedness and willingness to do things for the thrill makes them Chaotic.

Religion: Chara, as a feline race with a destroyed culture have had a difficult time in keeping their religion alive. Chara have split into three main religious camps, those who are atheists, worshippers of Felene and those who worship the old god and goddess, Chesan and Char, respectively. Chesan is the creator and the destroyer of things, while Char is the creator and destroyer of life. Chesan created the world for Char, and Char created the Chara for Chesan as a gift. The old religion is unique in that it is the only

religion where the god and goddess have an equal and complimentary position in the cosmology.

Language: Charan is the language of the Chara, but it is a dying language since the Jemlah and the Emerald Empire have done everything in their power to destroy the language, including outlawing it in the entirety of the Khess Region. Currently, parents who are discovered teaching are subject to heavy penalties.

Names: Chara names are typically named for a virtue or something having to do with freedom, and they are usually named in Charan. The language is filled with hard consonants and most names are three syllables. Chara do not have a last name, although their birthplace is used as when more specificity is required.

Adventurers: Almost all Chara could be considered to be adventurers in some respect since the majority are involved in the Resistance on some level or another. Chara make excellent scouts, thieves or spies. Groups who have a Chara member will almost always be sympathetic to the Charan Resistance and aid it in many ways.

The average Chara has a lifespan of 30 years.

STR	Strength	3d6-1
CON	Constitution	3d6
DEX	Dexterity	3d6+2
PWR	Power	3d6
CHA	Charisma	3d6
INT	Intelligence	3d6
WIS	Wisdom	3d6-1
SIZ	Size	Medium
SPD	Speed	3d6+4 bipedal, 3d6+8 quadruped
Height	5'8" to 6'8"	Weight 190 to 280 pounds
Preferred Climate: Open savannah		
Homeland: Khess region		
Racial Abilities and Skills		
SP = 1		
Listen	10%	
Search	20%	
Move Silently	10%	
Low Light Vision: They can see twice as good as a Human in low light conditions		
Hide	30%	
Bite	1d6	
Claw	1d2	
Age Category	Age Range	Attribute Modifiers
Child	1-3	-3 to all attributes
Adolescent	4-6	-2 to all attributes
Young Adult	7-9	-1 to all attributes
Adult	10-12	No modifiers
Professional	13-15	No modifiers
Middle Age	16-18	-1 physical attributes
Old	19-21	-2 physical attributes +1 mental attributes
Venerable	22-24	-3 physical attributes +2 mental attributes
Elderly	25-30	-5 physical attributes +3 mental attributes
Ancient	30+	-7 physical attributes +4 mental attributes

Rayn

Personality: Lords of the savannah, and all they survey, the Rayna see themselves as the natural leaders of everything. While this might seem to be a personality flaw, the fact is that the Rayn are very good leaders. They are risk takers, excellent planners, hard workers, and able to

with almost anyone. Rayn are a race that prizes loyalty, wisdom and leadership more than anything. While many races feel that the Rayn are a bit too stuffy, no one feels that they are not one of the most dedicated and tough races on Vhraeden.

If Rayn have a problem, it is that dislike things that do not follow rules or occur unseen, such as magic or psionics. In fact, they are not good at magical studies and feel that things not won by strength of mind or arms is something that was won by trickery or deceit. Rayn are not creative and also have a tendency to become bored often.

The last issue with the Rayn is that they have very deep emotional investment in things they consider to be worthwhile, and will become violent very quickly when they feel someone is denigrating them, their ideals or their ideals.

Physical Description: Tall, muscular, with a regal posture and intimidating gaze, Rayn look like the lords they believe themselves to be. They are typically a dun color, varying only in shade from light beige to a medium brown. They have golden eyes and males possess a mane and a small tuft of long fur at the end of their tail. The mane can run from any color from yellow to a dark brown, and the tuft of fur on their tail is the same color as their mane.

Relations: Seemingly imperious, Rayn do not seem well suited to forming close interpersonal relationships. The Rayn base their relations on respect and loyalty. Those beings who are not loyal to a Rayn or respect them can never earn their friendship. The Rayn themselves base their intra-racial relationships on the same factors.

Rayn possess large families, and are the only feline race to base their society on more than a mated pair or a loose affiliation based on power. Rayn base their families on respect and loyalty and have an extensive web of family, friends, allies and acquaintances that they can call on for any reason.

Alignment: Rayn are very lawful, since their society is only surviving because of their absolute adherence to a very strict set of rules that has denied the Jemlah and the Emerald Empire a victory over them. Rayn do not engage in activities based on the morality of it, but rather the long term benefit, and thus are Neutral.

Religion: Rayn have been able to maintain large portions of their culture against difficult odds, and their religion is one of the most prized. They worship Ka Rass, the Celestial King. Ka Rass created his mate, Ka Ranna and gave her the world. Ka Ranna created the Rayn and gave them to Ka Rass to rule. Ka Rass rules the Rayn as if he were their father. He is the voice of Law and the Rayn follow his commandments to the letter. Ka Ranna is the voice of wisdom, and her commandments are followed in spirit.

Language: Rayna is the language of the Rayn, and it has been virtually destroyed. That they continue to teach, learn and speak it despite harsh penalties if discovered is proof that the Rayn are a dedicated race.

Names: Rayna is a harsh language, and most Rayn are named after weapons or something having to do with combat such as valor, courage, or something similar.

Adventurers: Many Rayn become adventurers and seek to assist the Resistance. The vast majority of Rayn support

the Resistance in one capacity or another. Those Rayn who leave the Khess Region seek to gain adventurers to follow them in order to add to the strength of the Resistance. Rayn who leave the Khess Region will either be the leaders of a group or work in a group composed entirely of Rayn.

The average lifespan of a Rayn is 35 years.

STR	Strength	3d6+2
CON	Constitution	3d6
DEX	Dexterity	3d6+2
PWR	Power	3d6-4
CHA	Charisma	3d6
INT	Intelligence	3d6
WIS	Wisdom	3d6-1
SIZ	Size	Large
SPD	Speed	3d6 bipedal, 3d6+4 quadruped
Height	7' to 8'	Weight 450 to 550 pounds

Preferred Climate: Open savannah

Homeland: Khess region

Racial Abilities and Skills

SP = 3

Bite	1d8
Claw	1d4
Hide	20%
Spot Hidden	10%
Search	20%
Move Silently	20%

Low Light Vision: They can see twice as well as a Human in low light conditions

Age Category	Age Range	Attribute Modifiers
Child	1-4	-3 to all attributes
Adolescent	5-8	-2 to all attributes
Young Adult	9-12	-1 to all attributes
Adult	13-16	No modifiers
Professional	17-20	No modifiers
Middle Age	21-24	-1 physical attributes
Old	25-28	-2 physical attributes +1 mental attributes
Venerable	29-32	-3 physical attributes +2 mental attributes
Elderly	32-36	-5 physical attributes +3 mental attributes
Ancient	37+	-7 physical attributes +4 mental attributes

Troll

Personality: Tall, blue and aloof, the troll is not seen as a friendly, intelligent or charismatic individual. While it is true that Trolls are for the most part several feet taller than humans, many times stronger, faster and much tougher, they are not stupid. They have gained that reputation for their inability to understand the motivations of other beings. Trolls are from a society of absolute trust upheld by an entire class of that society. The laws are absolute and the oath of a troll binds all trolls forever. When confronted with dishonesty or a lack of absolute value, such as high level or theoretical sciences, trolls suffer greatly. One should never make the assumption that all trolls are stupid, since there are many exceptionally gifted trolls who have overcome their racial difficulty with variables.

Physical Description: A troll is typically about 10 feet tall and several hundred pounds of muscle, bone and toughness. Incredibly hard to kill, a troll is still nonetheless a fairly gentle creature. When a troll speaks, everyone listens so it is rare that a troll would ever have to actually resort to violence. For this reason, trolls are generally very quiet and try, usually unsuccessfully to not be seen as overbearing oafs. Trolls go to great lengths to not

perpetuate the perceived stupidity of their race and take great care to think carefully before speaking.

Trolls have a thick bone structure, extra organs, and a dense musculature. Trolls cranial structure is also very thick, with two short horns protruding from just above the brow ridge. The skin coloration of trolls runs the entire spectrum of blue from a light sky blue to a dark navy, almost black. Trolls eye color is usually blue, green or red, almost never black or brown.

Relations: Trolls are a proud and aloof race that most races find dull and unintelligent. For this reason Trolls seem to have few friends, but among each other, Trolls are a very gregarious race that enjoys tests of strength and endurance. Troll families are loving, and they are a very physically affectionate people. This is shocking considering the average troll might say less than ten words a day when around other races, but among their own kind, they are talkative and delight in reminiscing

Alignment: Exceedingly lawful and honorable, those beings who do not hold the same values as trolls are often seen as being beneath contempt. Trolls are a very live and let live race, unless you dishonor one. Trolls are Lawful Neutral.

Religion: Trolls have a tendency to be atheistic, but those who have found religion find that the Church of Unity is the most agreeable.

Language: Trolls speak Yakkian, which is a harsh and guttural language.

Names: They are often named after ideals and virtues such as Justice, Freedom or Retribution. Their last name is usually their place of birth, although some carry the first names of their mother and father.

Adventurers: Few Trolls find their way into adventuring, and those who do are usually forced into it due to being hunted by an Arbiter or hunting down someone who wronged them. A being who wrongs a troll must either kill the troll or run until the troll dies. A troll will hunt down their enemies to the ends of Vhraeden or the heavens and hells in order to exact justice from the criminal.

The average life span for a Troll is 60 years.

STR	Strength	3d6+12
CON	Constitution	3d6+12
DEX	Dexterity	3d6+4
PWR	Power	3D6-8
CHA	Charisma	3d6-4
INT	Intelligence	3d6-4
WIS	Wisdom	3d6-2
SIZ	Size	Large
SPD	Speed	3d6
Height	9'6" to 10'6"	Weight 700 to 1000 pounds
Preferred Climate: High altitude desert, arid environments		
Homeland: Yakkis		
Racial Abilities and Skills		
SP=7		
Scent	10%	
Dark vision	90'	
Regenerate	5	
Claw	1d6	
Bite	1d6	
Rend	(after a successful grapple)	3d6
Age Category	Age Range	Attribute Modifiers
Child	5-10	-3 to all attributes
Adolescent	11-15	-2 to all attributes

Young Adult	16-22	-1 to all attributes
Adult	23-30	No modifiers
Professional	31-37	No modifiers
Middle Age	38-45	-1 physical attributes
Old	46-53	-2 physical attributes +1 mental attributes
Venerable	54-60	-3 physical attributes +2 mental attributes
Elderly	60-65	-5 physical attributes +3 mental attributes
Ancient	65+	-7 physical attributes +4 mental attributes

Kobold

Personality: Universally disliked and considered to be ignorant, argumentative and little more than a bipedal lizard, kobolds have a deep seated inferiority complex that is in large part for their bellicose behavior. They have an innate need to be seen as more than they are. They aspire to have others respect and fear them, though they have a difficult time doing this. Rarely thought of unless directly confronted by one by other species, most races wishes they could fix their problems themselves or die off. Kobolds are not all this way, but the vast majority are, and for this reason, the stereotype of the pushy, ignorant and intolerably incompetent kobold persists.

Physical Description: Small, reptilian humanoids, kobolds are seen as small versions of the larger troglodytes or lizardmen, when in fact they are not related at all except for the fact that they are all reptiles. Kobolds are indeed smaller than the average human and are of very slight build. Thin, with small limbs, kobolds are relatively weak, but are very fast and have an innate talent for magic that seldom sees fruition due to the current cultural reality of their homelands. With flattened heads, and bulbous eyes, kobolds are especially adapted for life in an arid climate. Their scales are small and ridged with tall ridges to increase surface area to bleed excess heat during the day and to absorb heat during the cold nights. With only four fingers and toes, their appendages are tipped by small ineffective claws, but the pads of their fingers and toes, as well as the pads of their hands and feet are very tough and covered with very rough scales that serve a dual purpose. The first is to reduce the amount of contact with the hot ground while the second is to increase the friction on items that they grip which serves to make kobolds excellent climbers.

Coloration varies by clan, which leads to some speculation that each clan may be a distinct subspecies, but that is only a theory and the differences are only cosmetic. As a racial whole, kobolds are generally some shade of green or tan with a highlight color upon their backs or the backs of their heads, arms, legs or tail. Their coloration on the front is generally just a lighter color or their primary back color, such as a light green or a light tan or an off white. Kobolds have usually either brown, gold or green eyes, with any other color being virtually unknown.

Relations: Kobolds have a complex system of familial relations. Each level of closeness exacts certain requirements of familial loyalty. This chaotic system of family, clan and tribal relationships is in large part responsible for the blood soaked history of their lands.

Kobolds do not make friends, they make alliances, which can end at any time unless certain stipulations are placed upon the Kobold immediately, which they will honor, unless they can find a way to fulfill the letter if not the spirit of those stipulations. For this reason, Kobolds are thought to

be ignorant, stupid, lazy and untrustworthy by the majority of the worlds' races.

Alignment: Kobolds are almost all Chaotic Neutral because it is the easiest, most flexible state of mind to possess that allows them to take advantage of every situation to the maximum extent possible.

Religion: Kobolds are adherents to the Word of Purity and have adopted it wholeheartedly. That their temples, churches and clergy have been disavowed by the Holy Citadel in Kismatta does not matter to them. At various times, their Guides have declared war against the Holy Citadel for all manner of reasons. This chaotic situation is not aided by each nation in the Dreadryth region claiming to have the only "true" word of In Vidu. Holy wars are common in kobold lands.

Language: Kobolds speak Kaotic.

Names: Kobold naming conventions vary from family to family, clan to clan, tribe to tribe and nation to nation. Kobolds can name their children anything from virtues, historical events, nouns, famous ancestors or just nice sounding, but meaningless names.

Adventurers: Kobolds who become adventurers are usually looking for some way to leave their destroyed homelands for something better. Few groups are happy with having a kobold in the group, but they do make decent mages, if they can be trained, or thieves if they can be trained to only steal good things, and not everything that isn't nailed down.

The average life span of a kobold is 37 years.

STR	Strength	3d6-4
CON	Constitution	3d6
DEX	Dexterity	3d6+2
PWR	Power	3d6+4
CHA	Charisma	3d6
INT	Intelligence	3d6
WIS	Wisdom	3d6
SIZ	Size	Small
SPD	Speed	3d6+2
Height	4' to 5'	Weight 80 to 130 pounds
Preferred Climate: Desert		
Homeland: Dreadryth region		
Racial Abilities and Skills		
SP = 1 scales		
Dark vision 60'		
Climbing	20%	
Trap making	10%	
Mining	10%	
Search	10%	
Age Category	Age Range	Attribute Modifiers
Child	3-5	-3 to all attributes
Adolescent	6-9	-2 to all attributes
Young Adult	10-12	-1 to all attributes
Adult	13-15	No modifiers
Professional	16-20	No modifiers
Middle Age	21-25	-1 physical attributes
Old	26-30	-2 physical attributes +1 mental attributes
Venerable	31-35	-3 physical attributes +2 mental attributes
Elderly	36-40	-5 physical attributes +3 mental attributes
Ancient	40+	-7 physical attributes +4 mental attributes

Veridus

Personality: Proud, strong and very controlling, the Veridus are a strong race. Only the Veridus understand power and the proper way to live. The fools the Zeteki, are insane and refuse to see the rectitude of the Veridus way, and for there heresy they must be destroyed. The Veridus see themselves as the only race that understands the way the world truly is and is constantly irritated that the other races of the world cannot seem to grasp that fact.

Rude, boorish and loud, the Veridus are always involved in a struggle for power. Power is the only measure that has any bearing on the world, and the inability of other races to understand that simple fact is the only proof Veridus need to see that the other races are simply children playing with forces they do not understand. A Veridus will gladly murder, blackmail or torture others in order to achieve their goals of accumulating more.

Physical Description: Short, squat and powerfully built, a Veridus is generally frog-like and much faster than they appear. Typically a green, drab color, some Veridus possess a more brown coloration. Veridus have a pattern of dark brown or black spots or lines upon their backs or heads that vary according to their tribal lineage. They have large eyes of gold, green or brown and very good vision, able to see quite well at night.

Relations: Veridus form very close family units that are very surprising to outsiders. A Veridus family can be seen reading, playing and engaging in all manner of activities together, which is a very different aspect of a Veridus that non-Veridus can scarcely believe. The prevailing view is that Veridus are harsh, cruel and intolerant, all of which are also true. This dichotomy is one of the hallmarks of the Veridus which only adds to other races confusion about them.

Alignment: Veridus are both Chaotic and Lawful, but at different times, and according to the individual Veridus' desires and morality, thus they are Neutral. Power hungry and utterly without remorse, Veridus are Evil. Their alignment of Neutral Evil allows them to basically act as they please in any situation.

Religion: All Veridus are atheists and they have turned their back fully on religion. Their morality and ethics are determined by each individual Veridus, although the acquisition of power is a major impetus for all Veridus.

Language: Veridus speak Si'Vittish. Most Veridus will also learn planar languages, such as Abyssal, Infernal and Celestial to aid them in their spiritual pursuits.

Names: Si'Vittish is a guttural language filled with groans, squeals and other odd noises that many humanoids have difficulty understanding. Veridus are usually named after a physical characteristic, a virtue or a verb phrase such as "he who hunts spirits." The average Veridus has four or five syllables in their first name. Their second name is their family name, followed by a tribal name and their last name, rarely used in the creche pool they were sired at.

Adventurers: Veridus often find employment as adventurers in order to build their spiritual power. They will often relate poorly to other beings, but they will usually be able to compensate for the distaste their team mates feel for them with the amount of spiritual power they bring to a group.

The average lifespan for a Veridus is 40 years.

STR	Strength	3d6
CON	Constitution	3d6
DEX	Dexterity	3d6
PWR	Power	3d6+2
CHA	Charisma	3d6-2
INT	Intelligence	3d6
WIS	Wisdom	3d6
SIZ	Size	medium
SPD	Speed	3d6
Height	4' to 5'	Weight 40 to 80 pounds
Preferred Climate: Tropical Swamps		
Homeland: Urrak Vit		
Racial Abilities and Skills		
Night Vision 60'		
Swimming 30%		
Age Category	Age Range	Attribute Modifiers
Child	7-9	-3 to all attributes
Adolescent	10-12	-2 to all attributes
Young Adult	13-15	-1 to all attributes
Adult	16-20	No modifiers
Professional	21-25	No modifiers
Middle Age	26-30	-1 physical attributes
Old	31-35	-2 physical attributes
Venerable	35-40	+1 mental attributes
		-3 physical attributes
		+2 mental attributes
Elderly	41-45	-5 physical attributes
		+3 mental attributes
Ancient	46+	-7 physical attributes
		+4 mental attributes

Zeteki

Personality: This small amphibian race is odd in that they appear to be nothing more than large, brightly colored tree frogs with opposable thumbs that use tools. This observation is entirely correct; for that is exactly what they are, sentient, tool using tree frogs. The existence of the Zeteki does pose an interesting question to human and elven supremacists in that there should be no reason for them to exist. The dogma of racial superiority states that all other races exist only as cast off evolutionary dead ends that have yet to be exterminated, but there is no evidence that the Zeteki were anything other than Zeteki and the Zeteki themselves do not deny that they are odd, but they maintain that O'oobrill, the Frog God created them from his lesser children to watch over the jungle as the totems watch over the world.

Physical Description: Typical coloration for a Zeteki is very vibrant colors that span the entire palette. There are grey and yellow Zeteki, black and red, orange and purple, there is no real limit to the coloration that Zeteki possess. The only constant is that a Zeteki has two colors of skin and eyes of a third color.

Relations: Warm, friendly and very courteous, the Zeteki are thought of as a kind race, but their moral elasticity leaves many beings feeling uncomfortable. Their remorseless way of life is also not well thought of, but individually they make friends easily. Family is important to Zeteki, but it pales in comparison to the duty they feel to their creator god, their jungle and their nation.

Alignment: Zeteki are Lawful, and proud of that, but those who pay homage O'oobrill follow a fatalistic belief system that does not allow for displays of grief or sadness, and thus are Neutral.

Religion: The special connection with totems is obvious to anyone who spends time with them in their nation of Brill Epps. All Zeteki are shamans of some skill, while the most skilled are referred to as "Shadows", and it is known that all Shadows are warriors as well. The war against the Veridus has had little effect upon the psyche of the pacifist Zeteki since death was never a concern they ever had. Death for a Zeteki simply meant returning to O'oobrill who would reincarnate them, while death for any being was a return to the totem of that race. If a race had no totem, it was simply tragic, but not a Zeteki issue and so death was never a thing to be feared nor something to be avoided.

With that particular mind set, it has been easy for the Zeteki to wage war while still maintaining that they are a pacifist people. Most other races see the Zeteki as hypocrites, but the Zeteki care not. They are the children of O'oobrill and the grandchildren of Vhraeden and the beliefs of others do not matter.

Language: Zeteki speak Grippa, which is an odd language of groans, clicks, whistles and other noises that humanoids find exceptionally hard to understand or speak. The written form is not difficult to learn, but is not in use anywhere except the Zeteki homeland, Brill Epps.

Names: A shamanic and a deeply religious people, Zeteki are often named after virtues or natural phenomenon. They carry their tribal name as a second name.

Adventurers: Zeteki rarely venture forth from their jungle homes, but those that do are highly sought after as assassins or thieves. Zeteki work well in almost any group, but often have a difficult time in adjusting to beings who are not possessed of the same fatalistic temperament.

The average Zeteki lifespan is 25 years.

STR	Strength	3d6-4
CON	Constitution	3d6-2
DEX	Dexterity	3d6+4
PWR	Power	3d6+2
CHA	Charisma	3d6+2
INT	Intelligence	3d6
WIS	Wisdom	3d6
SIZ	Size	small
SPD	Speed	3d6
Height	3'6" to 4'6"	Weight 30 to 50 pounds
Preferred Climate: Rain Forest		
Homeland: Brill Epps		
Racial Abilities and Skills		
Poisonous skin	Any skin contact with a Zeteki deals 3d6 DEX damage as it shuts down the nervous system of the victim. At 0 DEX the victim is unconscious, at -1 DEX the victim dies as its' cardio-respiratory system is paralyzed.	
Jumping	60%	
Climbing	60%	
Age Category	Age Range	Attribute Modifiers
Child	2-3	-3 to all attributes
Adolescent	4-6	-2 to all attributes
Young Adult	7-9	-1 to all attributes
Adult	10-12	No modifiers
Professional	13-15	No modifiers
Middle Age	16-20	-1 physical attributes
Old	21-23	-2 physical attributes +1 mental attributes
Venerable	24-26	-3 physical attributes +2 mental attributes

Elderly	27-29	-5 physical attributes +3 mental attributes
Ancient	30+	-7 physical attributes +4 mental attributes

Chamek

Personality: A fierce race of tribal desert dwellers, the Chamek are a people defined by their environment. They are noble, honorable and hospitable to those they find worthy, and utterly cruel and murderous to those they find unworthy. They find great delight in war and feel that nothing is as honorable as death in combat to a worthy enemy for in a just cause. Their second most prevalent joy is feasting, and they will hold a feast for any number of reasons such as victory, death, a new birth, a new month, a celestial event, a religious occasion or just because they haven't had one in a while.

Chameks embody the lion's ferocity and nobility, with the human's capacity for love and thought. They are a deeply spiritual race and are mighty warriors, passionate lovers and deeply introspective when they have the opportunity to be so. Chameks can be either your best friends or your worst enemies depending on how they view you.

Physical Description: With the body of a lion and the torso of a man, the Chamek embody the combination of those two ideals. Their leonine body is a dun to beige color and their human torso is usually deeply tanned. They are almost always covered in scars from duels, wars and ritual religious purification rites as well as their tests of adulthood.

Relations: Chameks will meet any new being with caution, and immediately begin to judge them. They will take all aspects of that being into account, their bearing, their demeanor, their openness, their candor and the spirit of the stranger. When the Chamek feels he has a good understanding of the stranger, the Chamek will decide to invite them to feast as a new friend, or kill them in some creative and painful way. Some Chameks feel that the only way to determine the worth of a stranger is to attack them outright and based on their reactions, will then kill them, invite them to a feast or induct them into the tribe.

Needless to say, few beings want to meet a Chamek since their society is hardly the standard that most other races are used to. As a race of warriors, the Chameks allow their females complete freedom and there is absolutely no gender inequalities that are present in the race as a whole. Female Chameks are just as likely to be a warrior as a male.

Alignment: Chameks are seen as being exceedingly chaotic, but they are fully in accordance with their own internal laws, and are thus Lawful. They are a violent race, but are also very generous to those they find worthy, and are thus Neutral. Chameks have been known to fight to the last tribal member in order to defend a stranger that they have deemed honorable less than an hour before.

Religion: Chameks have a confusing religion that is an amalgam of Shamanism, and all four good monotheistic churches, The Word of Purity, The Church of Unity, The Power and the Truth and the Heavenly Chorus of Exelain. Their godhead is named Y'Lis and is a lion. He is decided Lawful Good, but also exceedingly violent to any who do not acknowledge him as their Father of Fathers.

Language: Chameks speak Wemasa, the official language of Korvalis, their desert home.

Names: Chameks name their children phrases that have to deal with the personification of virtues, such as "sword of justice", "destroyer of the infidels" or "Y'lis' wrath". They carry their fathers name and their mothers name as two middle names and their tribal name as a last name. Each tribe has a particular pattern of scars or tattoos that identify each member of that tribe, and so last names are not commonly used.

Adventurers: Chameks who become adventurers usually do so in connection with their rites of adulthood. Few Chameks will remain adventurers, though most beings in this nation have at least some peripheral experience with adventurers.

The average life expectancy for a Chamek is 35 years.

STR	Strength	3d6+2
CON	Constitution	3d6
DEX	Dexterity	3d6+4
PWR	Power	3d6
CHA	Charisma	3d6
INT	Intelligence	3d6
WIS	Wisdom	3d6
SIZ	Size	Medium
SPD	Speed	3d6
Height	4'6" to 5'6"	Weight 220 to 350 pounds

Preferred Climate: Desert

Homeland: Korvalis

Racial Abilities and Skills

Age Category	Age Range	Attribute Modifiers
Child	4-8	-3 to all attributes
Adolescent	9-12	-2 to all attributes
Young Adult	13-16	-1 to all attributes
Adult	17-19	No modifiers
Professional	20-23	No modifiers
Middle Age	24-27	-1 physical attributes
Old	28-31	-2 physical attributes +1 mental attributes
Venerable	32-34	-3 physical attributes +2 mental attributes
Elderly	35-38	-5 physical attributes +3 mental attributes
Ancient	39+	-7 physical attributes +4 mental attributes

Goblin

Personality: Goblins are insular, industrious and very adaptable. They are a race that is driven to improve themselves at any cost. They feel that there are other races that seek to destroy them, and that they must engage in rather unsavory practices to protect themselves from those races who want to see them fail. Always seeking to learn, to gather knowledge, power and strength, goblins are a very disciplined race.

Goblins prize discipline, and they see individual sacrifice for the greater good as a pillar of a strong society, and they are willing and able to sacrifice to ensure that their people, their allies and their nation have the best.

Physical Description: Short, green and rather skinny, they are considered to be a weak race, and are seemingly rather unimpressive physically. Goblins are generally green, although the shade is highly variable, and they possess head hair, and relatively sparse facial and body hair. Goblin hair is usually blonde, black, brown or red, with red being the most rare, and black being the most common.

Relations: Goblins are loyal and make friends very fast if given the opportunity, and the initial distrust can be overcome. Goblin families are very strict and feel beholden to each other on a visceral level. There has been a breakdown of goblin society in the last two generations, however. The cultural need to protect themselves and their predilection for collection of power has eroded their long standing cultural family values and the younger generations are now much more likely to collect wealth and power for personal gain, than for national strength. This breakdown has led to skyrocketing population growth, growing crime rates and a huge rift between the haves and the have nots in goblin society.

Alignment: Goblins have a wide degree of emotional responses and a suitably adaptive nature to allow goblins to grow into any alignment. The most common alignment is usually Neutral Good.

Religion: Goblins, as a created race, did not have a long historically rich culture, and thus they never developed a native religion. Goblins do find religion to be a great aid in times of need and thus, they have adopted the following churches into their culture; The Word of Purity, the Church of Unity, The Power and The Truth, and the Heavenly Chorus of Exelain. The schisms that affect these churches outside of goblin lands are not abated here, and the same issues are present and conspicuous.

Language: Goblins speak Urrsan in their nation of Urrykya.

Names: Goblins have names that are usually have the meaning of complete phrases, and those phrases can be almost anything. Goblins have a first name, usually a middle name and their last name is their familial name.

Adventurers: Goblins who become adventurers usually do so because they seek wealth. Goblins like the adventuresome lifestyle, and few ever leave it voluntarily.

The average lifespan is 45 years.

STR	Strength	3d6-2
CON	Constitution	3d6
DEX	Dexterity	3d6+2
PWR	Power	3d6
CHA	Charisma	3d6-2
INT	Intelligence	3d6
WIS	Wisdom	3d6
SIZ	Size	Small
SPD	Speed	3d6
Height	4'6" to 5'6"	Weight 160 to 250 pounds

Preferred Climate: Desert

Homeland: Urrykya

Racial Abilities and Skills

Dark vision 60'

Move Silently 20%

Age Category	Age Range	Attribute Modifiers
Child	5-10	-3 to all attributes
Adolescent	11-15	-2 to all attributes
Young Adult	16-20	-1 to all attributes
Adult	21-25	No modifiers
Professional	26-30	No modifiers
Middle Age	31-34	-1 physical attributes
Old	35-38	-2 physical attributes +1 mental attributes
Venerable	39-42	-3 physical attributes +2 mental attributes
Elderly	43-46	-5 physical attributes +3 mental attributes
Ancient	47+	-7 physical attributes

+4 mental attributes

Sserin

Personality: The most open of the reptilian races, Sserin are seen by many who know their race as being little more than scaly humans. Which physiologically they are. Sserin are capable of the full range of mammalian emotions and are not in the least bit cold, aloof or distant, which the other reptilian races are.

Physical Description: The Sserin are a race of mostly Human, serpent crossbreeds. They usually have lightly complected skin with light green scales on the backs of their necks and down the spine. Their forearms and legs are usually covered in fine scales. Sserin seem to lack the ability to have patterns on their scales and their coloration is almost a light green, although tan and dark green have also been seen.

Their hair is usually a dark color, usually black, although a dark brown is also common, with blonde and red being almost unheard of, accounting for only 1%. They are usually tall and thin, averaging 6'2" and only 170 pounds. Their eyes are almost always gold or green with a vertical slit for a pupil.

Relations: Sserin are the only Chosen of Ss'vash that give birth to live young, and as such, they have much closer familial relations than the other reptilian races. Sserin are very family oriented, and they seem to have no difficulty in adjusting to other beings, which is another common observation of the other reptilian races.

Alignment: Sserin are a Lawful race that live by the dictates of their manifested god, Ss'vash. Sserin also do not typically act in their best interests, but in the best interests of their god, their nation or their family, and are thus Neutral.

Religion: All Sserin are devotees to the Shining Path of the Chosen of Ss'vash. There are those who worship heretical gods, but their religious activities are performed under the utmost security, otherwise they would be executed as enemies of the state, and heretics.

Language: Sserin speak the language of their god, Serpentis. Sserin are the most likely race to learn other languages since they are the race most likely to be sent outside of the Empire to perform activities in the service of their god.

Names: Sserin names are typically phrases that translate into something devotional to their god such as "Ss'vash's benevolent rule" or "Son granted by Ss'vash". A Sserin's middle name is their familial name, and their last name is that of their clan.

Adventurers: Sserin who are adventurers are either on a mission of some sort for the Empire and are highly trained, well equipped and well protected. Those Sserin not sanctioned by the Empire are Heretics and are on the run from their countrymen. They will be paranoid, desperate and seeking employment to build their security.

The average lifespan of a Sserin is 55 years.

STR	Strength	3d6
CON	Constitution	3d6-2
DEX	Dexterity	3d6+2
PWR	Power	3d6
CHA	Charisma	3d6
INT	Intelligence	3d6+1

WIS	Wisdom	3d6+1
SIZ	Size	Medium
SPD	Speed	3d6 running, 3d6-4 swimming
Height	5'8" to 6'4"	Weight 150 lbs to 200 lbs
Preferred Climate: Rain forest, jungle		
Homeland: Emerald Empire of the Chosen of Ss'vash		
Racial Abilities and Skills		
Scales	SP 1	
Swimming	30%	
Low-light Vision: They can see up to 60 ft. in low light as if it were daylight conditions.		
Color Blind: Sserin can only see black and white. They cannot see any color.		
+2 Racial bonus to Vitality versus poisons of any kind.		
Vulnerability to Cold: Sserin, due to their preference for warm climates and their cold blood, take double damage versus any cold attacks. If the ambient temperature of their surroundings drops below 60 degrees F, they become sluggish and sleepy. Their Dex and Ref is halved for purpose of combat or skills until they are able to warm themselves. If the temperature drops below 40 degrees F, the Sserin takes 1d4 points of damage per minute, becomes sluggish (half their Dex and Ref) and cannot cast spells (due to loss of mental focus).		
Age Category	Age Range	Attribute Modifiers
Child	6-10	-3 to all attributes
Adolescent	11-16	-2 to all attributes
Young Adult	17-20	-1 to all attributes
Adult	21-26	No modifiers
Professional	27-35	No modifiers
Middle Age	36-42	-1 physical attributes
Old	43-47	-2 physical attributes +1 mental attributes
Venerable	48-52	-3 physical attributes +2 mental attributes
Elderly	53-57	-5 physical attributes +3 mental attributes
Ancient	58+	-7 physical attributes +4 mental attributes

Hu'thas

Personality: The Hu'thas were created by Ss'vash as warriors, and their personality is very indicative of this. Uncompromising, cold, aloof, proud and suicidally brave, the Hu'thas have been bred for these traits since their creation, and they are truly wonderful combatants. Quick thinkers, Hu'thas are not prone to introspection, but to quick, logical decisions and rapid action. They are intolerant of those who think too much. They are not stupid, but as warriors, feel that doing something is far superior to "thinking".

Physical Description: The Hu'thas are a race of half-Humanoid, half-serpentine beings. They have four arms tipped by four fingers with hard triangular claws and a very viper-like head.

They are usually 10 feet long, but only five feet tall and covered in tough scaly hide. Their coloration is usually subdued with shades of green and black the most common. Their eye color is almost always yellow. Hu'thas are totally hairless.

Relations: Hu'thas are born from eggs, and their familial bonds do not form with their parents, but rather the city they are reared within. Hu'thas are hatched in giant communal nests, and as they emerge, they are scooped up by other Hu'thas who wait outside for the little wobbly newborns to extricate themselves from the nests. Hu'thas do not have any idea the babies they will get, and they do not get a choice. The Hu'thas females wait and the next

two that emerge are theirs. The newborns are cared for as their own and are indoctrinated into the church and the nation by their parents.

Hu'thas do not like most races, finding them to be silly, overly weak, and far too emotional. Hu'thas do, as a general rule genuinely like bugbears, since their mind set is remarkably similar and there are several instances of Hu'thas forming exceptionally close friendships with Bugbears and traveling to the HRMH to visit.

Alignment: As is the general rule for Imperial citizens, Hu'thas are lawful, following the commandments of their lord and god until death. They are also Neutral, since to a Hu'thas, the concepts of Good and Evil are pointless in war. There is only Correct and Incorrect.

Religion: All Hu'thas are devout worshippers of Ss'vash and are consecrated members of the Shining Path of Ss'vash. There are no recorded heretics among the Hu'thas.

Language: As citizens of the Emerald Empire, Hu'thas speak Serpentis. It is rare for a Hu'thas to learn another, inferior language, though if they do, it will almost always be Northern Polyglot.

Names: Hu'thas are almost always named after a virtue applicable in war, or an implement of war, such as "spiked war club of Ss'vash". Their middle name is that of their "maternal" parent, and their last name is the city they were born in.

Adventurers: Hu'thas are almost exclusively warriors and find skullduggery to be beneath them, and will rarely be encountered as adventurers. Those few that are, usually are on a special detail from the Imperial Military and will be very well armed and not in a friendly state of mind.

The average lifespan of a Hu'thas is 60 years.

STR	Strength	3d6+6
CON	Constitution	3d6+6
DEX	Dexterity	3d6-2
PWR	Power	3d6
CHA	Charisma	3d6-4
INT	Intelligence	3d6
WIS	Wisdom	3d6
SIZ	Size	Large
SPD	Speed	3d6 slithering, 3d6 swimming
Height	4'6" to 5'6"	Weight 300 lbs to 600 lbs

Preferred Climate: Jungle

Homeland: Emerald Empire of the Chosen of Ss'vash

Racial Abilities and Skills

Scales	SP 4
Swimming	30%
Bite	10% 1d8 damage
Claws	25% 1d8 damage

Hu'thas possess four arms and can make up to four one handed attacks, or two handed attacks and move without penalty in one round.

Low-light Vision: They can see up to 60 ft. in low light as if it were daylight conditions.

Color Blind: Hu'thas can only see black and white. They cannot see any color.

+2 Racial bonus to Vitality versus poisons of any kind.

Vulnerability to Cold: Hu'thas, due to their preference for warm climates and their cold blood, take double damage versus any cold attacks. If the ambient temperature of their surroundings drops below 60 degrees F, they become sluggish and sleepy. Their Dex and Ref is halved for

purpose of combat or skills until they are able to warm themselves. If the temperature drops below 40 degrees F, the Hu'thas takes 1d4 points of damage per minute, becomes sluggish (half their Dex and Ref) and cannot cast spells (due to loss of mental focus).

Age Category	Age Range	Attribute Modifiers
Child	6-12	-3 to all attributes
Adolescent	13-18	-2 to all attributes
Young Adult	19-24	-1 to all attributes
Adult	25-30	No modifiers
Professional	31-36	No modifiers
Middle Age	37-42	-1 physical attributes
Old	43-48	-2 physical attributes +1 mental attributes
Venerable	49-54	-3 physical attributes +2 mental attributes
Elderly	55-60	-5 physical attributes +3 mental attributes
Ancient	60+	-7 physical attributes +4 mental attributes

Alein

Personality: Alein were created by Ss'vash to serve as his eyes and his ears. They are primarily priests and intelligence analysts. Their prodigious intelligence aids them greatly in this, but they are a remarkably cold people. They tend to see everything logically and have little capacity for emotions. They understand emotions on a clinical level, but have no need or want to experience them. Alein find emotions to be a wonderful tool that allow them to manipulate other creatures for their own ends.

Physical Description: The Alein are a race of giant serpents. They have no Humanoid characteristics. They resemble nothing so much as gigantic serpents with a slightly odd oral structure to permit Humanlike, if sibilant speech. They have a wide range of possible colorations from gold, to red, to green and black. There are very few Alein who have any white coloration, but those who do are usually considered to be especially blessed of Ss'vash. They average 15 to 20 feet in length and up to 800 pounds.

Relations: Alein are hatched in special birthing creches and are the products of controlled breeding. Once born, they are given to an adult Alein that is responsible for the rearing of the newborn into a perfect example of the genius of Ss'vash. Alein are not a close race, and the relationship between "parent" and child is more akin to a Master and Slave relationship. The Alein do not care, since this is the way it has always been and it is the way it shall always be.

Alein do not form close relationships with other races, even those in the Empire, who they see as equal in value, but not in function and thus have no desire to know them. Alein see mammalian races as nothing more than food or tools. Alein do not use other races as toys, since they do not gain amusement, they will simply eat them.

Alignment: Alein do not see the world the same as other beings. They see the world a large collection of random events that must controlled in order to gain knowledge, insight and power. Alein do not shy away from chaotic events, they embrace them, and are thus Chaotic. Alein also do not classify events in terms of moral rectitude, and are thus Neutral.

Religion: All Alein are consecrated members of the Shining Path of Ss'vash. The majority of the clergy of the Shining Path are Alein and are very devout.

Language: Alein speak Serpentis, and due to their serpentine oral structure, the only other language they can

speak is Eastern Serpentin. Those Alein in the Kotar Shinsen try very hard to learn to understand a large variety of languages in order to conduct interrogations.

Names: Alein names are almost all pertaining to some mental aspect such as "puzzle solver", "infallible logic", "emotional manipulator" or something similar.

Adventurers: Alein are very rarely adventurers, and those who do become one are usually heretics and on the run for their lives. They are very intelligent and would be a good asset to a group, but the concept of being constantly hunted by forces from the Emerald Empire will make most groups very wary of taking in a Heretic Alein.

The average lifespan of an Alein is 90 years.

STR	Strength	3d6
CON	Constitution	3d6-2
DEX	Dexterity	3d6+2
PWR	Power	3d6
CHA	Charisma	3d6-4
INT	Intelligence	3d6+2
WIS	Wisdom	3d6+2
SIZ	Size	Huge
SPD	Speed	3d6 slithering, 3d6 swimming

Height traveling, they are only one to two feet off of the ground, but they can rise up to two thirds their length in height.

Averaging between 15 and 20 feet in length, they can tower 10 to 13 feet above the ground.

Weight 700 to 1200 pounds

Preferred Climate: Rain forest

Homeland: Emerald Empire of the Chosen of Ss'vash

Racial Abilities and Skills

Scales SP 1

Swimming 40%

Bite 15% 1d10 damage + 2d10 POT

neurotoxin

Low-light Vision: They can see up to 60 ft. in low light as if it were daylight conditions.

Color Blind: Alein can only see black and white. They cannot see any color.

+2 Racial bonus versus poisons of any kind.

Vulnerability to Cold: Alein, due to their preference for warm climates and their cold blood, take double damage versus any cold attacks. If the ambient temperature of their surroundings drops below 60 degrees F, they become sluggish and sleepy. Their Ref is halved for purpose of combat or skills until they are able to warm themselves. If the temperature drops below 40 degrees F, the Alein takes 1d4 points of damage per minute, becomes sluggish (half their Ref) and cannot cast spells (due to loss of mental focus).

Age Category	Age Range	Attribute Modifiers
Child	10-15	-3 to all attributes
Adolescent	16-20	-2 to all attributes
Young Adult	21-25	-1 to all attributes
Adult	26-35	No modifiers
Professional	36-45	No modifiers
Middle Age	46-65	-1 physical attributes
Old	66-75	-2 physical attributes +1 mental attributes
Venerable	76-85	-3 physical attributes +2 mental attributes
Elderly	86-95	-5 physical attributes +3 mental attributes
Ancient	96+	-7 physical attributes +4 mental attributes

Feth

Personality: Hugely strong, loyal and incredibly tough, the Feth are the muscle of the Emerald Empire. They are far more intelligent than they appear, and have a very good capacity for spatial perception and make excellent engineers. The Feth built the Emerald Empire, literally. They are perfectly suited to build, and are very good at destroying as well. The Feth are a very pragmatic race and see little purpose in inactivity. Feth prefer to be busy, and are often found engaging in some physical activity of some sort or another.

Physical Description: The Feth are a centaur-like race of reptilians. They possess four arms and a triangular head perched atop four squat legs and a long muscular tail reminiscent of a large alligator. They are approximately 10 feet long and 6 feet tall. They can weigh approximately 800 pounds.

They are covered in thick scales capable of turning aside blades and arrows. Their coloration is universally dark green to black and their eyes are also universally dark yellow.

Relations: Feth are born to a mated pair of parents in a small nest built in the center of their homes. The young are well cared for and are considered to be valuable members of the family, but the concept of physical affection or love is bit strong for the emotional spectrum of the Feth. They form relationships based more on mutual benefit than love.

Feth dislike most races, but do seem to identify quite well with the giant races, due to their ability to place their goals ahead of emotions, and like the Feth seem to be very anti-sedentary in their lives.

Alignment: The Feth are very Lawful, due to their love of mathematics and spatial problems. The Feth are also Neutral, since they do not see the world in terms of good or bad, but rather the success or failure of projects or goals.

Religion: All Feth are members of the Shining Path of the Chosen of Ss'vash, the national religion/philosophy of the Emerald Empire. Those few Feth who do not truly believe make sure to hid that fact very well.

Language: Feth speak Serpentin, and rarely feel the need to learn another language.

Names: Feth name their offspring typically after virtues or a phrase that deals with their religion such as "Ss'vash's wisdom" or "Loyalty to the Empire".

Adventurers: There are very few Feth adventurers, and those that are, are almost all heretics on the run from the Emerald Empire. Devastating combatants, a Feth makes a valuable addition to any group, but the negative aspects of being on the run from the forces of the Empire will make most groups very wary of accepting one into their midst.

The average lifespan for a Feth is 75 years.

STR	Strength	3d6+10
CON	Constitution	3d6+6
DEX	Dexterity	3d6-2
PWR	Power	3d6
CHA	Charisma	3d6-4
INT	Intelligence	3d6
WIS	Wisdom	3d6
SIZ	Size	Large

SPD	Speed	3d6 running and 3d6-8 swimming
Height	5'8" to 6'4"	Weight 350 to 480 pounds
Preferred Climate: Rain forest		
Homeland: Emerald Empire of the Chosen of Ss'vash		
Racial Abilities and Skills		
Scales	SP 5	
Swimming	20%	
Bite	25%	1d8 damage
Feth possess four arms and can make up to four one handed attacks, or two handed attacks, one bite and move without penalty in one round.		
Low-light Vision: They can see up to 60 ft. in low light as if it were daylight conditions.		
Color Blind: Feth can only see black and white. They cannot see any color.		
+2 Racial bonus to CON versus poisons of any kind.		
Vulnerability to Cold: Feth, due to their preference for warm climates and their cold blood, take double damage versus any cold attacks. If the ambient temperature of their surroundings drops below 60 degrees F, they become sluggish and sleepy. Their Dex and Ref is halved for purpose of combat or skills until they are able to warm themselves. If the temperature drops below 40 degrees F, the Feth takes 1d4 points of damage per minute, becomes sluggish (half their Dex and Ref) and cannot cast spells (due to loss of mental focus).		
Age Category	Age Range	Attribute Modifiers
Child	5-9	-3 to all attributes
Adolescent	10-14	-2 to all attributes
Young Adult	15-19	-1 to all attributes
Adult	20-29	No modifiers
Professional	30-39	No modifiers
Middle Age	40-49	-1 physical attributes
Old	50-59	-2 physical attributes +1 mental attributes
Venerable	60-69	-3 physical attributes +2 mental attributes
Elderly	70-79	-5 physical attributes +3 mental attributes
Ancient	80+	-7 physical attributes +4 mental attributes

Ptyrex

Personality: Although not particularly emotional, Ptyrex are a very self important race. They feel that they are far more important to the Empire, and their ability to fly is obvious proof of their special status in the eyes of Ss'vash. The Ptyrex emotional spectrum is not particularly broad, but they do have the ability to feel pride, and they feel it very often. Ptyrex are very condescending towards almost every other race, even other races of the Empire since they are the only race that can fly.

Physical Description: The Ptyrex are a race of flying feathered serpents. They possess a pair of wings that sprout directly behind the shoulders and extend up to 10 feet in width. They are powerful and acrobatic fliers and dislike spending any time on the ground. They seem to possess a genuine fear of enclosed spaces and they are the only race of the Empire that not only dislikes water, though they are incapable of swimming or floating.

They are a beautiful race with very sharp avian features. They almost all possess a falcon, eagle or hawk-like heads. There is a subspecies of Ptyrex who possess a head like an alligator, but they are poor fliers (SPD 3d10 flying) but are able to deliver a deadly bite (bite 10%, Bite 1d8 damage) and possess more strength, but much less charisma and dexterity (+2 Con, +2 Str, -2 Cha, -2 Dex, -2 Int,). This subspecies is known as the Archyx and is very rare.

Ptyrex possess a wide variety of colorations, all of them very beautiful.

Relations: Prideful, boastful, condescending and rude, the Ptyrex have very poor relations with almost every other race, including those of the Empire. The oddity is that among themselves, the Ptyrex have much better interpersonal relationships. They are actually the only race in the Empire that experiences joy on a regular basis, save the Sserin. Ptyrex feel very loyal to their family, their clan and Ss'vash, but not for the entirety of the population of the Empire.

Alignment: Ptyrex, are an oddity in more ways than one, and their alignment is just one more oddity. The Ptyrex love beauty and see beauty in the word of Ss'vash, the laws of nature and the ordered perfection of the multiverse, and are thus Lawful. Ptyrex are also very loathe to destroy things of beauty, and although they may not like other races, they have no desire to destroy things that they do not like, they simply do not wish to associate with them, thus they are oddly enough Good, though with neutral tendencies.

Religion: All Ptyrex are worshippers of Ss'vash, and follow the state religion of their homeland, the Shining Path of the Chosen of Ss'vash.

Language: Ptyrex all speak Serpentis, but due to their odd oral structure do not possess the ability to speak any other language.

Names: Ptyrex often name their children after things of natural beauty such as "Mountain shrouded by mist", or "pure waterfall". Their second name is their father's name, and they have a third name, which is their father's. Their last name is their city of birth.

Adventurers: Ptyrex are the most common race of the Empire to find themselves in a position to become adventurers. They are very free thinking and will become engaged in adventures very quickly if they do not find themselves in conflict with the forces of the Empire.

The average lifespan of a Ptyrex is 37 years.

STR	Strength	3d6-2
CON	Constitution	3d6-2
DEX	Dexterity	3d6+2
PWR	Power	3d6
CHA	Charisma	3d6+2
INT	Intelligence	3d6
WIS	Wisdom	3d6
SIZ	Size	Medium
SPD	Speed	3d6+28 flying, 3d6-4 running
Height	6' to 7'	Weight 90 to 130 pounds
Preferred Climate: Forests, rain forests		
Homeland: Emerald Empire of the Chosen of Ss'vash		
Racial Abilities and Skills		
Low-light Vision: They can see up to 180 ft. in low light as if it were daylight conditions.		
Age Category	Age Range	Attribute Modifiers
Child	5-9	-3 to all attributes
Adolescent	10-15	-2 to all attributes
Young Adult	16-19	-1 to all attributes
Adult	20-24	No modifiers
Professional	25-30	No modifiers
Middle Age	31-34	-1 physical attributes
Old	35-36	-2 physical attributes +1 mental attributes

Venerable	37-38	-3 physical attributes +2 mental attributes
Elderly	38-39	-5 physical attributes +3 mental attributes
Ancient	40+	-7 physical attributes +4 mental attributes

Ele'mu

Personality: The Ele'mu are a race that is mysterious to even the other races of the Empire. They are secretive, silent and prefer to remain that way. They are seen as cold, unemotional and remorseless. The Ele'mu do not seek approval from the other races, and there are whispers that the Ele'mu are very close to being outright heretics if not Cultists who seek to spread the disease of evil and insanity throughout the lands of Ss'vash. The Ele'mu do not care what others think of them, they care only for their own goals.

Physical Description: The Ele'mu are a race of fully amphibious Humanoids. They possess 2 arms and an eel-like body. They are covered in a dark grey rubbery skin with very little variation in coloration. They all have deep blue eyes, but they lack eyelids and they dislike being outside of water. They range in length from 8 to 12 feet in length and weigh approximately 650 pounds.

Relations: The Ele'mu are not a friendly or open race, not among themselves and definitely not with other races. They are born in creche pools from eggs and the young are reared by the entire village and not a family per say. This is in order to bond the children to the entirety of the city and not any particular adults. The young are treated harshly, and tested often. Those that fail the tests are either banished, placed into slavery or killed, depending on the particular bent of the village or city.

Alignment: The Ele'mu are a very Lawful race, and they live and die by the laws of Ss'vash. They are also completely Evil, in that they do not care what the consequences of their actions are, but their goals will be achieved.

Religion: Ele'mu are staunch supporters of the Shining Path of the Chosen of Ss'vash, the state religion of the Emerald Empire. There have rumors of entire villages and cities falling prey to Heretical faiths, or far worse come under the thrall of the Darkness and become Cultists.

Language: Ele'mu speak Serpents and many of them will also learn Aquan.

Names: Ele'mu are often named after natural aquatic phenomenon such as "waterspout", "hurricane" or "great wave of destruction".

Adventurers: Ele'mu will often become adventurers since large numbers of them are banished from their villages and cities for failing the tests of intelligence and loyalty that allow a Ele'mu to ascend to adulthood. Those Ele'mu so banished are simply disregarded as worthless and there is no effort made to hunt them down or kill them. Once an Ele'mu has become an adult and been consecrated into the Shining Path, they will be tracked to the ends of the earth if they turn their back upon the Empire.

The average lifespan for an Ele'mu is 68 years.

STR	Strength	3d6+2
CON	Constitution	3d6+2
DEX	Dexterity	3d6+2

PWR	Power	3d6
CHA	Charisma	3d6-4
INT	Intelligence	3d6
WIS	Wisdom	3d6
SIZ	Size	Large
SPD	Speed	3d6+4 swimming
Height	8 to 12 feet in length and can stand approximately 5' to 8' tall.	
Weight	120 to 200 pounds	
Preferred Climate:	Coastal coral reefs and mangrove swamps	
Homeland:	Emerald Empire of the Chosen of Ss'vash	
Racial Abilities and Skills		
Swimming	80%	
Bite	25%	1d8
Low-light Vision:	They can see up to 90 ft. in low light as if it were daylight conditions.	
+2 Racial bonus to Vitality	versus poisons of any kind.	
The Ele'mu are able to breath	both below water and in the air without penalty. The Ele'mu are susceptible to drying out. For every 30 minutes they spend outside of water, they suffer a -1 to Dexterity. For every hour they spend outside of water, they suffer a -1 to Constitution.	
Age Category	Age Range	Attribute Modifiers
Child	5-7	-3 to all attributes
Adolescent	8-10	-2 to all attributes
Young Adult	11-13	-1 to all attributes
Adult	14-20	No modifiers
Professional	21-35	No modifiers
Middle Age	36-45	-1 physical attributes
Old	46-55	-2 physical attributes +1 mental attributes
Venerable	56-66	-3 physical attributes +2 mental attributes
Elderly	67-71	-5 physical attributes +3 mental attributes
Ancient	72+	-7 physical attributes +4 mental attributes

The Chosen

Although these six races are the only common ones, they compose the minority of the population. The majority of the Empire's citizens are considered to be mutations. The mutations seem to have very little in common, but they do all seem to fall into certain types

How to determine mutations:

Body Type:

01-20	Humanoid (roll for arms, 2 legs)
21-40	Half-Serpentine (roll only for arms)
41-50	Serpentine (roll only for tail)
51-70	Centauroid (roll for arms, 4 legs)
71-90	Avian (roll for arms, wings, 2 legs)
91-00	Aquatic (roll for arms and legs)

Arms:

01-75	2 arms
76-00	4 arms

Legs:

01-60	2 legs
61-00	4 legs

Head shape:

01-20	Alligator
21-40	Snake
41-60	Lizard
61-80	Humanoid
81-00	Bird-like

Tail:

01-10 No tail
 11-20 Stubby tail
 21-30 Thin, useless tail
 31-40 Prehensile tail
 41-50 Spiny tail (1d6 damage)
 51-60 Tail spikes (1d8 damage)
 61-70 Bony tail (1d6 damage)
 71-80 Constricting tail (1d4 damage per round)
 81-90 Feathered tail (+10 ft/round flying)
 91-00 Tail fin (+5 ft/round swimming)

Skin:

01-10 Eel Skin
 11-25 Small scales (+1 AC, DR 1/-)
 26-50 Medium scales (+2 AC, DR 2/-)
 51-60 Thick scales (+3 AC, DR 3/-)
 61-70 Armored scales (+4 AC, DR 4/-)
 71-80 Armor plates (+5 AC, DR 5/-)
 81-90 Armored shell (+7 AC, DR 7/-)
 91-00 Feathered (warm blooded)

Wings:

01-20 Feathered arms (fly 50 ft/round)
 20-40 Leather wings attached to arms (fly 40 ft/round)
 41-70 Separate feathered wings (fly 80 ft/round)
 71-00 Separate leather wings (fly 60 ft/round)

Teeth:

01-20 Small teeth (1d6 damage)
 21-50 Medium teeth (1d8 damage)
 51-70 Large teeth (1d10 damage)
 71-80 Fangs (1d8 damage and roll for poison)
 81-90 Retractable fangs (1d8 damage and roll for poison)
 91-00 Beak (1d6 damage)

Claws:

01-20 Small claws (1d4 damage)
 21-40 Large claws (1d6 damage)
 41-60 Raptor claws (1d8 damage)
 61-80 No claws
 81-00 Climbing claws (+2 Climbing bonus)

Ears:

01-25 Ears
 26-50 Ear holes
 51-75 Tympanic membranes
 76-00 Ear fins

Fangs:

01-10 Yes (roll for poison type below)
 11-00 No

Poisons: (the first number is the damage inflicted initially, while the second is the damage that is inflicted if the victim fails a Constitution Check)

01-10 Hemotoxin (1d4 Con, Constitution Check -70% or an additional 1d6 Con)
 11-20 Neurotoxin (1d6 Dex, Constitution Check -70% or an additional 1d6 Dex)
 21-30 Cytotoxin (1d4 Str*, Constitution Check -60% or an additional 1d4* Str)
 31-50 Hemo/Neurotoxin (1d6 Dex, Constitution Check -70% or an additional 1d6 Con)
 51-70 Hemo/Cytotoxin (1d4 Str*, Constitution Check -80% or an additional 1d6 Con)
 71-90 Cyto/Neurotoxin (1d4 Str*, Constitution Check -70% or an additional 1d6 Dex)
 91-00 Cyto/Hemo/Neurotoxin (1d6 Dex, Constitution Check -90% or an additional 1d4 Str + 1d6 Con)

Random Mutations:

01-25 Yes (roll on table below 1d3 times)
 26-00 No

01-05 Gills (default for race: lungs) or Lungs (default for race: gills) (Cannot breath air/water)
 06-10 Lungs and Gills (Can breath air and water)
 11-15 Secrete poison (roll for poison)
 16-20 Sticky fingers (+10% Climbing bonus)
 21-25 Aquatic eyes (Flaw: no eyelids)
 26-30 Spit poison (roll for poison)
 31-35 Electrical discharge (1d8 damage, range touch)
 36-40 Webbed phalanges (+10% swimming bonus)
 41-45 Cooling vanes (Fire resistance 5)
 46-50 Body spines (1d6 damage, +1 to SP)
 51-55 Body spikes (1d8 damage, +2 SP)
 56-60 Regenerate limbs
 61-65 Heat sensing ability (Gains Blind-Fighting at 10%)
 66-70 Swallow whole (A successful bite will swallow a smaller creature or target.)
 71-75 Chameleon skin (40% bonus to Hide)
 76-80 Warm blooded
 81-85 Death bite (When the creature successfully bites, it will hold on and continue biting down doing damage every round until either it or it's victim is dead)
 86-90 Independent eyes (can not be flanked)
 91-95 Sticky tongue
 96-00 Burst of speed (can double speed for one round per 30 minutes)

For each attribute, roll a 1d4. If the roll is even, ADD 1d6 to that attribute. If the roll is ODD, SUBTRACT 1d6 for that attribute.

Chosen will live for 1d100 years.

STR	Strength	3d6
CON	Constitution	3d6
DEX	Dexterity	3d6
PWR	Power	3d6
CHA	Charisma	3d6
INT	Intelligence	3d6
WIS	Wisdom	3d6
SIZ	Size	Roll a 1d6
(1 = small, 2-4=medium, 5=large, 6=huge)		
SPD	Speed	3d6
Height Chosen are anywhere between 1' tall to over 25' tall depending on the SIZ. Weight 1d6 x 1d00 pounds		
Preferred Climate		
Homeland: Emerald Empire of the Chosen of Ss'vash		
Racial Abilities and Skills		
Age Category	Age Range	Attribute Modifiers
Child	3-6	-3 to all attributes
Adolescent	7-9	-2 to all attributes
Young Adult	10-14	-1 to all attributes
Adult	15-20	No modifiers
Professional	21-35	No modifiers
Middle Age	36-45	-1 physical attributes
Old	46-52	-2 physical attributes +1 mental attributes
Venerable	53-59	-3 physical attributes +2 mental attributes
Elderly	60-64	-5 physical attributes +3 mental attributes
Ancient	65+	-7 physical attributes +4 mental attributes

Troglodyte

Personality: Cold, unemotional and reptilian, the troglodyte personality is a slow, but implacable thing. They are hardly mentally agile or emotionally gifted, but they are a very pragmatic people. Understanding violence very well, they

have two main methods for dealing with problems. They will first attempt to intimidate, they will then destroy.

Troglodytes are tough, and are very pleased to be living in their nation, and want very little to do with the world outside of their borders unless it affects them directly. For this reason, they are mildly xenophobic, but will allow foreigners into their land if it will benefit them directly.

Physical Description: Tall, strong and very tough, a troglodyte appears to be a green wall of immovable scales. They are very saurian, and possess hard scales, sharp eyes, long claws and sharper teeth. Troglodytes also possess a body ridge along their spines with allow for heat dissipation. Troglodytes abhor the cold, and can not bear to be in weather below 60 degrees. The warmer the weather, the happier the troglodyte, and above 100 degrees, they seem to be in an almost euphoric state.

The average coloration for a troglodyte is green, although the actual shade varies by individual, from bright green, to a subdued almost brown color. Each tribal lineage also a particular pattern of stripes, spots or blotches of a different color green, and that serves as their method of identification to other troglodytes. They eye color of troglodytes is either yellow, gold, brown or green, also dependent upon their tribal lineage.

Relations: Troglodytes are hatched from eggs to a mated pair of parents, although the actual rearing of the young is accomplished in a very communal atmosphere by the older troglodytes in a village. This method of parenting has actually been very beneficial to the troglodytes since it allows the wisdom of the older members of the race to be given directly to the young.

Relations with other races are generally cool, unless there is a direct benefit to the troglodyte, at which point a troglodyte will treat others with considerable respect and deference, if the subsequent reward justifies it.

Alignment: As a race that respects the wisdom of its elderly, troglodytes are fairly Lawful, but their insistence to gain personal benefit from the majority of their relationships or activities denotes them as Neutral.

Religion: Troglodytes almost all worship Ss'vash, but do so in a way that is separate from the Shining Path. Due to their history of fighting a war over religion and finally gaining the freedom to worship in a way that works for them alone has made them a culture that is very tolerant of other religions. Troglodytes are faithful to Ss'vash, but they will rarely engage in a religious debate, because they have learned that there is no point in fighting a religious war, it is madness to them.

Language: Troglodytes speak Herathin, which is closely based on Serpentis, but is a separate language. Troglodytes, being a race that will often deal with other races, prize those who learn other languages.

Names: Troglodytes will often give their children two names, the first is usually a silly phrase such as "burps milk", "little wobbly" or something, and their second name will often be a phrase that deals with Ss'vash such as "Ss'vash's gracious gift", "speaker of Ss'vash's truth" or something similar. They do not give a tribal name, since their coloration will denote to other troglodytes their tribal affiliation.

Adventurers: Being pragmatic, very tough and not risk averse has meant that many troglodytes have found a career in adventuring. Troglodytes do not often stay adventurers, but will usually seek to move into logistics, support or contracting of other adventurers as soon as possible. Although they like adventuring, they also know that it is a very dangerous profession and will seek to make more money in a adventurer support role.

The average lifespan for a troglodyte is 50 years.

STR	Strength	3d6
CON	Constitution	3d6+4
DEX	Dexterity	3d6-2
PWR	Power	3d6
CHA	Charisma	3d6
INT	Intelligence	3d6-2
WIS	Wisdom	3d6
SIZ	Size	Medium
SPD	Speed	3d6
Height	6' to 7'	Weight 180-350 pounds
Preferred Climate: Mangrove swamps		
Homeland: Herathis		
Racial Abilities and Skills		
SP=6		
Low light vision 90'		
Age Category	Age Range	Attribute Modifiers
Child	2-4	-3 to all attributes
Adolescent	5-8	-2 to all attributes
Young Adult	9-12	-1 to all attributes
Adult	13-16	No modifiers
Professional	17-30	No modifiers
Middle Age	31-40	-1 physical attributes
Old	41-44	-2 physical attributes
		+1 mental attributes
Venerable	45-48	-3 physical attributes
		+2 mental attributes
Elderly	49-52	-5 physical attributes
		+3 mental attributes
Ancient	53+	-7 physical attributes
		+4 mental attributes

Naga

Personality: These are one of the Heretic races that broke off from the Emerald Empire. They are universally pursued and hated by their neighbors and their only allies are the Rayn and the Chara who are also fighting against extinction. Their history has produced in them a violent xenophobia and hatred of most other races. The only races they might trust are the Chara and the Rayn.

Paranoid, very intelligent, perceptive and charismatic, the Naga have become the de facto leaders of the Resistance against the Jemlah and the Emerald Empire. Deep thinkers, master manipulators and charismatic leaders, the naga have the singular flaw of not being able to manipulate objects due a lack of appendages. The Naga were the race that created the Resistance and is the primary reason it has achieved so much and not been destroyed by the far superior forces of the invaders.

Physical Description: Very similar to the Alein, the Naga are a race of giant serpents with a generally humanoid facial structure. This allows them to speak other languages, other than Serpentis, unlike the Alein. The naga are truly huge and very formidable combatants that should not be underestimated. Thick bodied, they are very fast and extremely agile, which seems almost impossible for their bulk.

Coloration for the naga is highly variable, some having bands, spots, geometric shapes and multiple color patterns. Most naga, however are usually a singular color, usually green, brown or black, but patterns are not uncommon. Forty percent of naga are a single color, and sixty percent are patterned with multiple colors.

Relations: Deeply distrustful, the Naga can not be considered to be a nice, generous or friendly people. They are very reptilian in demeanor, unless they are with a Chara or a Rayn. The three races have forged an incredible bond of trust, and it is an unsettling sight to see those three races together.

The Naga, distrustful as they are, are very charismatic when they wish to be. When they do turn on the charm are very powerful speakers, and it has been claimed that they hypnotize their audiences with their slowly undulating bodies. Whatever the reason for their charisma, once a Naga has decided to convince someone of something, they are almost always successful in winning that being over.

Alignment: Naga are generally very Lawful, since they are a very logical race, but their behavior is dictated by their goals and not moral rectitude, thus they are Neutral.

Religion: Highly anomalous, the Naga fully repudiate the worship of gods, and are instead fervent followers of the Druidic Path. Naga are not fanatical in their beliefs, and will not proselytize, saying instead that each being must find their own truth.

Language: Younger naga under the rule of the Emerald Empire are taught Serpentis. Older Naga learned Eastern Serpentis, and the vast majority of naga can now speak Serpentis as well as Felene so that they can communicate with their allies in the Resistance.

Names: Naga are named after natural phenomenon, which is common in druidic cultures. Few naga have second names, but they are almost never used, since their coloration is individual enough that Naga can identify another naga by sight. Second names are also a phrase that relates to natural phenomenon as well.

Adventurers: Naga who become adventurers are almost all members of the Resistance.

The average lifespan of a naga is 70 years.

STR	Strength	3d6+10
CON	Constitution	3d6+8
DEX	Dexterity	3d6+4
PWR	Power	3d6
CHA	Charisma	3d6+8
INT	Intelligence	3d6+6
WIS	Wisdom	3d6+8
SIZ	Size	Large
SPD	Speed	3d6+4, Swim 3d6+8
Height	10' to 20' long. They can rear up to two thirds their length in height, therefore a typical naga is between 6' to 14' tall.	
Weight	400 to 600 pounds	
Preferred Climate:	Temperate rain forest	
Homeland:	Khess region	
Racial Abilities and Skills		
SP=7 scales		
Bite	2d6 +2d10 POT neurotoxin	
Age Category	Age Range	Attribute Modifiers
Child	2-8	-3 to all attributes
Adolescent	9-15	-2 to all attributes

Young Adult	16-22	-1 to all attributes
Adult	23-30	No modifiers
Professional	31-36	No modifiers
Middle Age	37-44	-1 physical attributes
Old	45-58	-2 physical attributes
		+1 mental attributes
Venerable	59-65	-3 physical attributes
		+2 mental attributes
Elderly	66-75	-5 physical attributes
		+3 mental attributes
Ancient	76+	-7 physical attributes
		+4 mental attributes

Lizard men

Personality: The lizardmen of Sentak are a paranoid and hatefilled race. They are insular, xenophobic and have no reason to be otherwise. They hate, and they will hate their enemies for all eternity. Lizard men have no compunction against harming others for any reason they see fit, and they have a lot of reasons to hurt others.

Physical Description: Seemingly a cross between kobolds and troglodytes, lizardmen are usually a bright green or a dull brown and covered in rough scales. They are stronger than they appear, because they have a rather thin frame, but long limbs. They have thin, agile tails and large eyes and very nimble, thin fingers.

Relations: Lizardmen have a harsh society that is fervently authoritarian. Lizardmen do not work well with others unless there is a definite structure with well defined roles and relationships.

Alignment: Lizardmen are exceptionally Lawful, and they are also incapable of caring about who or what their actions will affect, thus they are Evil.

Religion: Once declared Heretics by the Emerald Empire, the Lizardmen have engaged in a religious pogrom that continues unabated. They despise gods, deities, demons and clerics of all faiths. The nation of the lizardmen, Sentak, is one of the largest supporters of the International Deity Non-Intervention Compliance Agency of the Conclave of Nations.

Language: The lizardmen speak Eastern Serpentis and will rarely bother to learn other languages.

Names: Lizardmen have names that often have to do with decide, and only slightly less common are names that refer to killing those that follow Ss'vash.

Adventurers: Lizardmen who become adventurers usually do so for the opportunity to commit violence against clerics and citizens of the Emerald Empire. Large numbers of lizardmen are mercenaries and there is a large community of lizardmen terrorists who operate worldwide that act against all religious groups.

The average lifespan for a lizardmen is 160 years.

STR	Strength	3d6+2
CON	Constitution	3d6+2
DEX	Dexterity	3d6
PWR	Power	3d6
CHA	Charisma	3d6
INT	Intelligence	3d6-2
WIS	Wisdom	3d6
SIZ	Size	Medium
SPD	Speed	3d6
Height	7' to 9'6"	Weight 350 to 570 pounds

Preferred Climate: Coastal rain forests

Homeland: Sentak

Racial Abilities and Skills

SP=5

Claws 1d4

Bite 1d4

Jump 20%

Swim 20%

Balance 20%

Age Category	Age Range	Attribute Modifiers
--------------	-----------	---------------------

Child	5-20	-3 to all attributes
-------	------	----------------------

Adolescent	21-40	-2 to all attributes
------------	-------	----------------------

Young Adult	41-60	-1 to all attributes
-------------	-------	----------------------

Adult	61-80	No modifiers
-------	-------	--------------

Professional	81-100	No modifiers
--------------	--------	--------------

Middle Age	101-130	-1 physical attributes
------------	---------	------------------------

Old	131-145	-2 physical attributes
-----	---------	------------------------

		+1 mental attributes
--	--	----------------------

Venerable	146-155	-3 physical attributes
-----------	---------	------------------------

		+2 mental attributes
--	--	----------------------

Elderly	156-165	-5 physical attributes
---------	---------	------------------------

		+3 mental attributes
--	--	----------------------

Ancient	166+	-7 to all physical
---------	------	--------------------

attributes, +4 to all mental attributes

Hag

Personality: Sherusen Of'Hhag is elven for "trash prostitute", and sums up how the elves and Halflings feel about them. This race is another collaborative attempt at a created race. Hags are the result of Halflings and Elves trying create a magically active goblinoid race. They would be the magical support for the newly recreated orks, ogres and goblins from the Onslaught Ritual. The Elves and Halflings were aware that none of the races from the goblinoids were especially suitable for magical disciplines, and so they had to search elsewhere, and they eventually came up with no other answer except to use elven women, but they were far too physically frail to be used as front line shock troops. Two generations of magically assisted forced breeding produced the first of the Hags. Half ork, half elven spellcasters that combine the worst aspects of both races, elvish megalomania and magically induced orkish sociopathy. They were deliberately created to only produce female offspring thinking that the predominantly male Onslaught forces would feel some measure of concern for the female hags.

The Hags were always few in number and they were always treated far better by the elves and Halflings than the more expendable ogres, orks and goblins. The orks, ogres and goblins were expandable, but the hags had to actually be trained for several years before they were able to be useful, and that fact meant that there was some adverse reactions to just wasting them on the field of battle. For that reason, they were pulled from the Onslaught Regiments when they were sent on their final, suicide drive into the Emerald Empire.

There was much disagreement in the halls of Lanthas and the Halfling Holdings over what to do with the Hags and the harpies. Some favored extermination, some favored allowing them access to the full might of the Lanthan and Halfling Empires and thus they would become a third and fourth allied race.

In the end, the decision was made for them, since all of the hags were forward deployed, so that when Lanthas sank, they were effectively left on their own. The remaining elves and Halfling wanted nothing to do with them, they were busy attempting to save their own piece of the Empire to worry about some genetic abominations. The hags and

their allies, the harpies, simply left to find their own homeland.

Physical Description: Hags are a bizarre combination of elf and ork. They are exceedingly tall, usually over 6 feet, most are almost seven feet tall. They look like a very muscular tall elf-sized female ork. They possess greenish skin of variable tone, but no body hair, although they do have exceedingly long and coarse cranial hair. Their eye color is typically either a bright blue, violet or red.

They also have the ability to breathe underwater, since aquatic operations were apparently overlooked when creating the Onslaught races, and so hags have this ability in order to make up for that gap in capability.

Skin color, eye color and hair color are very non mutable and are passed matrilinearly. Thus, all the children of a hag will possess the same skin color, eye color and hair color of their mother. This is due to their elven genetics. The side effects of this are that all of the elven fae races (Deep elf, pure elf, high elf, elf, sea elf, Halflings, harpies and hags have this same trait). Due to this pre eminence of phenotype residing with the female genetics, there has never been a question of females being seen as less than males. In fact, hags and harpies are purely matriarchal. This is due to there being no males of either species).

Due to this fact, it is exceptionally easy for hags to quickly identify the family (House) that a particular hag is a part of.

Relations: Hags are a matriarchal race, and what the House says, that is what the low hag on the pecking order does. Interpersonal relationships are rare, and usually are forged in order to form a temporary alliance. Hags are not a personable race unless they have something to gain.

Alignment: Hags are beholden only to the rules of their House and that is only on threat of death. When removed from the cultural influence of their house, Hags tend to make their own rules, then break them when it is convenient for them to do so. Hags are not concerned about other beings' welfare or whom they have to betray or kill in order for them to achieve their goals. Hags are Chaotic Evil.

Religion: As a race created by the Halflings and the Lanthan Elves during the Gods War, Hags have no intrinsic religious system. The accumulation of power seems to have taken on the guise of religion to the hags, and thus they are well represented in various churches who hold that as one of their tenets such as the Citadel of Night, the Temple of Fate, the Womb of Corruption and the Church of Pleasure. Hags are especially prevalent in the Church of Pleasure and are often acolytes in various Cults.

Language: Hags speak Issyn. Many hags like to learn other languages so that they can communicate covertly with slaves and underlings without other Hags listening in.

Names: hags are a matriarchal race and have no naming conventions. Children are usually named something that has a special significance to their mother. Many hags are named after weapons or poisons. The last name is the House name.

Adventurers: Few Hags become adventurers, and those that do were usually ostracized by their House for one reason or another. Hags are prized because of their magical abilities and physical prowess by adventuring groups, but

there have been many groups that have been killed by their hag member as sacrifices or for the reward money.

Hags have a life expectancy of 105 years on average.

STR	Strength	3d6+4
CON	Constitution	3d6+2
DEX	Dexterity	3d6+2
PWR	Power	3d6+8
CHA	Charisma	3d6
INT	Intelligence	3d6
WIS	Wisdom	3d6
SIZ	Size	Large
SPD	Speed	3d6+1 running, 3d6+1 swimming

Height 6' to 7' Weight 390 to 520 pounds

Preferred Climate: High altitude mountains

Homeland: Issery

Racial Abilities and Skills

Claw 1d6

Bite 1d6

Breathe water

Melded genetic code

Age Category	Age Range	Attribute Modifiers
Child	5-15	-3 to all attributes
Adolescent	16-30	-2 to all attributes
Young Adult	31-40	-1 to all attributes
Adult	41-52	No modifiers
Professional	53-70	No modifiers
Middle Age	71-80	-1 physical attributes
Old	81-90	-2 physical attributes +1 mental attributes
Venerable	91-100	-3 physical attributes +2 mental attributes
Elderly	101-110	-5 physical attributes +3 mental attributes
Ancient	111+	-7 physical attributes +4 mental attributes

Harpy

Personality: The last of the created races, the Harp'ees shelliaq, or "abused daughters", were created by the Halfling bio mages to fill two distinct and very different roles. They were originally Halflings who had been convicted of some crime or another and were sent to be used for the Gengineers to experiment upon. The Harpies were to be both capable of flying and thus useful to the war effort against Ss'vash as well as be loyal, fast and beautiful to serve as the "bodyguards" of the Halfling Gengineers.

They were magically altered and force grown and within several years, the harpies were in full production. As an added benefit, the harpies were all female and they could not produce any viable male children. They are capable of reproduction only with humans, Halflings, gnomes and elves, and only bear female children.

The harpies fared far better than the other created races, but their eventual exile was assured when Lanthas sank. The Halflings were in a very bad position at that point in time stuck as they were with the orks, ogres and goblins on one side and the armies of Ss'vash on the other. The Halflings simply fled and used the harpies as their last line of defense in order for them to buy time to escape. The harpies fought, until the hags found those that survived and took them along on their journey to find a homeland. The two races are exceedingly close and they have founded a bi-racial nation Issery that takes into account the two races particular shortcomings.

Physical Description: Harpies typically have pale or alabaster skin, long hair of variable color and a pair of wings, which extend from their shoulders. They have variable eye color which includes blue, green, black or brown. Their wings are often solid black, grey or white. There are other colors, but they are exceedingly rare.

Skin color, eye color and hair color are very non mutable and are passed matrilinearly. Thus, all the children of a harpy will possess the same skin color, eye color and hair color of their mother. This is due to their elven genetics. The side effects of this are that all of the elven fae races (Deep elf, pure elf, high elf, elf, sea elf, Halflings, harpies and hags have this same trait). Due to this pre eminence of phenotype residing with the female genetics, there has never been a question of females being seen as less than males. In fact, harpies are a purely matriarchal society due to there being no males of their species.

Due to this fact, it is exceptionally easy for harpies of any to quickly identify the family (House) that a particular harpy is a part of.

Relations: Harpies do not form family bonds as other beings do. Harpies form bonds of loyalty, and it is not uncommon for a Harpy to murder their closest friends in order to gain the trust and loyalty of another House. Few races trust Harpies and consider them to be psychotics.

Alignment: Harpies are little need of morality and feel unconstrained by the typical ideals of other societies. They are the epitome of Chaotic Evil, but they are not stupid and are exceptionally capable of feigning emotions, and thus are able to portray almost any alignment.

Religion: As a created race, they never developed a religion of their own, but harpies are well represented in the Citadel of Night, the Temple of Fate, the Womb of Corruption and the Church of Pleasure. Cults also find that Harpies are usually quite eager to convert to their foul religious practices.

Language: Harpies speak Issyn, and those that operate outside of Issery typically speak three or four other languages.

Names: Harpies are named whatever their mother decides to name them, usually because the name has some significance to the mother. There are no naming conventions for harpies.

Adventurers: Harpies are rarely adventurers, and those that are usually are on a secret mission for their House. Those few harpies that actually are adventurers are typically on the run from one or more Houses. Groups that have a harpy are usually glad to have her for her abilities, but are also very wary while she is around due to the unflattering reputation these beings have.



A Harpy Procurer of House Ele'Kies teleports to her next mission.

The average Harpy has a life span of 80 years.

STR	Strength	3d6
CON	Constitution	3d6
DEX	Dexterity	3d6+4
PWR	Power	3d6
CHA	Charisma	3d6+4
INT	Intelligence	3d6-4
WIS	Wisdom	3d6
SIZ	Size	Medium
SPD	Speed	3d6-4 running, 3d6+20 flying
Height	4'6" to 5'6"	Weight 90 to 150 pound
Preferred Climate: High altitude mountains		
Homeland: Issery		
Racial Abilities and Skills		
Claws 1d3		
SP=1		
Melded genetic code		
Age Category	Age Range	Attribute Modifiers
Child	5-12	-3 to all attributes
Adolescent	13-19	-2 to all attributes
Young Adult	20-25	-1 to all attributes
Adult	26-30	No modifiers
Professional	31-38	No modifiers
Middle Age	39-49	-1 physical attributes
Old	50-65	-2 physical attributes +1 mental attributes
Venerable	66-75	-3 physical attributes +2 mental attributes
Elderly	76-90	-5 physical attributes

Ancient

90+

+3 mental attributes
-7 physical attributes
+4 mental attributes

Ogre

Personality: Talkative, friendly and generally gregarious, ogres are the most open and stable of the races that were created from the Onslaught ritual of the elves and Halflings that resulted in the creation of multiple races during the Gods War. The ogre's for their part didn't care much, they simply looked different, and became much stronger.

Physical Description: Tall, wide and very, very strong, ogres are a mass of rippling muscle and very large canine teeth. They have rather large eyes and have an immense amount endurance. They are generally pink or tan in color and their hair color is very similar to human standard. Their eyes are typically blue, grey or green, and much more rarely brown or black.

Relations: Ogres are an open and friendly race that typically have no issues with any other race, with the noticeable exception of Halflings and elves, whom they do dislike immensely, but stop short of outright hate. Ogres are born to two parents and they are reared almost exclusively by them. Ogres are a fairly open race, but families are close knit and ogres draw a fine line between public life and private life.

Alignment: Ogres have little need of extensive laws and generally have a very laissez faire attitude toward life, and are thus Chaotic. Their patience and understanding of others leads them to be generally Good.

Religion: As a created race, the Ogres never formulated their own religion and they simply adopted the religious beliefs of others. The major churches for their race are The Word of Purity, The Church of Unity, The Power and the Truth or the Heavenly Chorus of Exelain religions.

Language: The language of Lurkhite and the Ogres is Lurkess. Many ogres seek to learn many other languages since their nation is a very cosmopolitan area.

Names: Ogres usually have wide variety of names. There is no naming convention for ogres and will name them after natural phenomenon, religious names, virtues or nouns.

Adventurers: The money that is present in Lurkhite fuels many ogres to a life of adventure, and they are very well suited to an adventuresome lifestyle. They often find themselves in a heavy combat role or, oddly enough, as a planner since they are remarkably wise.

The average life span for an Ogre is 83 years.

STR	Strength	3d6+10
CON	Constitution	3d6+6
DEX	Dexterity	3d6
PWR	Power	3d6
CHA	Charisma	3d6-2
INT	Intelligence	3d6
WIS	Wisdom	3d6+4
SIZ	Size	Large
SPD	Speed	3d6
Height	5'6" to 6'6"	Weight 210 to 340 pounds
Preferred Climate: Desert		
Homeland: Lurkhite		
Racial Abilities and Skills		
SP=5		
Regeneration 2		

Age Category	Age Range	Attribute Modifiers
Child	6-10	-3 to all attributes
Adolescent	11-18	-2 to all attributes
Young Adult	19-25	-1 to all attributes
Adult	26-35	No modifiers
Professional	36-45	No modifiers
Middle Age	46-60	-1 physical attributes
Old	61-70	-2 physical attributes +1 mental attributes
Venerable	71-76	-3 physical attributes +2 mental attributes
Elderly	77-85	-5 physical attributes +3 mental attributes
Ancient	86+	-7 physical attributes +4 mental attributes

Stone Giant

Personality: Stone giants are much like the element of Earth that they identify themselves with. They are solid, unchanging, slow to decide, but when they have decided, nothing can dissuade them. They are courageous and have immense patience. They are solid friends and are loyal unto the end of time.

Physical Description: Tall and strong, stone giants are usually possessed of a tan complexion that runs to beige. Most stone giants have black hair and black eyes. They are a tall race, but are not lithe, instead they are a bulky people the have large, densely packed muscles and have large, powerful hands.

Relations: Stone giants take a long time to form a relationship, several years, and it is frustrating for other beings to understand them, but they are patient, if uncooperative people. Stone giants do not change themselves to fit another's wishes, wants or desires. They are how they are, and if others dislike it, the stone giants do not care.

Alignment: Stone giants are Lawful Neutral. They are Lawful, because they feel that they must uphold the laws of the universe, and those laws are unbreakable, not by mortal or by god. They are Neutral, because they do not believe in good or evil as separate forces, instead believing that as nature is by turns bountiful and dangerous, so are they.

Religion: As elementalists, the stone giants are followers of Creations Majesty, a pseudo-religious philosophical system.

Language: Stone giants speak Kalasin, the language of their home in Kalasian.

Names: Stone giants are named after natural phenomenon that relates to earth, stone or metal. Although rare, some stone giants are named after events in giant history.

Adventurers: Few storm giants become adventurers, but those that do usually do so for some reason that other beings would not classify as a legitimate reason. Stone giants are masters of logic, but that sometimes does not seem quite right by other race's standards.

The average lifespan for a storm giant is 210 years.

STR	Strength	3d6+16
CON	Constitution	3d6+8
DEX	Dexterity	3d6+4
PWR	Power	3d6
CHA	Charisma	3d6
INT	Intelligence	3d6

WIS	Wisdom	3d6
SIZ	Size	Large
SPD	Speed	3d6+4
Height	10' to 12'	Weight 600 to 1000 pounds
Preferred Climate: Mountains and rolling hills		
Homeland: Kalasian		
Racial Abilities and Skills		
SP=11		
Hide 40% (when in rocky terrain)		
Age Category	Age Range	Attribute Modifiers
Child	20-40	-3 to all attributes
Adolescent	41-60	-2 to all attributes
Young Adult	61-75	-1 to all attributes
Adult	76-90	No modifiers
Professional	91-110	No modifiers
Middle Age	111-150	-1 physical attributes
Old	151-170	-2 physical attributes +1 mental attributes
Venerable	171-200	-3 physical attributes +2 mental attributes
Elderly	201-220	-5 physical attributes +3 mental attributes
Ancient	221+	-7 physical attributes +4 mental attributes

Frost Giant

Personality: Frost giants are cold, emotionally remote and seemingly callous. They have adapted to their harsh and unforgiving land by becoming harsh and unforgiving themselves. They cannot abide stupidity, ignorance or rashness. Frost giants do nothing quickly, and have immense self control. The only way someone knows they exhausted a frost giants' patience is when they attack them with the quickness and violence of an avalanche.

Physical Description: Children of the frozen south, the frost giants are a large race. They are a barrel chested race and carry their weight with surprising grace, though they are not a nimble people. They possess blue skin of varying shades, running from bluish-white to a brilliant, electric blue. Their eyes are almost always a silver, blue or a stormy grey color. Their hair is always either a reflective white or a jet black.

Relations: Frost giants neither need nor want the friendship of other races. A frost giant only has the capability to truly love two, perhaps three beings. They can tolerate perhaps another five beings in their entire life. Every other being is considered to be expendable baggage. To earn the trust and respect of a frost giant requires that the potential friend must basically prove themselves to be a paragon of frost giant ideals, which in essence makes them unfriendly, cold, aloof and uncaring. Frost giants appreciate bluntness, intelligence, logic and efficiency to the point of excess.

Alignment: frost giants are like the land they live within, Neutral. They are neither lawful, nor chaotic, they act as they please from moment to moment, allowing the circumstances to dictate their responses. They do not believe in good or evil, they feel that trying to categorize the universe is counterproductive to the cause of experiencing the wonder of life.

Religion: Frost giants, like all giants are followers of Creations' Majesty, a quasi-religious philosophy with druidic overtones.

Language: Frost giants speak the language of their home nation, Sov'fein'a, Southern Kalasin.

Names: Frost giants name their children after natural phenomenon common or objects in their frozen home such as "blue ice ridge", "hard freeze" or something similar. Frost giants have two last names, their father's name, then their mother's name with the suffix -eis added.

Adventurers: Few frost giants become adventurers. Those that do will have done so to see more of the world and to experience new things. Frost giants who become adventurers will often leave and return to the adventurer lifestyle often throughout their life as the mood strikes them.

The average lifespan for a frost giant is 230 years.

STR	Strength	3d6+18
CON	Constitution	3d6+10
DEX	Dexterity	3d6-2
PWR	Power	3d6
CHA	Charisma	3d6
INT	Intelligence	3d6
WIS	Wisdom	3d6
SIZ	Size	Large
SPD	Speed	3d6+4
Height	14' to 16'	Weight 1200 to 1800 pounds

Preferred Climate: Tundra and high altitude mountains

Homeland: Kalasian

Racial Abilities and Skills

SP=9

half damage from any "cold" effects

double damage from any "heat" effects

Age Category	Age Range	Attribute Modifiers
Child	31-50	-3 to all attributes
Adolescent	51-80	-2 to all attributes
Young Adult	81-100	-1 to all attributes
Adult	101-140	No modifiers
Professional	141-160	No modifiers
Middle Age	161-180	-1 physical attributes
Old	181-200	-2 physical attributes +1 mental attributes
Venerable	201-220	-3 physical attributes +2 mental attributes
Elderly	221-240	-5 physical attributes +3 mental attributes
Ancient	241+	-7 physical attributes +4 mental attributes

Storm Giant

Personality: Striding purposefully through life, storm giants are the most individually powerful race on Vhraeden, save the Dragons themselves. Vastly intelligent, long lived, physically powerful, wise and charismatic, they have taken on the burden of being the judges of all other beings. Storm giants are patient, logical and forgiving, but when they act, they act with a fury and a wrath that is godlike in scope and duration.

Physical Description: These giants are a remarkably powerful race. Huge muscles cover their entire bodies, and they eat prodigious amounts of protein every day in order to maintain their massive frames. Strong, very fast and intelligent, the storm giants are a race that will give anyone pause. Their bottomless black eyes, long white hair and blue tinged skin seem to complete the picture of this races' nobility and power. Their perfect posture seems to make them appear even larger and more regal than they already are.

Relations: Although storm giants are patient, kind and tolerant, being around them is a humbling experience. They have a way of being unintentionally condescending

and they speak in a manner that many beings interpret as being designed to point out their failures. The storm giants for their part do not do this

Alignment: Storm giants are almost a race of paladins of the highest order. They are Lawful, since they act as the enforcers of the natural order. They are also Good, in that they feel that logic dictates the behavior of everything, and in the long term, benevolence is the far more logical course of action.

Religion: Like all giants, the storm giants follow the dictates of their quasi-religious philosophy, Creation's Majesty.

Language: Storm giants speak Central Kalasin, the language of their home, D'Geizen.

Names: The vast majority of storm giants are named after virtues such as justice, temperance, patience or honor. Storm giants also possess numerous last names. Males have the names of their father, father's father and father's father's father in that order. Females have their mother's name, mother's mother and mother's mother's mother's name in that order.

Adventurers: Storm giants, when they do enter into an adventurers lifestyle will do so only after long meditation upon it, and only for the reason of bringing justice and law to the world. A storm giant adventurer will usually be the leader of a band of knight's errant that are the absolute nightmare of evil beings and organizations.

The average lifespan for a storm giant is 310 years.

STR	Strength	3d6+28
CON	Constitution	3d6+12
DEX	Dexterity	3d6+4
PWR	Power	3d6
CHA	Charisma	3d6+4
INT	Intelligence	3d6+6
WIS	Wisdom	3d6+6
SIZ	Size	Huge
SPD	Speed	3d6+8
Height	18' to 20'	Weight 2600 to 3500 pounds

Preferred Climate: Coastal cliffs

Homeland: Kalasian

Racial Abilities and Skills

SP=12

Half damage from any "electricity" effects

Water breathing

Age Category	Age Range	Attribute Modifiers
Child	40-60	-3 to all attributes
Adolescent	61-80	-2 to all attributes
Young Adult	81-120	-1 to all attributes
Adult	121-160	No modifiers
Professional	161-190	No modifiers
Middle Age	191-240	-1 physical attributes
Old	241-270	-2 physical attributes +1 mental attributes
Venerable	271-300	-3 physical attributes +2 mental attributes
Elderly	301-320	-5 physical attributes +3 mental attributes
Ancient	321+	-7 physical attributes +4 mental attributes

Fire Giant

Personality: Taciturn, emotional and prone to mood swing, fire giants are a dangerous race. They are capable of creating wondrous works of art and just as capable of

shocking destruction. They are very much like fire, useful, powerful but can never be disrespected, or else death and ruin will surely follow.

Physical Description: As a race that calls themselves the children of fire, they certainly look as if they are made from this destructive element. They have a powerful upper body, with thick, corded muscle running down their arms and across their massive chests and wide backs. Their hands are long-fingered and they almost never have any body fat. Their ruddy skin seems drawn tightly over their musculature and their veins and arteries are clearly visible.

They have black eyes, that are highly reflective, and their red hair is extremely fine, much thinner than that of a human, which seems to dance like fire at the slightest breeze.

Relations: The most emotionally deep of the giant races, fire giants are passionate lovers, and capable of knowing a burning hatred that will scar all those who witness it. They will not tolerate disrespect in any form, nor will they abide liars, fools, cowards or those of weak will. Fire giants have a great love for art, music and the written word, and many of them are fine poets. Some of the greatest love poetry has been written by fire giants for their lovers.

Alignment: Fire giants are the only giant race that is Chaotic, since their nature is highly emotional. They are also Neutral, with good tendencies, since they often wish to do good. Their nature is to act in the best interest of all, but when they become enraged, they are capable of cruelty, slaughter and torture that can make even the most stone faced Pure Elf wince with revulsion.

Religion: Fire giants follow the quasi-religious philosophy of Creations' Majesty, the official druid-esque religion of all of the giant nations and races.

Language: Fire giants speak Northern Kalasin, the language of their nation, Jenesai.

Names: Fire giants have names that evoke a very visceral, emotionally base response. They can be named after all manner of things, although they are most commonly named after objects or actions such as "The rescuer of innocent children", "defiler of his enemy's wives" or "Volcanic eruption at sunset".

Adventurers: Fire giants are the most likely of the giant races to become adventurers. Fire giants seem drawn to action and adventure. Fire giants often become adventurers in order to experience life more fully.

The average lifespan of a fire giant is 190 years.

STR	Strength	3d6+20
CON	Constitution	3d6+10
DEX	Dexterity	3d6-2
PWR	Power	3d6
CHA	Charisma	3d6
INT	Intelligence	3d6
WIS	Wisdom	3d6
SIZ	Size	Large
SPD	Speed	3d6+4
Height	12' to 14'	Weight 1000 to 1800 pounds

Preferred Climate: Volcanic mountains and deserts
Homeland: Kalasian
Racial Abilities and Skills
half damage from "heat" effects
double damage from "cold" effects

Age Category	Age Range	Attribute Modifiers
Child	10-22	-3 to all attributes
Adolescent	23-44	-2 to all attributes
Young Adult	45-62	-1 to all attributes
Adult	63-80	No modifiers
Professional	81-110	No modifiers
Middle Age	111-130	-1 physical attributes
Old	131-160	-2 physical attributes +1 mental attributes
Venerable	160-183	-3 physical attributes +2 mental attributes
Elderly	184-200	-5 physical attributes +3 mental attributes
Ancient	200+	-7 physical attributes +4 mental attributes

Cloud Giant

Personality: Capricious and strange, the cloud giants are difficult to understand as a race. They are very individualistic, and seem to delight in not being what others expect them to be. They are by turns deep thinkers and irrational, excellent planners and spontaneous. They are a race of beings that are contradictions. Each cloud giant is a being unto himself and their individuality is not only accepted, it is encouraged in their nation.

Cloud giants are also the only giants with a sense of humor, and they gain great enjoyment from practical jokes and comedy of all types. Serious or silly, introspective or extroverted, cloud giants are a race that cannot be easily quantified or labeled.

Physical Description: The cloud giants are so called because they appear as if made from ethereal cloud stuff. Their skin color is a very pale grayish white. Their veins seem to stand out against this paleness, and some appear as if they were barely alive. Their hair is much more fine than that of a human, and it is of a universally light grey color that seems to waft around them at the slightest hint of a breeze. Their grey eyes also have a haunting look, and they truly look as if they are barely corporal.

Relations: Cloud giants like to judge a being as an individual, and are thus very open minded about others. They are also the easiest of the giant races to get to know. While generally a very open, charismatic and friendly people, there are some things that a cloud giant will simply not talk about. Generally, most giants are rarely affectionate, with the exception of fire giants, and cloud giants.

Alignment: Cloud giants may act slightly chaotic, but they will always act in accordance with their own personal sense of what is right and wrong, acceptable and unacceptable, and are thus Neutral with lawful tendencies. Cloud giants are also a very kindhearted race and are thus Good, since they do not like to see others suffering needlessly.

Religion: Cloud giants are adherents to Creations' Majesty, the quasi-religious philosophy of the giant races.

Language: Western Kalasin is the language of the cloud giants.

Names: Cloud giants name their children after natural events of particular significance. Some common names are "Eclipse", "Hurricane" or "Cold Storm from the southern seas".

Adventurers: Cloud giants who become adventurers do so in order to further some individual need, whether it be

monetary gain, the promotion of social ideals or to win approval from their betrothed.

The average lifespan of a cloud giant is 275 years.

STR	Strength	3d6+24
CON	Constitution	3d6+12
DEX	Dexterity	3d6+2
PWR	Power	3d6
CHA	Charisma	3d6+2
INT	Intelligence	3d6+2
WIS	Wisdom	3d6+2
SIZ	Size	Huge
SPD	Speed	3d6+8

Height 16' to 18' Weight 2200 to 3000 pounds
Preferred Climate: High altitude areas with frequent storms
Homeland: Kalasian
Racial Abilities and Skills
Scent 10%

Age Category	Age Range	Attribute Modifiers
Child	40-60	-3 to all attributes
Adolescent	61-85	-2 to all attributes
Young Adult	86-100	-1 to all attributes
Adult	101-130	No modifiers
Professional	131-175	No modifiers
Middle Age	176-210	-1 physical attributes
Old	211-240	-2 physical attributes +1 mental attributes
Venerable	241-260	-3 physical attributes +2 mental attributes
Elderly	261-300	-5 physical attributes +3 mental attributes
Ancient	300+	-7 physical attributes +4 mental attributes

Gargoyle

Personality: Curious, inquisitive and slightly infuriating at times with their incessant questions, the gargoyls are an odd race. They are quick thinkers and filled with questions towards the nature of almost everything, constantly seeking knowledge. Their quest is directly related to their unique metabolism. They sleep approximately nine months a year (out of ten) and early on in their development as a culture realized that in order for one tribe (there are ten) to honor agreements made by other tribes, they had to make and maintain very accurate records so that they could have basic knowledge of the state of the world each year when they woke up. This meticulous quest for knowledge is their primary mental trait.

Physical Description: Gargoyls seem as if they are made of obsidian. They have exceedingly hard scales that have a smooth glassy appearance and large, expressive black eyes. They possess sharp spines over their entire body and when they stand motionless, they appear as if they are obsidian statues, which is their primary form of camouflage. They have large teeth, claws and appear very demonic, but their personality is quite the opposite.

Gargoyls hibernate for nine months out of every ten month year and this metabolic cycle affects them on every level. Gargoyls eat constantly while awake and do not sleep while their month of activity occurs. They are hyperactive and seem to quiver with energy, and move extremely fast (take 2 actions every round).

The gestation for a gargoyle is two years long. They become pregnant, sleep for a year, the next month they are active, they do nothing but eat tens of thousands of calories daily, then sleep for a year again. The next activity cycle, they

give birth and the baby gargoyle is fed thousands of calories daily, as well as large amounts of minerals, which they metabolize and those form the basis of the obsidian-like spines that grow from their bodies.

Relations: Gargoyls act as if they are expected and want to converse with everyone they meet on their travels. While it is rare than a being would be rude to a Gargoyle, they will simply ignore them, and being a good natured person feel that the rude being must be having a bad day, and will try to help cheer them up.

Gargoyls are a cheery and well mannered race and like nothing more than gaining knowledge and spreading happiness. Gargoyls form exceptionally close bonds with friends and family, which assists them in their odd nine month sleep cycle. Very capable of forming friendships with other beings, gargoyls are still rare enough to cause a stir when one arrives in town to chronicle the events they wish to record.

Alignment: Although they are exceptionally Lawful in theory, they will often subvert their nature for the success of their goals, and thus are more Neutral. Gargoyls are also loathe to harm others and are thus Good.

Religion: Gargoyls are almost devoid of religious thought, although in their wide travels, many of them pick up and adapt several religious ideologies into a completely personalized religious cosmology. Religion is a very touchy subject to discuss with gargoyls because their records are full of gods, miracles, demons, prophets and other phenomenon that others consider to be sacred and holy, but to a Gargoyle they are simply occurrences. Due to their pragmatic and polytheistic leanings, they have to create their own religious ideas individually.

Language: Gargoyls speak Ghyl, and because they have the most complete historical records on the world, Ghyl has become the official language of history. Gargoyls who become scribes will often learn many other languages.

Names: Gargoyls name their children most commonly after natural nouns. There are only ten tribes, and there is only one tribe that is active at any one time, thus last names have no purpose.

Adventurers: Due to the constant need for gargoyls to gain information and data for their historical records, gargoyls can often be found silently recording their histories throughout the world, and sometimes much of that data is guarded by those who want no one to find out what that information is. These times are when gargoyls can be considered to be adventurers in every respect. Gargoyls have no proscriptions against leaving their homelands and becoming a freelance adventurer, but it is very rare since their odd metabolic cycle leaves much to be desired.

The average lifespan for a Gargoyle is 1200 years (although they are only active for only 120 years of that!)

STR	Strength	3d6
CON	Constitution	3d6+8
DEX	Dexterity	3d6+4
PWR	Power	3d6
CHA	Charisma	3d6-4
INT	Intelligence	3d6-4
WIS	Wisdom	3d6
SIZ	Size	Large
SPD	Speed	3d6+4 running, 3d6+16 flying
Height	6' to 7'	Weight 350 to 570 pounds

Preferred Climate: Mountains, cliffs and subterranean areas
 Homeland: Ghyla
 Racial Abilities and Skills
 Hide 40%
 Regeneration: Gargoyles regenerate 1 DC per round
 Celerity 1: Gargoyles can always take one additional action or move every combat round.

Gargoyles can stay awake for approximately 35 days out of every year and do not need to sleep during this time, but they must sleep nine months out of every year. When they are awake, however, they possess very fast metabolic rates which allows them to act twice every round. They are exceedingly fast.

SP=4

Age Category	Age Range	Attribute Modifiers
Child	60-144	-3 to all attributes
Adolescent	145-210	-2 to all attributes
Young Adult	211-240	-1 to all attributes
Adult	241-360	No modifiers
Professional	361-480	No modifiers
Middle Age	481-720	-1 physical attributes
Old	720-960	-2 physical attributes +1 mental attributes
Venerable	961-1140	-3 physical attributes +2 mental attributes
Elderly	1141-1250	-5 physical attributes +3 mental attributes
Ancient	1251+	-7 physical attributes +4 mental attributes

Koyl'te

Personality: Free booting, nation less, fun loving raconteurs, the Koyl'te are drawn to adventure, profit and enjoyment like moths to a flame. They find other races to be stodgy, slow thinking amateurs that have no business in playing in the dark underworld of nations. The Koyl'te understand that there are some things in the world that should not have to be done by those that are unprepared for the consequences, and the Koyl'te all feel that they are prepared to deal with anything, and if those activities will bring profit and a good dose of excitement, then all the better.

The Koyl'te as a race do not have the capability to see beyond the short term, and that is one of the reasons that they lost their nation, but they do not see that as a defeat, but rather they see it as the catalyst that allowed their race to live free and pursue their individual goals unfettered by anything other than their own desires.

Physical Description: Koyl'te are very thin for their height, and other races often describe them as being scrawny. The Koyl'te for their part like to say they are lithe. They are agile, and stronger than they appear, about equal to a human. They have long ears on the top of their head and a rather long muzzle as well. Their typical coloration is a dark brownish grey with some individuals having some black on their noses, ears, tails and paws.

They are also a race that sees little point in dedicating much time to personal grooming. The majority of them feel that a bath is all the grooming they require and see anything else as sheer vanity.

Relations: Koyl'te are a fun loving race that will engage in all manner of activities with almost any race. They do not have any racial prejudices, only individual ones, and each Koyl'te is free to make their own decisions regarding who they associate with. Koyl'te are an emotional race, and when they do fall in love, or give loyalty, it is complete.

Generally Koyl'te prefer to make a lot of acquaintances and allies, but rarely friends, since a true bond between a Koyl'te and another being forces them to become honorable and selfless.

Alignment: Chaotic Good. Koyl'te have no use for Lawful behavior and see themselves as being the caretakers of risk and chaotic behavior. Koyl'te, do not feel that the suffering of others has any place except as absolutely necessary, and thus are Good, although with some neutral tendencies.

Religion: Koyl'te have their own religion which is Shamanic in nature, but venerates their god Ko Koyl, the trickster god who preaches that adaptability is the greatest virtue.

Language: Koyl'te speak Koyl among themselves and it is their racial language, but they will usually learn Kalemic or another language which is spoken in the area they live in.

Names: Koyl'te have no naming conventions and Koyl'te parents will name their children after anything they want to, from religious phrases, to natural phenomenon to nouns or verbs.

Adventurers: Koyl'te are almost always at least peripherally involved in adventures and adventurers. Koyl'te love being adventurers and once involved will only stop if they decide to rear a family, and that happens very rarely.

The average lifespan of a Koyl'te is 40 years

STR	Strength	3d6
CON	Constitution	3d6+2
DEX	Dexterity	3d6+2
PWR	Power	3d6
CHA	Charisma	3d6-2
INT	Intelligence	3d6
WIS	Wisdom	3d6-2
SIZ	Size	Medium
SPD	Speed	3d6 running
Height	4'6" to 5'6"	Weight 110 to 200 pounds

Preferred Climate: Any

Homelands: none, they are found all over the continent of Karniv

Racial Abilities and Skills

SP=1

Age Category	Age Range	Attribute Modifiers
Child	0-3	-3 to all attributes
Adolescent	4-6	-2 to all attributes
Young Adult	7-10	-1 to all attributes
Adult	11-15	No modifiers
Professional	16-19	No modifiers
Middle Age	20-24	-1 physical attributes
Old	25-29	-2 physical attributes +1 mental attributes
Venerable	30-37	-3 physical attributes +2 mental attributes
Elderly	38-45	-5 physical attributes +3 mental attributes
Ancient	46+	-7 physical attributes +4 mental attributes

Lupine

Personality: Quiet, cautious, strong, loyal, regal and proud, the Lupines are race that reveres strength, honor and martial prowess. They believe that they are the pinnacle of creation and that it is their duty to educate all other races in the correct manner to live. This has won them few friends as far as their personality goes, but they are very

well respected. Lupines try very hard to exemplify their ideals, and this sometimes makes them appear comical or somewhat of a caricature, but they will always be true to their culture, even if it does make them seem a bit off.

Physical Description: Tall, strong, and quite solidly built, the Lupine are generally a dull grey color, although there are some that are all black and pure white. Lupines are also known, but very rare. They have silver or golden color eyes, though gold is by far the more common color.

Relations: Lupines are defined by their relationships. They actively seek allies, friends and, oddly enough, enemies. A Lupine is proud of their friends, more proud of their family, but their truest joy is those they can call enemies. Lupines feel honored to be the enemy of another lupine, or really anyone, if they are an honorable opponent. Enemies can always be counted on, and one of the most odd aspects of Lupine animosity is that a lupine must act honorably when engaged in confrontational behavior, and that the family of the enemy is off limits.

Obviously, duels are very common in this nation.

The worst fate that can befall a Lupine is to be Alone, which means without a tribe or a friend. Lupines who become Alone will usually commit suicide or leave their nation never to be seen again.

Alignment: Lawful Neutral. Lupines are not driven to do good or evil, but are instead driven to achieve goals that they have set for themselves. Their Lawful nature is so much a part of them that they simply cannot stand to see other beings act in a chaotic manner. Chaotic Lupines will almost always leave their nations and be considered to be Alone, which is a mark of shame to a Lupine.

Religion: Lupines follow the Shamanic Tradition and consider their favored patron to be Hallurian, the Wolf Lord. Their belief system is that Hallurian created them to watch over the northern realms of Vhraeden and to insure that the Darkness will never return.

The belief has driven numerous Lupines to travel into the snow covered wastelands of the far north to ensure that the forces of the Abyss are not gathering strength there, which is what the majority of Lupine Oracles have been saying.

Language: Lupines speak Kalemic.

Names: Lupines are often named after natural phenomenon or virtues. Their second name is their pack name. Seeris, Oracacles, Mentat, Spiritis, Intellus, Psychus, White Storm, Granite Shard or Clear Stream are some examples. Some pack names are Windrunner, Padding Feet, Dark Seer, Fire Lords and Sunrunner.

Adventurers: Lupines who become adventurers often do so in order to fulfill a quest, a trial or in order to support a personal goal or one of their friends. Stopping their enemies' goals will often drive a lupine to become an adventurer as well.

The average lifespan of a lupine is 150 years.

STR	Strength	3d6+2
CON	Constitution	3d6
DEX	Dexterity	3d6-1
PWR	Power	3d6
CHA	Charisma	3d6-2
INT	Intelligence	3d6-1

WIS	Wisdom	3d6+2
SIZ	Size	Medium
SPD	Speed	3d6 running
Height	5' to 6'	Weight 90 to 190 pounds
Preferred Climate: Forests		
Homeland: Northern Kalemia		
Racial Abilities and Skills		
SP=2		
Track		20%
Hide		20%
Move Silently		20%
Listen		20%
Low Light Vision		
Age Category	Age Range	Attribute Modifiers
Child	0-11	-3 to all attributes
Adolescent	12-16	-2 to all attributes
Young Adult	17-25	-1 to all attributes
Adult	26-40	No modifiers
Professional	41-44	No modifiers
Middle Age	45-54	-1 physical attributes
Old	55-69	-2 physical attributes +1 mental attributes
Venerable	70-99	-3 physical attributes +2 mental attributes
Elderly	100-149	-5 physical attributes +3 mental attributes
Ancient	150+	-7 physical attributes +4 mental attributes

Sheng'po

Personality: This race is a very dichotomous race. While in private, they are a very warm and affectionate race. In public, however, they are a very disciplined race, taking after their larger neighbors to the north, the Lupines. Sheng'po have adopted the dictates of Kuron Kishin, or the Path of Lawful Combat as their national quasi-religion. Every Sheng'po is reared in this philosophical system which does not allow for inefficient or unlawful behavior. Kuron Kishin is what binds every Sheng'po and is the basis for their entire culture.

They abhor unlawful behavior and those who engage in such activities are called Jimpei, or the "unclean" and are openly ostracized in Sheng'po society. The complete systemization of Sheng'po society has had several unforeseen consequences such as the class system which currently exists in Xhole, their nation.

Physical Description: Physically, Sheng'po are not strong, but they are not frail either. They are very quick and nimble, and are a very charismatic race that other races enjoy the company of. They have short, thin muzzles and have small triangular ears that are capable of independent movement. They are shorter than the average human and covered with fur, although the exact coloration varies from individual to individual. The most common colors are reddish brown, white, grey or, very rarely, black. The most common coloration is reddish brown with a white chest and stomach region and black on the tips of their paws, ears and tails. Some Sheng'po have white tips.

Sheng'po have tufts of hair that are a great source of personal pride to them. They have cheek tufts, ankle and wrist tufts, but their most prized feature is their tail. Sheng'po love a long, bushy tail.

Relations: Sheng'po like almost everyone, and almost everyone likes them, but the obsession with lawful behavior strikes most people as very cold. The Sheng'po are capable of working with almost any race, but they will not allow anyone to push them into situations that they feel is wrong.

Sheng'po are a noble race, and almost everyone respects them, but their view of the world as black or white alienates the vast majority of other races.

Alignment: Sheng'po society is based on Lawful behavior, but their actions are based on goals and success, not good or evil and thus they are Neutral.

Religion: Sheng'po religion is an odd blend of Druidism and Kuron Kishin, and is more a philosophical system than an actual religion, since they venerate no gods. The entire point of their philosophy of Kuron Kishin, is to be, in essence their own god.

Language: Sheng'po speak Kalemic. Many of the upper class Sheng'po will learn to speak another language, though which one it is varies by individual.

Names: Sheng'po will often name their children after natural phenomenon such as "pure mountain stream", "grey storm cloud".

Adventurers: Sheng'po who become adventures will often do so at the behest of someone they owe fealty to or because have some purpose that can only achieved by becoming an adventurer.

The average lifespan of a Sheng'po is 60 years.

STR	Strength	3d6-2
CON	Constitution	3d6
DEX	Dexterity	3d6+2
PWR	Power	3d6
CHA	Charisma	3d6+2
INT	Intelligence	3d6
WIS	Wisdom	3d6
SIZ	Size	small
SPD	Speed	3d6-4 bipedal, 3d6 quadruped
Height	4' to 5'	Weight 70 to 150 pounds
Preferred Climate: Mountains and forests		
Homeland: Southern Kalemia		
Racial Abilities and Skills		
Track	20%	
Hide	20%	
Move Silently	20%	
Jump	10%	
Listen	20%	
Spot	10%	
Age Category	Age Range	Attribute Modifiers
Child	0-5	-3 to all attributes
Adolescent	6-10	-2 to all attributes
Young Adult	11-15	-1 to all attributes
Adult	16-25	No modifiers
Professional	26-30	No modifiers
Middle Age	31-40	-1 physical attributes
Old	41-45	-2 physical attributes
Venerable	46-50	+1 mental attributes
Elderly	51-60	-3 physical attributes
		+2 mental attributes
		-5 physical attributes
		+3 mental attributes
Ancient	61+	-7 physical attributes
		+4 mental attributes

Equine

Personality: Skittish, wary and distrustful of others, Equine are not a common race. Their odd appearance leads many to believe that they are a mutation of some type and must be the product of a cult fertility rite. The Equine despise this image, and instead of working to change others opinion, they simply became insular and mildly xenophobic.

Although a brave people, they absolutely despise fire and loud noises on an instinctual level. This has led the Equine to remain at a pre-industrial level of development, although their shamanic tradition has provided them with everything they need, and they want for nothing.

Physical Description: The Equine are a race of tall, stout bodied humanoids with the body of a human and the neck and head of a horse. They are powerfully built and possess great endurance. They are also quite sure footed for their size. Their heads are covered in short fur of a single color usually, but some possess a second color that is present on their forehead, usually white, and is called a star. Common fur colors are black, white, grey, dappled grey and various shades of brown. They all possess large, intelligent black eyes. Equine also have a long mane is the same color as their fur, but usually a shade lighter or darker.

There is a second species of Equine called the Zek that have the same phenotype as the Equine, except that they are slightly smaller (+2 to Strength instead of +4) and faster (+2 to Dexterity). Zek are easily distinguished from Equine because Zek are covered in black and white horizontal stripes. Their mane is also striped, but is much shorter and more erect than that of the Equine.

Relations: Equine and Zek are both very affectionate, but they are also rather guarded towards outsiders. Their friendship must be earned, and they are naturally distrustful of most other beings.

Alignment: Although generally a very staid people, both the Equine and Zek sometimes just fall into an odd chaotic mood. There is no way of knowing when they will become "weird", nor how long it will last, thus they are Chaotic with neutral tendencies. They are a race that possesses an innate sense of freedom and inner peace and wish no ill will towards others, they simply want to be free and left alone, and thus are Good.

Religion: The Equine are all Shamanic.

Language: The Equine and the Zek both speak Confederation Basic, although they each possess a language of their own, Quine and Zek, respectively.

Names: As shamanic peoples, they are commonly named after natural phenomenon such as rain, storms, clouds, rivers and other nouns. They are not an eloquent people and as such usually have only one name, if they do possess a second name, it is directly related to the first name in order to form a phrase. Names are given in their racial language and not Confederation Basic.

Adventurers: Equine and Zek rarely become adventurers because they feel that their home is the grasslands and savannahs of the Confederacy. Those who do become adventurers usually will have done so because they were either forced to leave their homes or their sense of wanderlust drove them to leave.

The average Equine lives to be 45 years old. The average lifespan of a Zek is 42 years.

STR	Strength	3d6+4
CON	Constitution	3d6+2
DEX	Dexterity	3d6
PWR	Power	3d6
CHA	Charisma	3d6-2
INT	Intelligence	3d6
WIS	Wisdom	3d6

SIZ	Size	Medium
SPD	Speed	3d6
Height	8' to 9'	Weight 700 to 1000 pounds
Preferred Climate: Grasslands, rolling hills		
Homeland: Centaur Confederacy		
Racial Abilities and Skills		
Age Category	Age Range	Attribute Modifiers
Child	0-1	-3 to all attributes
Adolescent	2-4	-2 to all attributes
Young Adult	5-6	-1 to all attributes
Adult	7-9	No modifiers
Professional	10-15	No modifiers
Middle Age	16-25	-1 physical attributes
Old	26-30	-2 physical attributes +1 mental attributes
Venerable	31-35	-3 physical attributes +2 mental attributes
Elderly	36-39	-5 physical attributes +3 mental attributes
Ancient	40+	-7 physical attributes +4 mental attributes

Kaikka

Personality: Dour, gruff, filled with sorrow, the Kaikka are a race that few want to interact with. They almost all possess a simmering hatred towards other races fueled by their fortress mentality. The Kaikka are a tough and hearty people, and they feel that other races secretly conspire against them. While untrue, they feel that their expulsion from the Centaur Confederacy was based upon the jealousy of the other races of the Confederacy.

Those Kaikka who continue to live in the Confederacy are under constant scrutiny and strive to be ideal citizens.

Physical Description: Often confused with minotaurs, Kaikka are a large race that look positively huge underneath their long shaggy coats of hair. They are uniformly black, with large grey horns that recurve perpendicularly along their skull. They have large black eyes and have a very peculiar odor that arises from their large musk glands that produce a waterproofing oil that allows them to live very comfortably in the most extreme and hostile cold environments.

Relations: Not a very friendly, open or pleasant race, the Kaikka respect strength and honor, and those that display those ideals are dealt with as equals, while those that do not are dealt with as children. Kaikka have large extended families and the honor of the family rests with each member of the family. Punishments for violations of honor are dealt with harshly and immediately. Those who violate the honor of a Kaikka better be prepared for a duel at best or death at the hands of the entire clan at worst.

Alignment: Kaikka are a very Lawful race, and they would like to believe that they are a good people, but they are more than willing to sacrifice morality for the achievement of a goal, which makes them Neutral. They do not intentionally harm others, unless there is a violation of honor, and are thus are not evil, but they do not hesitate to use violence to ensure the success of an endeavor.

Religion: Kaikka are spiritualists. They were at one time staunch shamanic traditionalists, but when they felt that their totem abandoned them, many kaikka abandoned him. The Shamanic tradition is currently enjoying a resurgence in kaikka society, especially for those that still live in the Centaur Confederacy. It is hoped that the shamanic revival will serve to bring the loyal kaikka and their exiled expatriate brothers closer together. At this time, the

Shamans of both groups enjoy unrestricted travel between the two areas.

Language: Galian is the language of those Kaikka that live in Ko Galia, the nation formed by those exiled from the Centaur Confederacy, while those still living in the Centaur Confederacy still speak Confederation Basic. With the resurgence of the Shamanic tradition, there has been an interest in both groups learning the language of the other.

Names: Both groups of Kaikka name their children phrases that deal with virtues and natural phenomenon such as "defender of the weak", "bloody handed conqueror" or "avalanche's fury". Their names are in their respective languages, and thus they are unintelligible across language barriers.

Adventurers: Kaikka will usually become adventurers to see more of the world than their small isolated portion. Although they are a very family oriented race, they have tests and trials for adulthood and engaging in adventures is a common way to pass their tests and trials. Few Kaikka will remain an adventurer, but the majority of Kaikka have at least one experience as an adventurer.

The average kaikka has a lifespan of 45 years.

STR	Strength	3d6+8
CON	Constitution	3d6+10
DEX	Dexterity	3d6
PWR	Power	3d6
CHA	Charisma	3d6+4
INT	Intelligence	3d6+4
WIS	Wisdom	3d6+4
SIZ	Size	Large
SPD	Speed	3d6
Height	7' to 8'	Weight 500 to 1200 pounds
Preferred Climate: High altitude desert and mountains		
Homeland: Ko Galia		
Racial Abilities and Skills		
SP=7		
Age Category	Age Range	Attribute Modifiers
Child	0-2	-3 to all attributes
Adolescent	3-9	-2 to all attributes
Young Adult	10-13	-1 to all attributes
Adult	14-17	No modifiers
Professional	18-22	No modifiers
Middle Age	23-30	-1 physical attributes
Old	31-36	-2 physical attributes +1 mental attributes
Venerable	37-40	-3 physical attributes +2 mental attributes
Elderly	41-47	-5 physical attributes +3 mental attributes
Ancient	48+	-7 physical attributes +4 mental attributes

Cistrus

Personality: Hated, reviled and feared by all elves, the Cistrus are the remnants of the earliest sea elves who turned away from the worship of Elesain and became the fervent followers of Ss'vash. Mutated by the infernal power of their new god, they became the Cistrus, which in Seralanthan translates as "abomination". They are the race that is most hated by all elves, and are targeted for earliest extermination by all the nations of elves.

They know they are hated, and work tirelessly everyday to prevent their extinction at the hands of their enemies. They are paranoid, pre-emptively violent and are engaged in a constant war of terrorism against all of the elvish

nations. That they have not been killed to the last being is a testament to the ferocity and will of this race.

Physical Description: Aquatic reptiles, they cannot hide their elven heritage, nor can they hide the touch of Ss'vash. They are tall, and thin limbed, but they have a wide chest and shoulders and large webbed hands and feet. Their elvish ears have flattened and now look to be fins emanating from their head. They have a compressed and flattened skull structure and their physiology is suggestive of a sea turtle, though not as exaggerated as those animals.

They have reptilian, vertical pupiled eyes, usually a green or dark yellow color. Their skin is usually green on their backs, and slightly yellow on their pectoral area. They may have dark green spots, lines or stripes on their back and limbs, though this is not always the case.

Relations: Cistrus hate everything and everyone that is not Cistrus. They do not make friends, and see everyone as an enemy that will have to be killed sooner or later. Among their own kind, they are solemn and fatalistic, and they all suffer from a depression born from the fact that eventually they will all be killed.

Alignment: Cistrus can most easily be called Chaotic Evil, but their alignment stems from a sense of desperation, and not a desire to cause harm, but they know of no other way to defend their territory and their future other than massive, paranoia fueled violence.

Religion: Cistrus openly worship all manner of deities in the hope that one of them might save them. There are churches to Elesain, Ss'vash and She Who Lurks. There are organized movements that support the Church of Unity, the Power and the Truth, the Word of Purity as well as the Heavenly Chorus of Exelain. There are churches for the Church of Night, the Temple of Fate as well as the Womb of Corruption.

Language: Cistrus speak Shanic. They make it a point to learn as many languages as they can in order to better understand their enemies.

Names: Cistrus have no real naming conventions. They are given names that catch the interest of their parents, but they all a rather fatalistic, if not nihilistic sound to them.

Adventurers: Cistrus who become adventurers are almost always looking for a way to aid their people, or a way to kill elves. Since they are a paranoid race, they will rarely work with other races, and will almost always be encountered around others of their species.

The average lifespan for a Cistrus is 70 years.

STR	Strength	3d6+4
CON	Constitution	3d6+2
DEX	Dexterity	3d6+2
PWR	Power	3d6
CHA	Charisma	3d6-2
INT	Intelligence	3d6+4
WIS	Wisdom	3d6+2
SIZ	Size	Medium
SPD	Speed	3d6 running, 3d6+12 swimming
Height	5' to 6'	Weight 80 to 170 pounds

Preferred Climate: Tropical oceans

Homeland: Selshanis

Racial Abilities and Skills

SP=5

Water breathing

Hide 20% (underwater this improves by +20% to 40%)

Listen 20%

Spot 20%

Age Category	Age Range	Attribute Modifiers
Child	0-12	-3 to all attributes
Adolescent	13-18	-2 to all attributes
Young Adult	19-25	-1 to all attribute
Adult	26-30	No modifiers
Professional	31-45	No modifiers
Middle Age	46-55	-1 physical attributes
Old	56-60	-2 physical attributes
		+1 mental attributes
Venerable	61-65	-3 physical attributes
		+2 mental attributes
Elderly	70-75	-5 physical attributes
		+3 mental attributes
Ancient	76+	-7 physical attributes
		+4 mental attributes

Mur-Jan

Personality: A pragmatic people, the Mur-Jan have come to the understanding that they are merely a small part of a very large world. Mur-Jan are not a race prone to delusions of grandeur, and they are content to have their nation and have discovered that they are much better off pursuing small, attainable goals as a people rather than engage in the empire building that occupies the thoughts of the gods and dragons.

Mur-Jan are actually a rather gentle people that really just want the freedom to sit on the beaches of their coastal lands sunning themselves and eating shellfish. It is rare that a Mur-Jan will just do something, they are a race that is seemingly lacking in motivation. They have no problem accomplishing their goals, but they really just have so few wants, and all of their needs are taken care of. They live in a beautiful land, they gain money via tourism and they have ample free time.

Physical Description: they look like large bipedal reptiles with skin that looks somewhat baggy. They are often a dark shade of green or brown. They have very sharp, curved claws that are excellent for climbing. They also possess a ridge of long spines along their back. Their face tapers at constant angle and thus they have no discernible snout. Their ears are large, noticeable tympanic membranes are very sensitive. They have a single row of small teeth and they chew with their mouths open because they have no lips.

They have a long, thick tail as long as their body, and their limbs seem too short for their bodies giving them a stumpy appearance. Mur-Jan have no eyelids, and have a nictating membrane instead.

Relations: Mur-Jan have a decent working relationship with almost everyone. They think many of the races are far too concerned about intangibles and never really have any joy in their life. For this reason, Mur-Jan often look at other races with a mixture of pity and sadness. Mur-Jan are seen by many races as being lazy, ineffectual or stupid, but they not, they are happy, which is very hard for other races to really understand how they can simply be happy and content.

Alignment: Mur-Jan respect freedom, but also realize that some sacrifices must be made in order to better provide for the whole, and thus are Neutral. Mur-Jan, as a happy

people are also Good, since they wish not to subject other races to suffering without a exceptional reason.

Religion: The Mur-Jan's easy going personality has translated into their religious views. Most Mur-Jan believe that all the gods are real and that they are all essentially looking for more power in the form of religious adherents. Mur-Jan pay respects to all the gods, but they will have one or two that they give more respect to than the others. Mur-Jan realize that their odd beliefs mark them as heretics to almost everyone else, and are usually very respectful of other being's religious beliefs.

Language: Hyongisian is the national language of Hyong-do, and is the most common language for the Mur-Jan. They are usually multi-lingual since their main source of income for their nation is tourism, and they are exposed to myriad languages daily.

Names: Mur-Jan usually name their children after natural phenomenon of a maritime nature such as "gentle noon rain", "sea shells washed ashore" or "good omen for fishing".

Adventurers: Mur-Jan will rarely become adventurers because they want to, they are usually very happy just staying at home in their beautiful nation and enjoying life. Those who do become adventurers are usually unwittingly drawn in due to the interference of foreigners. Their nation is one of the most popular tourist spots in the world, and that means that a lot of money is spent there and those who spend that money are usually very powerful, and powerful people have enemies. Sometimes those enemies follow them on vacation. The need for local muscle is the most common way for a Mur-Jan to become involved in adventures.

The average lifespan for a Mur-Jan is 66 years.

STR	Strength	3d6+2
CON	Constitution	3d6+2
DEX	Dexterity	3d6
PWR	Power	3d6
CHA	Charisma	3d6_2
INT	Intelligence	3d6+2
WIS	Wisdom	3d6+4
SIZ	Size	Medium
SPD	Speed	3d6-4 running, 3d6+8 swimming
Height	5'6" to 6'6"	Weight 70 to 150 pounds

Preferred Climate: Coastal coral reefs and mangrove swamps

Homeland: Hyong-do

Racial Abilities and Skills

Hold breath for a number of minutes equal to Constitution.

Dodge 30%

Age Category	Age Range	Attribute Modifiers
Child	0-9	-3 to all attributes
Adolescent	10-13	-2 to all attributes
Young Adult	14-19	-1 to all attributes
Adult	20-26	No modifiers
Professional	27-35	No modifiers
Middle Age	36-45	-1 physical attributes
Old	46-55	-2 physical attributes +1 mental attributes
Venerable	56-60	-3 physical attributes +2 mental attributes
Elderly	65-69	-5 physical attributes +3 mental attributes
Ancient	70+	-7 physical attributes +4 mental attributes

Sea Elf

Personality: While they are far more open, amiable and personable than other elves, that is not saying much. The average sea elf is about equal to a grumpy human on a bad day. Sea elves have the distinction of being one of the most bitchy races on the planet. They are uncompromising perfectionists and despise chaos or random events that they can not plan for. The sea elves are also a race that is in denial. They deny their brethren, and their past crimes. Publicly, a sea elf will almost never even mention other elven species and when they do see another elf, they are likely to turn away and pretend not to notice them.

This behavior stems from the shame that the sea elves feel over not having stopped their cousins' mad designs of global conquest. The only elven species that the sea elves do not utterly shy away from are the snow elves. Snow elves and sea elves are closer than the other elven races, but they are still distant, but are not estranged.

Physical Description: Sea elves look almost like the other elven races, but are a bit more muscular and not gaunt. Sea elves actually look more human, than elven except for the elvish pointed ears, odd skin, eye and hair color. Sea elves typically have skin that has a blueish or greenish tint to it. Typical hair color for a sea elf is also green, blue or black. The eye color for a sea elf is very striking, and quite noticeable. Typical colors for their eyes are violent, purple, bright green, silver or gold.

Relations: Sea elves are remarkably tolerant and loving towards members of their own race. Sea elven parents are tolerant with their children and very affectionate. They advocate a peaceful society, and their society is truly one of a kind. With other races, however, sea elves are taciturn and always seem a few seconds from erupting into a tirade of vulgarity toward those that annoy them. They are much better than the other races of elves that want to kill or enslave all other races. Sea elves really just want to be left alone and deal with other races on an even basis.

Alignment: Sea Elves are very Lawful, their society is based upon strict rules of behavior. Sea elves are also Neutral with good tendencies. They would very much like to be nice, friendly and helpful, but the behavior of other races and nations forces them to deal with them in neutral manner where elven priorities are simply more important than niceties or doing right by everyone.

Religion: The vast majority of sea elves are atheists, but there is a small and vocal minority that follow the dictates of Elesain, the Elf Lord.

Language: Sea elves speak Aquan and Elven Revised. The vast majority of them will also endeavor to learn Imperial Common.

Names: Sea elves typically have fairly long names that is usually a very beautiful sounding statement. The majority of names translate into some historical event such as "The Battle for the Karolingen Straight was won by Cunning and Bravery", "Knowledge is the basis of Power" or "Power without Control is nothing".

Adventurers: Sea elves who become adventurers are those who for some reason have not thrived in the closed, controlled and meritocratic culture of Sepenerais. They are seen as lost children by other sea elves, who will welcome them back with open arms when they return. There are also those elves who are involved in adventuring at the

behest of their government, and those elves are the ideal of elven dedication and skill.

The average lifespan of a sea elf is 250 years.

STR	Strength	3d6
CON	Constitution	3d6
DEX	Dexterity	3d6+2
PWR	Power	3d6
CHA	Charisma	3d6
INT	Intelligence	3d6-2
WIS	Wisdom	3d6
SIZ	Size	Medium
SPD	Speed	3d6 running, swimming 3d6+4
Height	5'2" to 6'2"	Weight 90 to 200 pounds

Preferred Climate: Shallow tropical oceans

Homeland: Sepenerais

Racial Abilities and Skills

Water breathing

Weapons skills 50%

Magical spells 10%

Low light vision equal to four times a Human

Age Category	Age Range	Attribute Modifiers
Child	15-25	-3 to all attributes
Adolescent	26-30	-2 to all attributes
Young Adult	35-50	-1 to all attributes
Adult	51-75	No modifiers
Professional	76-100	No modifiers
Middle Age	100-125	-1 physical attributes
Old	126-150	-2 physical attributes +1 mental attributes
Venerable	151-200	-3 physical attributes +2 mental attributes
Elderly	200-300	-5 physical attributes +3 mental attributes
Ancient	301+	-7 physical attributes +4 mental attributes

Deep Elf (Lanthan Elf)

Personality: A race that has lost the ability to feel, the Lanthans are the most cold hearted of all the races on Vhraeden. They do not feel love, hate, sorrow or fear. They exist for thousands of years and think, and plan and wait and plot to wrest control of the planet from the abominations, mongrels and trash that currently control it. Lanthans seem to have no personality, just a chilling disregard for anything. Lanthans have a clinical fascination with fear, pain, torture, forcible mutation and death that is all the worse for the acts seem to have no effect, not even maniacal glee.

Physical Description: The darkness and the cold of the deep have had a remarkable effect upon the mental faculties of the Lanthans, which has parallel effects on their physiology. The deep elves of the sunken nation Lanthas have undergone drastic changes in their thousand-year imprisonment beneath the waves. Their eyes, hands and feet have all expanded to the point where they are easily identifiable and thin webbing has grown between their fingers and toes. They lack body hair.

Typical coloration for a deep Elf's eyes is usually a glowing green, blue or yellow. When not using their dark vision, such as during daylight on the surface, a milky inner eyelid descends which makes most people think that their eyes are white with no pupil. Their skin is either a coal black or an alabaster color. Deep Elf hair is usually black, translucent white or a blue-green color. Deep elves have a tendency to have bioluminescent tattoos in various designs all over their bodies, which are used to delineate their family, profession and other important social distinctions

Relations: Lanthans can only relate to each other, and even then they seem to never really relate, they merely communicate. This is a society where love is foreign, and children are created by biomagical wombs from those elves whose genetics will mesh correctly in order to form a more perfect composite. Children are reared in creches and never know parents, only instructors, trainers and masters.

A Lanthan will never relate directly with another being unless the Lanthan is in a position of overwhelming power and only to use the other being as a pawn in a plot. Lanthans are far more likely to simply possess another being and use them in that way.

Alignment: Lanthans are all so emotionally bereft, that they can only be considered to be Neutral Evil.

Religion: Lanthans are almost all atheists, heretic followers of Elesain through the renegade Church of the Eternal Inspiration or a cultist, usually in the service of She Who Lurks.

Language: Lanthans speak Seralanthan, an ancient language that cannot even be spoken without the use of magic.

Names: Lanthans have names that are indicative of creche, their birthing cycle and perhaps a particular physical feature.

Adventurers: Lanthans will only have contact with other races while posing as adventurers in the service of their government while furthering some plot.

The average life span of a Lanthan is fifty-five centuries!! They are effectively immortal.

STR	Strength	3d6-2
CON	Constitution	3d6-2
DEX	Dexterity	3d6+4
PWR	Power	3d6
CHA	Charisma	3d6-2
INT	Intelligence	3d6+2
WIS	Wisdom	3d6
SIZ	Size	Medium
SPD	Speed	3d6
Height	5'8" to 6'8"	Weight 130 to 280 pounds
Preferred Climate: Freezing oceanic depths		
Homeland: Lanthas		
Racial Abilities and Skills		
Only takes half damage from "cold" effects		
Water breathing		
Dark vision 120'		
Age Category	Age Range	Attribute Modifiers
Child	50-100	-3 to all attributes
Adolescent	101-200	-2 to all attributes
Young Adult	201-500	-1 to all attributes
Adult	501-1000	No modifiers
Professional	1001-2000	No modifiers
Middle Age	2001-3000	-1 physical attributes -2 physical attributes +1 mental attributes
Old	3001-4000	-3 physical attributes +2 mental attributes
Venerable	4001-5000	-5 physical attributes +3 mental attributes
Elderly	5001-6000	-7 physical attributes +4 mental attributes
Ancient	6001+	

Phydorah

Personality: A race of sentient fish, they are one of the most odd races on Vhraeden. They are a created race, born to carry the war banners of Ss'vash to the depths of the ocean and to fight the sea elves. A race of warriors, they simply see the world much differently than other beings. The ocean is their home, and that world is so large that to the Phydorah, they see little need in expanding beyond their large nation. The Phydorah are much more explorers than warriors, and they prefer to see and experience than conquer and own.

Physical Description: Usually a brown, green or silver color, Cistrus are covered in fins and spines. Their eyes are on the side of their heads and often bob their heads from side to side because they lack binocular vision. Smooth to the touch, their scales are almost microscopic. With a distinct odor, Cistrus are often referred to as "fish people", which is essentially what they are. They have cranial fins, arm fins, very large webbed prehensile fins which act as hands with a hard bony forward ridge on their "arms", caudal fins (near what would pass for their waist), and a pair of long bony fins that extend from their body that are their "legs".

They have a huge variety of color from teals, greens, blues, translucent, oranges and silver. Every Phydorah has a slightly different coloration pattern which replaces their name for the most part.

Relations: Phydorah are an open race on an individual basis, but dislike the trappings of politics and would like very much to travel unhindered through the worlds' oceans, but are at present unable to do so. Phydorah stress education and experience much more than most races and have a much longer period of living with their family than is required biologically. Phydorah form many friendships during their lives, and feel that friendship is one of the greatest gifts one being can give another.

Alignment: Phydorah form their own morality during their lives and are more than capable of being any alignment, and their society is quite diverse depending upon the school a Phydorah is born into. Most Phydorah are Lawful Neutral, however.

Religion: The banishment of Ss'vash changed the entire dynamic of this race. Losing their god and creator caused the race to simply retreat to their watery homes. They were bereft without their living god to lead them, and they slowly had to evolve their society to reflect the reality of the world. The Phydorah formed their society without Ss'vash, but when he returned, he wanted his followers back, and the Phydorah politely refused. Ss'vash insisted, and the Phydorah made his religion illegal. Robbed of his petitioners, Ss'vash relented and thus it stands to this day that the Phydorah openly resent their creator and feel that he is far too liberal in his call for worship because he created them.

Phydorah are far more likely to be shamans or elementalists without overt references to a "religion". The Phydorah are wary of religion and those who do venerate a deity, do so silently.

Language: Lecanthan and Aquan are the primary languages spoken by Phydorah.

Names: Phydorah name their children primarily after natural phenomenon that they find interesting or beautiful.

Adventurers: Phydorah will often become adventurers because of the opportunities that being an adventurer

provides. Rarely well suited for a combatant role, they will often be a subject matter expert in a large variety of areas.

The average lifespan of a Phydorah is 45 years.

STR	Strength	3d6
CON	Constitution	3d6
DEX	Dexterity	3d6+2
PWR	Power	3d6
CHA	Charisma	3d6
INT	Intelligence	3d6+2
WIS	Wisdom	3d6+2
SIZ	Size	Medium
SPD	Speed	3d6-8 running, 3d6+12 swimming

Height 6' to 7', although a large portion of their height is their cranial spine fin.

Weight 170 to 300 pounds

Preferred Climate: Any oceanic area

Homeland: Wraakaar

Racial Abilities and Skills

Water breathing

SP=3

Age Category	Age Range	Attribute Modifiers
Child	0-4	-3 to all attributes
Adolescent	4-10	-2 to all attributes
Young Adult	11-13	-1 to all attributes
Adult	14-20	No modifiers
Professional	21-28	No modifiers
Middle Age	29-35	-1 physical attributes
Old	36-40	-2 physical attributes +1 mental attributes
Venerable	41-45	-3 physical attributes +2 mental attributes
Elderly	46-49	-5 physical attributes +3 mental attributes
Ancient	50+	-7 physical attributes +4 mental attributes

Cestaleth

Personality: The Cestaleth are the supreme masters of the psionic disciplines, easily outstripping the Ulusians for sheer power and innate talents. Their powers are innate however and they have several cultural restrictions that reduce the scope of their abilities while the Ulusians possess no such restrictions and for this reason the Ulusians are considered to be more well rounded in the realm of psionics.

Physical Description: Large, predatory fish that glide effortlessly through the cold waters of their sunless home, the Cestaleth are a large race. They are usually silver, white or a grey color. They possess several sensory whiskers that stick out from the bottom and sides of their head. They have massive, oversized jaws lined with long, thin teeth that can easily impale a human. Their eyes are huge and a flat black color that seems to absorb all light.

They have a large spiny dorsal fin, long pectoral fins, very mobile caudal fins and a wide, vertical tail fin.

Relations: Long lived, Cestaleth have very few relations beyond those they keep with their thralls. Arrogant, harsh and remorseless, Cestaleth live their lives in emotional seclusion. They find this preferable to having emotional baggage that could prevent them from quick analysis and rapid action. Cestaleth have several young in their lifetime and they are reared to be mirrors of their parents. Love, affection and other emotions are absent. Cestaleth give their children tasks, and they will either succeed or suffer the consequences.

Alignment: Cestaleth act as they see fit and have no overriding moral code or philosophical belief system. They feel that morality or behavioral limitations only makes them predictable and less able to take full advantage of situations. They are thus Neutral Evil. They will do what is best for them in every opportunity.

Religion: Cestaleth are atheists and have never developed a religious system. They will however become a member of a religious congregation if it will allow them to grow in personal power, and for this reason, there are many Cestaleth counted in the ranks of various cults.

Language: Cestaleth speak Syltean and Aquan. Although they are capable of telepathic communication due to their psionic disciplines, they do not like to have another being with access to their minds, and thus will usually have mind blocks active, which precludes use of telepathy, and thus require another form of communication.

Names: Cestaleth do not name their children, they are merely designated by their parents such as "thin fins", "long teeth" or "green eyes". When an Cestaleth reaches the age of majority (or when the parent tires of them), they are expelled from their home and must then choose their own name and build a life for themselves. Cestaleth crave power and despise weakness and will usually choose some name that translates into something that other being find ridiculous such as "Eater of humanoid hearts", "Destroyer of dreams" or "Eternal master of all she surveys".

Adventurers: Cestaleth are often forced into becoming adventurers since a young Cestaleth has an extremely hard road to social power that they crave. They will become adventurers in order to gain money and a reputation. That Cestaleth are amoral creatures that will betray their comrades once it becomes advantageous to do so, or mentally dominate them into being their first slaves or unwitting pawns does not make Cestaleth very sought after by experienced adventurers.

The average lifespan of an Cestaleth is 600 years.

STR	Strength	3d6+16
CON	Constitution	3d6+10
DEX	Dexterity	3d6+2
PWR	Power	3d6
CHA	Charisma	3d6+6
INT	Intelligence	3d6+4
WIS	Wisdom	3d6+6
SIZ	Size	Huge
SPD	Speed	3d6-8 flopping, 3d6+12 swimming
Height	16' to 20' long and approximately 4' to 5' of body width.	
Weight	1200 to 4000 pounds	
Preferred Climate:	Any oceanic area	
Homeland:	Syltean	
Racial Abilities and Skills		
Age Category	Age Range	Attribute Modifiers
Child	0-25	-3 to all attributes
Adolescent	26-55	-2 to all attributes
Young Adult	56-200	-1 to all attributes
Adult	201-250	No modifiers
Professional	251-289	No modifiers
Middle Age	290-349	-1 physical attributes
Old	350-399	-2 physical attributes +1 mental attributes
Venerable	400-499	-3 physical attributes +2 mental attributes
Elderly	500-649	-5 physical attributes

Ancient	650+	+3 mental attributes
		-7 physical attributes
		+4 mental attributes

Bettaleth

Personality: The Bettaaleth are the warrior class of the Syltean nation. They are aggressive and unforgiving in combat and will fight to the death against unwinnable odds, because they simply will never surrender. Bettaaleth are brave, stoic and almost to a fish, hate the Cestaleth. Bettaaleth are creatures to whom honor and behavioral rectitude are more important than life, and thus they honor the ancient Treaty of Lo Celeth, which bound them to the Cestaleth as long as they were allowed to maintain their warrior society.

Physical Description: They are brilliant in coloration; running from bright red, to electric blue to well defined black and white stripes. They have spines upon their fins and possess many psionic disciplines, which are all suitable for martial pursuits. They are beautiful, graceful and deadly. Trailing their long diaphanous fins, they do not look like the magnificent warriors they are, they look like they would be slow and lazy.

Poisonous spines, razor sharp fins and teeth so sharp they can sever limbs, they are very, very dangerous.

Relations: Bettaaleth are an honorable race, and they will not accept dishonorable behavior from other Bettaaleth, opponents or their allies, but they must turn a blind eye to the disgusting excesses of the Cestaleth due to the wording of the Treaty of Lo Celeth. Bettaaleth do respect honor, bravery and there have been instances of a bettaaleth killing themselves instead of an honorable enemy when ordered to do so by an Cestaleth.

Bettaaleth are a very affectionate race when with their mate and their children, but no other beings would believe it, since no other beings have ever seen it. Bettaaleth will always begin a meeting with another being assuming that the stranger is honorable, thus it is up to the stranger to prove the bettaaleth wrong, which will then end up with the Bettaaleth eating the stranger. Bettaaleth are also a race that believes deeply in revenge and will not hesitate to wait years, or even decades to unleash their wrath.

Alignment: Bettaaleth are Lawful, since their entire society revolves around honor and trust, they will attempt to exile those who do not fall into this category. The actual morality of a Bettaaleth is variable, since they do not particularly care about good or evil, they are typically Neutral.

Religion: Bettaaleth do not worship a deity per se, but they do venerate a being known as Kivas Ch'em, the First Warrior. Kivas Ch'em is known as the First Warrior because it was his ideology that eventually became the underpinnings of the Bettaaleth society as it stands today. Bettaaleth also do not have a deity for the concept of evil, but they do consider Seevan Is'areen to be the epitome of evil, cowardice and the opposite of the Bettaaleth ideal. Seevan was the Bettaaleth Perfectus (king) who agreed to the Treaty of Lo Celeth and bound his people to the Cestaleth for all time. Seevan is thought of with unbridled hatred and fury.

Language: Bettaaleth speak Syltean, but many will also learn Aquan to better communicate with other species. Bettaaleth have their own language, Nesdeeth, but only Bettaaleth can learn it since it uses fin twitches as a major

component of the language, and no other race has fins as long a Bettaeth and thus cannot learn to use it, although understanding it is theoretically possible. Bettaeth will not teach it to anyone.

Names: Bettaeth name their young after virtues of a martial nature. They also possess the names of their father, their mother and a variable number of other names that relate famous personages in their lineages (maternal and paternal).

Adventurers: Many Bettaeth become adventurers because a great many of them despise that their nation was subsumed by the Cestaeth. Bettaeth who hate the Cestaeth will often leave Syltean, never to return and live their lives as warriors for hire following the path of honor and combat wherever it may take them.

The average life span for a Bettaeth is 80 years. This is due to their lifestyle of competitive ceremonial warfare. Biologically they can live up to 210 years

STR	Strength	3d6+10
CON	Constitution	3d6+10
DEX	Dexterity	3d6+2
PWR	Power	3d6
CHA	Charisma	3d6-2
INT	Intelligence	3d6+4
WIS	Wisdom	3d6+4
SIZ	Size	Large
SPD	Speed	3d6-4 flopping, 3d6+12 swimming
Height	15' to 17' long	Weight 1000 to 2500 pounds
Preferred Climate: Tropical oceans		
Homeland: Syltean		
Racial Abilities and Skills		
Age Category	Age Range	Attribute Modifiers
Child	0-13	-3 to all attributes
Adolescent	10-14	-2 to all attributes
Young Adult	15-19	-1 to all attributes
Adult	20-29	No modifiers
Professional	30-39	No modifiers
Middle Age	40-90	-1 physical attributes
Old	95-115	-2 physical attributes +1 mental attributes
Venerable	116-179	-3 physical attributes +2 mental attributes
Elderly	180-209	-5 physical attributes +3 mental attributes
Ancient	210+	-7 physical attributes +4 mental attributes

Mer

Personality: The mer are the most liked of all of the myriad races of Vhraeden. They are friendly, helpful, courteous and nice. Everyone loves the Mer, even the elves and the races of Ss'vash. The reason for this is two-fold. First, the mer really are the nicest beings anyone could meet. They will help everyone, regardless of species or alignment. The second reason is that the mer are masters of empathy, and they manipulate everyone they come into contact with into liking them.

Empathy is the weakest of the magical traditions, but is also the most subtle, and subtle is very effective. Mer are a very kind people, and they do not like to see others suffering for any reason, and for that reason are very active in charity and international aid organizations.

Physical Description: Mer have a humanoid upper body and the lower body of a fish. They span a huge variety of

coloration for their hair, eyes, scales and skin tone. They are all very attractive to almost every race (another example of their empathic disciplines) and look striking. They are a very image conscious race and will always look their best regardless of the circumstances. Mer skin tones include blue, green, white, black, golden, brown, beige and tan. They have hair of all colors including blue, green, black, white, black, blonde, platinum and red. Their eye color can be blue, green, gold, brown, black, silver, grey, violet, purple and hazel.

Their scales are usually a brilliant silvery teal, but they can have orange, yellow, blue, green, black, silver, purple, violet or red scales. Some mer have patterns on their scales such as spots, circles, stripes or bands. Mer prefer little clothing (since they live underwater) and usually have long hair. Mer females commonly have freckles.

Relations: A race as friendly as the mer have excellent interpersonal skills and they form literally hundreds of friendships in their lives. They marry only once, and they never divorce, since they are able to mesh perfectly with their mate (another use of empathy). They rear their children in a loving environment and are very tolerant and patient with their children.

Alignment: Mer can have any alignment, but the vast majority are Lawful Good, which is a product of their environment. Even those rare mer who are Neutral or Chaotic will be only barely so. Those very few mer who are Neutral or Evil are still the nicest neutral or evil beings you will ever meet.

Religion: Mer have no religious predilections, they instead follow the druidic path, though modified to reflect their maritime environment. In fact, the mer druidic path was the original model for the "druidic path" that is used by the other races.

Language: Mer speak Idyllyc in their cities, although Aquan is also taught in their schools. It is a rare mer who does not speak at least two additional languages. They are a race that loves to learn and talk to others.

Names: Mer name their children in a manner that would make any being pleased with their name. The name usually translates into a very flattering name such as "more beautiful than a perfect sunset", "gift given with more love than the ocean has wealth" or "child born of the perfect love of their mother and father".

Adventurers: Mer adventurers are very rare, although those who do seek out the adventurers lifestyle will usually do so out of a deep commitment to making life better for all beings and will usually conduct themselves in a manner befitting a paladin.

The average lifespan for a mer is 950 years.

STR	Strength	3d6
CON	Constitution	3d6
DEX	Dexterity	3d6+2
PWR	Power	3d6
CHA	Charisma	3d6
INT	Intelligence	3d6-2
WIS	Wisdom	3d6
SIZ	Size	Medium
SPD	Speed	3d6 running, swimming 3d6+4
Height	5'6" to 6'6" long	Weight 120 to 240 pounds
Preferred Climate: Any oceanic area		

Homeland: Idylls
Racial Abilities and Skills
Water breathing

Empathic Transmission: this is the Mer's most powerful and insidious ability. Although naturally charismatic and amiable, this ability makes Mer the most loved of all races on Vhraeden, and is the main reason for the continued existence of the Mer people and their status as the World's Friend. This ability also has a second use, and is the reason that all sentient races secretly fear the Mer.

When a sentient individual meets a Mer, the Mer will automatically forge an empathic link with that sentient creature through which the Mer can read all a persons emotions and alter them at will (opposed by that creature's Willpower). When this link is forged, the Mer can also transmit its emotions to another creature, and if the Mer were to suffer any emotional distress, that creature would experience the same emotional trauma. If the Mer were to be killed, the transmission of the empathic death throes will kill the one whom the Mer has forged an empathic link with. This ability is fearsome on it's own, but there are those Mer who have mastered the arts of forging multiple links and magnifying emotional trauma, therefore it is theorized that there are some Mer who could kill themselves and in effect kill several tens of other beings with whom they were in empathic linkage with. With use of Scry spells and psionic boosters, the Mer could kill almost anyone in a completely covert manner.

Age Category	Age Range	Attribute Modifiers
Child	5-15	-3 to all attributes
Adolescent	16-50	-2 to all attributes
Young Adult	51-110	-1 to all attributes
Adult	111-200	No modifiers
Professional	201-400	No modifiers
Middle Age	401-650	-1 physical attributes
Old	651-800	-2 physical attributes +1 mental attributes
Venerable	801-900	-3 physical attributes +2 mental attributes
Elderly	901-1000	-5 physical attributes +3 mental attributes
Ancient	1001+	-7 physical attributes +4 mental attributes

O'shas

O'shas are closely related to the other giant races, though how they came to look so different is unknown. It is assumed that the O'shas were originally a branch of giants that became shamans of various bird totems and learned to fly, but they never wanted to land and thus became elementalists in order to remain aloft forever, forgetting that they were creatures of the earth first.

Personality: O'shas are typically inquisitive, although their facial structure makes it difficult for other races to determine if an O'shas is staring at them or looking at them angrily.

Physical Description: The O'shas are physically larger than humans, however due to their evolutionary and magical adaptations for a life of flying, they are not as strong as humans and about equal in resilience as opposed to their closest relatives, the giant kin. They appear to be feathered humans with the heads of birds and beaks. This appearance belies their ancient roots as a shamanistic race.

Relations: O'shas have good relations with most races, although they are very inquisitive, which usually manifests

as extensive observation, which most other races consider disconcerting if not rude.

Alignment: O'shas are usually Lawful Neutral or Neutral Good in alignment as they see themselves as being more interested in observation and learning than in changing their environment.

Religion: The vast majority of O'shas are followers of Creations' Majesty, although there is a growing number of O'shas that are becoming shamans of various bird totems in addition to being members of Creation's Majesty.

Language: O'shas primarily speak O'shas, which is their racial language, although many of them also speak Kalasian or another language. This is due to the Sky Kingdoms' constant travelling.

Names: O'shas typically name their children after some aspect of nature such as *Tharania* (Dawn's Breaking), *Cryssa* (Sparkling Ocean) or *Tiveun* (Harsh cold wind).

Adventurers: O'shas rarely become adventurers for it's own sake, however with their constant traveling, free market economies and inquisitive natures, they adapt well to the life of an adventurer.

The average life span for an O'shas is 43 years.

STR	Strength	3d6
CON	Constitution	3d6
DEX	Dexterity	3d6
PWR	Power	3d6
CHA	Charisma	3d6
INT	Intelligence	3d6
WIS	Wisdom	3d6
SIZ	Size	Medium/Light
SPD	Speed	3d6
Height	6'1" to 8'	Weight 110 to 130 pounds
Preferred Climate: Any, O'shas are able to survive quite well in any environment from desert heat to sub-arctic cold.		
Homeland: The Sky Kingdoms		
Racial Abilities and Skills		
Low Light Vision O'shas can see twice as far as a Human at night.		
Cold Resistance	2	
Listen	10%	
Search	10%	
Spot	10%	
Flying	60%	

Age Category	Age Range	Attribute Modifiers
Child	5-6	-3 to all attributes
Adolescent	7-10	-2 to all attributes
Young Adult	11-22	-1 to all attributes
Adult	23-34	No modifiers
Professional	35-37	No modifiers
Middle Age	38-40	-1 physical attributes
Old	41-43	-2 physical attributes +1 mental attributes
Venerable	151-200	-3 physical attributes +2 mental attributes
Elderly	200-300	-5 physical attributes +3 mental attributes
Ancient	301+	-7 physical attributes +4 mental attributes

Mixed race characters:

The history of Vhraeden is the story of people and where there are people, there will be children. Although not common, interracial marriages are a fact of life in most nations on Vhraeden. There are some nations where interracial marriages are the norm rather than the exception, such as Mountain Home or Sankara Lees. Where there are interracial couples, there will usually be interracial children. There are some problems with this however in that some races simply cannot breed with other races. This is due to a difference in genetic makeup that cannot produce a viable offspring.

There are some general classes that all sentient races fall into such as:

Humanoid (H)- Humans, Halflings, Dwarves, Gnomes, Bugbear

Goblinoid (Go)- Orks, Bugbear, Troll, Ogres

Aquatic (Aq)- Merfolk

Centauroid (Ce)- Bariaur, Centaur, Chital

Equine (E)- Kaikka, Equine, Minotaur

Fae (Fa)- Nymphs, Pixies, Sprites, Dryads, Elves (all), Satyr, Hag, Harpy, Chamek

Reptilian (R)- Chosen of Ss'vash, Kobold, Troglodytes, Naga, Lizardfolk

Amphibian (Am)- Veridus, Zeteki

Canine (Ca)- Lycaon, Lupines, Sheng'po. Koyl'te

Feline (Fe)- Abaga, Chara, Rayn, Tlachol, Paka

Draconic (D)- Draconics

Cephalopod (Ceph)- Kraken

Ichthid (I)- Cestaleth, Bettaeth, Phydorah, Cistrus, Mur-Jan

Giant (Gi)- Giants (all)

Gargoyle (Ga)- Gargoyle

The following chart details the percent chance of producing a viable offspring during the fertile period (the first number) and the percent chance of a mutation (the second number) if a viable offspring is produced. For the attributes of the hybrid, determine the base attributes of each parent's base species. If both attributes are the same, then those dice are ones rolled to find the hybrid's attribute scores. If the base attributes are different, then roll a 1d10. On an even number, the higher value is used, on an odd number, the lower value is used. The same method is used when determining the rate of age level progression. An odd number translates to the faster rate growth, while an even number translates as the slower rate of growth.

	H	Go	Aq	Ce	E	Fa	R	Am	Ca	Fe	D	Ceph	I	Gi	Ga
H	5/2	7/5	5/3	0	0	4/3	0	0	1/7	0	5/12	0	0	0	0
Go	7/5	10/3	6/8	0	0	7/6	0	0	7/7	0	8/15	0	0	5/7	0
Aq	5/3	6/8	6/1	0	0	5/2	0	0	0	0	7/11	0	1/5	0	0
Ce	0	0	0	7/3	8/6	1/6	0	0	7/5	0	6/13	0	0	0	0
E	0	0	0	8/6	9/3	1/10	0	0	3/9	0	10/13	0	0	0	0
Fa	4/3	7/6	5/2	1/6	1/10	2/10	0	0	4/5	0	4/11	0	0	0	0
R	0	0	0	0	0	0	13/2	12/4	0	0	14/12	0	5/5	0	0
Am	0	0	0	0	0	0	12/4	11/2	0	0	12/12	0	11/5	0	0
Ca	1/7	7/7	0	7/5	3/9	4/5	0	0	7/2	0	8/12	0	0	0	0
Fe	0	0	0	0	0	0	0	0	0	6/2	0	0	0	0	0
D	5/12	8/15	7/11	6/13	10/13	4/11	14/12	12/12	8/12	0	1/10	0	13/13	0	0
Ceph	0	0	0	0	0	0	0	0	0	0	0	5/1	0	0	0
I	0	0	1/5	0	0	0	5/5	11/5	0	0	13/13	0	12/3	0	0
Gi	0	5/7	0	0	0	0	0	0	0	0	0	0	0	3/2	0
Ga	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1/1

CHAPTER VI ORGANIZATIONS

The world of Vhraeden is more than simply nations. There are organizations that have the capability to affect the entire world, or at least a large part of it on a daily basis. Detailed below are several such organizations that may

come into contact with characters in the course of their adventures.

The Avian Archons

"Victory is assured".



The mercenary company known as the Avian Archons are widely considered the finest outfit of soldiers for hire available for any price. Their capabilities and well-deserved reputation for loyalty is matched only by their price.

The tactics of the AA reflect the unique capabilities of their Gryphon mounts. They are capable of overland movement, although at a slower rate than traditional cavalry, as well as rapid flight. Even though the gryphon is slower than horses, they are far more nimble and able to negotiate much more treacherous terrain. These comparisons are important because the AA is usually hired to directly oppose enemy cavalry. The ability to fight mounted or dismounted, on the ground or in the air, gives the AA amazing tactical mobility. This makes them unmatched by other military units, except perhaps those rare elites who have access to wyvern support.

In garrison, each Archon is assigned a Gryphon that they raised from a Gryphing. A Squire, which is an Archon in training, is also assigned to them. The Squire rears a Gyphing and is responsible for ensuring that their Archon's equipment is kept in excellent condition.

The AA is composed of four distinct groups. They are Assault, Support, Intelligence and Logistics. The teams are broken into artificial groups for administrative purposes only. During operations, these groups cease to exist and become combined organizations, called a Swift. Two Archons are referred to a Claw. Two Claws are a Talon. Two Talons are a Wing and three Wings are a Swift.

The Sorceress commands the Support group, which is composed of 3 lesser sorceresses. The Intelligence group is commanded by the War Eagle, who has 22 troops under his command. They are divided into four distinct types depending on their skills. There are five Ravens, who are responsible for urban intelligence, and operate independently. There are five Falcons who are responsible for non-urban intelligence gathering. There are also six Owls and six Hawks. They operate in pairs of a type, the Owls operate at night, while the Hawks operate in daylight.

The Logistics group is commanded by the Quartermaster. He has 10 Veterinarians and 10 Armorers under his command.

The Avian Archons are commanded by The Master Archon.

When it comes time for the Archons to organize for combat, they form into three Swifts, a Command Group and the Logistics group. Each Swift is composed of three Wings, two Owls, two Hawks and a Sorceress. Each Wing is composed of a Veterinarian, an Armorer and two Talons. Each Talon is composed of two Claws, and each Claw is composed of two Avian Archons.

The Command Group is formed from The Master Archon, The Sorceress, The War Eagle and The Quartermaster.

The Logistics group is composed of the Head Veterinarian, Head Armorer, the 96 Squires of the Archons and the Head Squire of The Master Archon. The Logistics group is commanded by the Quartermaster and is responsible for rear security and all of the "details" that arise during a contract. To think that the Logistics group is helpless in combat is to court disaster. Disciplined youths trained in the arts of war with 97 overprotective juvenile gryphons is more than a match for anything less than a battalion. Since they are responsible for the security of the Command Group, they will be reinforced by The Master Archon, The Sorceress, The Quartermaster and the War Eagle. With their heroes to rally them, these loyal-unto-death young soldiers are capable of unbelievable feats of martial prowess and bravery.

The loyalty of the Archons to each other merits comment. The loyalty is due to the unique recruiting practices of the Archons. They do not recruit adults. They recruit their own children, orphans, runaways, the abused, the unwanted and slaves. They are usually purchased if possible, or simply asked if they would like to join the Archons. Each Archon chooses his own squire. After a suitable period of training, the Archon bestows the title of Squire and allows the Squire, aided by a Veterinarian, to breed the Archon's Gryphon (a female) with one of the sorceresses' Gryphons (a male). The offspring is then given to the Squire to be his future mount. It is the Squire's responsibility to rear the Gryphon and to train it, as it is the Archon's responsibility to train the Squire.

This rather unique method of recruitment has transformed the Archons from a mercenary company into a family. As such, there are family titles given to those within the company. The Sorceress is referred to as Mother, while the lesser sorceresses are called Sister. Archons are called Brothers by each other, while Squires are called Brothers by each other. Squires call their Archons, Father, other Archons call Squires their fathers' name with the suffix "-son" added. The Master Archon is simply referred to as "Our Eldest Brother" by Archons, and "Our Father's Father" by Squires. It is in this manner that the names of all the Archons have stayed the same for three generations.

The Sorceress recruits her minions in the same manner as the Archons. Her acolytes refer to her as Mother and she calls them Daughter.

It must be stressed that there is no actual gender requirement for an Archon or Squire. However, Sorceresses must be female. The Master Archon must be male. A female squire is still called, "Brother", by her peers

and takes the surname of her assigned Archon with "son" after it. It is in this way that sexism has been effectively erased. There is no privilege for being female. You live, work, and die as the men. You are paid as one. You are accepted on your merit only.

Archon: One Avian Archon, his Gryphon mount, his Squire and his Gryphing. They cost approximately 20 Trellanin Imperial Gold Marks (20 IM) per day!

Claw: Two Avian Archons. The Senior Archon is referred to as a Claw. They cost approximately 50 Trellanin Imperial Gold Marks (50 IM) per day.

Talon: Two Claws (four Archons). The senior Claw is referred to as Talon. They cost approximately 110 Trellanin Imperial Gold Marks (110 IM) per day.

Wing: Two Talons and two Wing Leaders (one is Commander and the other is his Lieutenant). This is composed of 10 Archons, their Squires, one Veterinarian and one Armorer. They cost approximately 420 Trellanin Imperial Gold Marks (420 IM) per day.

Swift: Composed of three Wings and two Swift Leaders (one is Commander, the other is his Lieutenant). A Swift is composed of 32 Archons, their Squires, three Veterinarians, three Armorers, two Hawks, two Owls and one Priestess. They cost approximately 1520 Trellanin Imperial Gold Marks (1520 IM) per day.

The Avian Archons: Composed of 3 Swifts. They cost 5600 Trellanin Imperial Gold Marks (5600 IM) per day! Obviously, only governments can really afford the Archons for anything more than one week at a time. To hire the Archons for months on end is an incredibly expensive undertaking and only their sterling reputation allows them to charge such extremely steep fees.

The Archons' personnel consist, by rank, of 36 Archons (20 IM/day), 18 Claws (30 IM), 18 Talons (40 IM), 18 Wing Leaders (50 IM), 6 Swift Leaders (60 IM), 3 Priestesses (60 IM), 5 Ravens, 5 Falcons, 6 Owls, 6 Hawks (50 IM), 9 Veterinarians (50 IM), 9 Armorers (50 IM), 96 Squires, the Head Squire, the Head Veterinarian (70 IM), the Head Armorer (70 IM), the War Eagle, the Quartermaster, the Priestess and The Master Archon (100 IM each).
Headquarters: Erath, Ulusia

Members: 242

Hierarchy: Military rank structure. The Council of Leaders operate as a council of equals with The Master Archon casting 2 votes. The Sorceress, the Quartermaster and the War Eagle each cast one.

Leader: The Master Archon (Sepheric Hazak)

Religion/Philosophy: No religion. Contractual obligation and cult-like loyalty are the only philosophical trappings.

Alignment: Any non-chaotic, but if any hint of disloyalty to the Archons or the contract is discovered, immediate death is the only penalty.

Secrecy: None. They are widely recognized by soldiers worldwide. They are not commonly known outside of mercenary or military circles, however.

Symbol: An Argent Gryphon superimposed upon a black knight's shield, face on with wings outstretched, covering two silver A's, one under each wing. Behind the Gryphon, two flaming swords diagonally bisect the shield, points up in victory.

Motivation and Goals: The Avian Archons are a mercenary company with few overt goals beyond success in combat. They seem to be motivated solely by money.

Recruiting: They recruit their own children, orphans, runaways, the abused, the unwanted and slaves

Allies: They have an extremely good relationship with the government of Ulusia, specifically the Queen for Life, Sacrimal the Great (a Blue Great Wyrms). Any reason suggested for this is probably speculation.

Enemies: None. They have been known to fight for any nation or group that can pay their considerable fee. The only contracts that they will not accept are those that will bring them into conflict with Ulusia in any way. They will also under no circumstances engage in any operations within the borders of Ulusia without Sacrimal's permission.

Trellanin Imperial Intelligence Agency

"Reality is subjective, but the Truth is the Truth."

The mission of providing up to date intelligence on the activities of other nations, organizations and beings of great power fall to the Trellanin Imperial Intelligence Agency. They are one of the Triumvirate agencies that keep the Trellanin Empire safe from the machinations of other world powers and organizations. They are well trained, well equipped and almost unknown to the general public of Trellanin.

The Imperial Intelligence Agency is charged with intelligence collection and covert operations in any foreign nation. To accomplish this, they have always been aggressive in recruiting talented agents and mercenaries and keeping a large number of agents on retainer in order to respond quickly to crisis situations.

The agents of the Trellanin Imperial Intelligence Agency are its strength. The TIIA is not on the forefront of technological development, the Momonoan Shiasi Kouren (Directorate of State Security) has that honor. The TIIA is also not the largest intelligence agency, the Emerald Empire's Kotar Shinsen has over 160,000 agents, the most of any nation. The Palaga'es of Sepenerais has more experienced agents due to their long life, but the operatives of the TIIA are the most well-rounded.

Headquarters: The Imperial City, Nexus

Members: There are 7,300 covert operatives and analysts spread worldwide. There are also 18,000 civilian employees who are responsible for all support activities. The TIIA has access to several thousand freelancers and mercenaries that are effectively on retainer.

Hierarchy: The Director of the TIIA is supported by the 3 Sub-Directors, one for each of the three Departments of Intelligence, Operations and Support. Each of the three Department heads has between 10 to 40 "vices" that effectively run all day to day operations within the department. There is no real hierarchy as all operational teams, intelligence analysis teams, administrative and

support teams all answer directly to their respective Vice-Department head. This allows for a large amount of freedom regarding the methods utilized by each team.

Leader: The current Director of the TIIA is Cressida Bluel, a Dwarf/Elf crossbreed trusted by no one. She has no friends, no family and no soul, if the tales told of her past operations are to be believed.

Religion/Philosophy: There is no official religion in the TIIA, and the overriding philosophy is one of professional rationalization. There are a great many unsavory choices that TIIA operatives often have to make in the completion of their missions, and the moral elasticity that professional covert operatives must often display means that many operatives adopt a cynical philosophy of "whatever works".

Alignment: The TIIA is seen as being NG by most people, while many of its employees see it as CG.

Secrecy: The TIIA is a public organization, but all facets of its' operational structure are secret.

Symbol: The letters TIIA are superimposed on the Imperial Crest.

Motivation and Goals: The TIIA's operatives usually have the motivation to save the Empire, or more rarely attempt to bring order to a disordered world. The goal of the TIIA as an organization is to protect the Empire from foreign nations and non-national organizations operating outside of the Trellanin Empire.

Recruiting: The TIIA recruits heavily from the Trellanin military and Guards for covert operatives and analysts. The recruitment process for others is fairly straightforward, the TIIA determines the need, finds the closest match and literally makes an offer that cannot be refused. There is an extensive background check for potential recruits and the financial compensation for working within the TIIA is unmatched by any other Imperial organization.

Allies: The TIIA works primarily within other nations and as such have very little contact with other Imperial organizations, except possibly the Department of War.

Enemies: The TIIA hold all other national counter-intelligence operations groups to be their enemy, as well as all organized crime organizations with any interests in Trellanin, although they are mandated to only engage in operations outside of the Empire.

Imperial Guards of Haven

"To serve with honor, to protect with our lives"

The city of Haven is a city that is by turns beautiful and dangerous, progressive and cloaked in shadow. Located in the Iresta rain forest between the Eastern and Western White Spines in the south of Trellanin, it is the unenviable job of the Haven Guards to police this city of 11 million sentients. The Haven Guards are widely regarded as the most professional and modern of the police forces on Vhraeden, and it is a well-deserved reputation.

The structure of the Haven Guards is the standard configuration for all Trellanin guard forces (who are referred to in local parlance as Blues, as are all Trellanin Municipal Guards). The organization is split into several distinct

divisions with their own particular missions. The first division is Patrol which is responsible for the day to day patrolling of the city with uniformed officers. They typically work three shifts of 10 hours each to allow for a one-hour overlap every shift. They are outfitted a bit more heavily than the typical Guard officer in other Trellanin cities, but the often-violent nature of their job leaves many patrol officers feeling a bit outmatched in both weapons and armor.

The second division of the Haven Guards is Investigation, which is responsible for the actual investigation of crimes. This is composed of Investigators, interrogators, surveillance specialists, forensics and auditors. They work plainclothes and their typical workday is composed of barely controlled chaos as they work on several cases concurrently. They are paid salary and the city feels little pity for the amount of work that they do for their actual pay, which is a major contribution for their high turnover rate. Investigator is a more than a position within the Trellanin Guards, it is a mark of honor. Investigators are selected by a nation-wide competitive board. Those chosen are then sent back to the Trellanin Imperial Law Enforcement Academy in Nexus where they are trained in both psionic, technological and magical investigation techniques. There are very few beings who can commit a crime and not leave several dozen clues that will be detected by an Investigator.

The third division is Administration which comprises everyone above the rank of captain as well as all civilian employees such as dispatch, armorers, legal specialists, technicians, secretaries, public relations and administrators. They are responsible for the day to day running of the Guards. The fourth division is Special Duty which where the Deific Non-Intervention Exorcism Specialists (commonly known as the God Squad), the Special Wizardry and Tactics Teams (SWAT), Internal Affairs, Special Projects (which is a euphemism for covert operations) and Liaisons work.

Headquarters: The Guards headquarters is located at 6189 Central Avenue, with 32 other precinct stations located throughout the city.

Members: There are 9,400 uniformed officers, with an additional 2,020 plainclothes officers for a total of 11,420 duly sworn Guards spread throughout the four divisions. There are an additional 8,150 civilian employees of the Haven Guards.

Hierarchy: The entire organization is controlled by the Commander of the Guards. He has a council of civilian advisors who, along with the Commander and the four Sub-Commanders create policy within the Guards. Each division is controlled by a Sub-Commander. Each precinct has its share of personnel from each of the four divisions. Each division of a precinct is controlled by several Majors, usually one per shift plus a Senior Major who is overall in charge of the entire branch. Below the Majors are Captains, who usually are in charge of several uniformed officers, or a complete team of specialists. There are also Free Captains who either work independently or in pairs and work directly for the Senior Major. The ranks below Captain which include Lieutenant, Sergeant, Corporal and Officer are only indicators of seniority and pay and not actual organizational ranks, although in some instances they are used to establish ad-hoc organizational structure.

The actual structure for a precinct office is thus a Senior Major in Command who is in overall command. There is a Senior Major for each of the four divisions within that precinct. There is a Major on shift for each of the four divisions. Therefore, there is one Senior Major in Command, four Senior Majors and 12 Majors. Those are the only commonalities between precincts. The number of Free Captains, and the organization of the precincts other personnel, as well as their distribution by rank and position varies greatly.

Leader: The current Commander of the Haven Guards is Johan Divasu Yaffal, a 36 year Dwarven veteran of the Guards.

Religion/Philosophy: There is no official religion and the primary philosophical bent of the Guards is an extremely cynical devotion to duty, although there are still newer Guards who still hold onto their ideals of duty at all costs, though this attitude is usually wiped away within a few years on the force.

Alignment: The alignment of the Guards as a whole is neutral good. Certain branches differ in their overall alignment from lawful good to lawful evil.

Secrecy: The Haven Guards as a whole are a publicly known organization, although certain branches keep a low profile, and the Special Duty division keeps many of it's operations secret.

Symbol: The official symbol of the Haven Guards is a silver shield with the words Law Regardless of Cost emblazoned on the shield

Motivation and Goals: The goal of the Haven Guards is the safety and well being of the entire city of Haven.

Recruiting: The Guards recruit from a national pool of qualified applicants. When an applicant is selected, they attend the Trellanin Imperial Law Enforcement Academy in Nexus. Upon graduation, each Officer puts in his or her dream sheet that ranks each area within the Empire according to their desire for being posted there. That information is then cross referenced with the needs of each region and from that data the Academy determines where the new Officer will be stationed. Although it is possible for an officer to change their posting, that process can not be initiated before the Officer spends at least four years there. By that time, 95% of all officers report that they are content if not happy with "their" city and it is therefore considered to be poor form for an officer to request a transfer and most Guards who dislike their posting would rather quit the Guards than transfer to another posting.

Allies: The Haven Guards as a municipally controlled, imperially over watched agency, the Guards are in a permanent working relationship with every other municipal or imperial agency in some form or another

Enemies: Organized crime and independent criminals are the stated enemies of the Guards, but there are a vast array of other organizations that the Guards consider to be their enemy including most foreign intelligence agencies, the Conclave of Nations police and intelligence details as well as the vast numbers of foreign criminals that frequent the city.

Trellanin Imperial Police

"I'm from the Government. I'm here to help".



The Trellanin Imperial Police (referred to as Blacks by the majority of Trellanin citizens) consider themselves to be the most elite members within the world of law enforcement. They have vast resources, incredible power and a huge pool of very talented and trained agents. They are also poorly regarded by the majority of the worlds' population and are frequently portrayed in a negative light by many print media producers, popular music, and public opinion. The reason for their poor image is simply a result of their effectiveness in dealing with their prescribed missions.

To understand the mission of the TIP, the trifold organization of the Trellanin defense structure must be understood. There are three main branches of government who defend the Empire and they are the Trellanin Imperial Police, the Trellanin Imperial Intelligence Agency and the Trellanin Imperial Department of War. Each of these three organizations has a well-defined purpose. The Department of War is responsible for all overt operations conducted against any foreign nation. The Imperial Intelligence Agency is responsible for all intelligence gathering and covert operations in any foreign nation. The Imperial Police is responsible for all operations conducted within the borders of the Empire. While this approach seems to make logical use of each organizations strengths, it is simply not responsive enough to deal with the number and variety of operations that need to be accomplished.

This failure of structure is simply worked around by forming combined task forces that make use of personnel and resources from those agencies that need to be involved. This need for cooperation has in effect created a tripartite organization with undreamt of power and little oversight. There are those within the Empire who fear their government, while those in the know fear the Triumvirate, which the name given by conspiracy theorists to this unofficial supra-organization.

The TIP has the mandate to protect the Empire, and because of the seriousness of that mission and the requisite

responsibility they bear, there is a massive impetus to recruit only the best and brightest of the Empire.

Headquarters: Nexus

Members: The Trellanin Imperial Police has approximately 7,000 officers and an additional 46,000 civilian employees.

Hierarchy: The TIP is split into several major Departments including Headquarters, Research and Development, Intelligence, Operations and Support. The Operations branch is the largest and is broken down by geography. There are 16 geographic areas within the TIP.

Leader: The Director of the Imperial Police is Greyson Reed Lekheel. This dwarf has a long history with the TIP, being one of the oldest agents still on active duty. He is also one of the most vocal opponents of civilian oversight and feels that the largest threat to Trellanin is the citizens and their apathy.

Religion/Philosophy: There is no official religion within the TIP, and the philosophy of the average officer is akin to a paladin's fearless dedication to the protection of their ideals. The issue is when the ideals of the agency do not correspond with the wishes of the nation.

Alignment: The nation of Trellanin views the Imperial Police as Chaotic Good while most foreigners view them as Lawful Evil

Secrecy: The Imperial Police is a publicly known organization although the majority of their operations are carried out with the utmost secrecy.

Symbol: A silver dagger running through a stylized globe of Vhraeden with the letters TIP emblazoned on the guard of the blade.

Motivation and Goals: The motivation of the TIP is the preservation of law and order and defending the Trellanin Empire from any and all domestic threats including organized crime and smuggling as well as stopping foreign intelligence agencies from operating within the Empire.

Recruiting: The Trellanin Imperial Police actively recruits continuously from among those who represent the best and brightest of the population. The most sought after recruits are those individuals who have excelled in some other manner of municipal or imperial service such as former Guardsmen, soldiers, sailors or other such martially focused profession. After identification, the recruit must then pass a rigorous background investigation including both scrying and telepathic interrogation. Following acceptance the recruit then enters a year-long training program located north of Nexus where the skills of investigation, interrogation and surgical application of violence are taught.

Allies: The Trellanin Imperial Police work primarily with the Imperial Intelligence Agency and the Department of War. Although every other Imperial office is theoretically allied with the Imperial Police, their mandate of internal security means they are usually actively spying on most other imperial offices and there is a great deal of enmity between the Imperial Guards and the Imperial Police. The Imperial Police see the Guards as the Empire's second-string team who are quite capable of dealing with home grown criminals, but who are completely outmatched when

anything approaching international level is encountered. The Imperial Guards hold the Imperial Police in utter contempt, whom they see as incompetent, over-educated, under-experienced amateur cops that like to dress up and play spy.

Enemies: The Imperial Police hold all other national covert operations groups to be their enemy, as well as all organized crime organizations with any interests in Trellanin.

Halflling Liberation Front/Halflling Liberation Army
"The Orks shall pay, their lackeys shall pay, all shall pay".

The HLF is the multinational group whose stated goal is the eventual overthrow of Momonoan rule in the Halflling Holdings. Although this group has been tied to numerous terrorist plots and illegal enterprises, this group, along with their action arm, the Halflling Liberation Army, continues to collect record contributions year after year with their well-orchestrated fund-raisers.

Headquarters: Haven, Trellanin

Members: Currently has an active membership of 17,000 involved in the HLF. The HLA has an additional 2,000 operatives.

Hierarchy: The HLF is organized along the same lines as a political party with a Chairman, a Board of Advisors (6 individuals), and Chief for each of 7 departments, such as Finance, Propaganda, Security, Legal Operations, Political Engagement, Operations and Covert Operations. The Chief of Covert Operations is the only link between the HLF and the HLA.

The HLA operates under a cell organization where a cell knows the method of contacting only one other cell. There is no way for a cell to contact anyone other than that one cell. The entire HLA is also subject to spying by the Internal Security branch of the HLF, although only the Chief of Covert Operations knows this.

Leader: The leader of the HLF is Chairman Kassa Braedis, a former Genetic Manipulator First Rank before the invasion. Kassa is a kind, jovial, and rather chubby Halflling with a ready smile upon his ruddy face. He is disarmingly polite and never uses anything but the most well chosen language to make his point. He is seen as a moderating influence in the HLF. The Chief of Covert Operations is Markas Leesan, a scar faced Halflling who is more biological symbiont than Halflling. He is full of hatred and anger towards the orks that killed his wife and two children. Leesan is more than a little suicidal and will constantly attempt to quench his hatred in violence directed against orks.

Religion/Philosophy: There is no real philosophy guiding the HLF except for expelling the orks from the Halflling Holdings. Beyond that immediate goal there is dissention as to what role the HLF should play in the rebuilding of the Holdings. Some are in favor of the HLF remaining in power (which is currently the most popular opinion), while others are in favor of creating an interim government while a few favor simply disbanding following the liberation of the island.

Alignment: the HLF is seen as being chaotic good, while the HLA is seen as being lawful evil. Should knowledge

that the HLF and the HLA are actually the same organization, their alignment would change to neutral evil. Secrecy: The HLF is an openly public organization, while the HLA is a secret terrorist organization that is primarily known to mercenaries, large criminal enterprises with whom it conducts business, intelligence agencies and the Momanoan Armed Forces who are often targets of its attacks.

Symbol: The HLF is simply the letters printed in black on a red background. The HLA is an ork skull with a painted red X superimposed and the red letters HLA written above it.

Motivation and Goals: the HLF/HLA share the same immediate goal of freeing their island nation from the grip of Momano, but the HLA has recently begun espousing views that the HLF finds disturbing, such as the desire to spark a war between Momano and anyone else in order to reduce the troop density on the former Halfilling Holdings. Using that situation to their advantage, the HLA would then invade and free the island. This idea has drawn ridicule from everyone outside of the HLA who knows of it, but they will not be swayed from their thinking.

Recruiting: Only Halfillings are eligible to join the HLF or the HLA.

Allies: the HLF/HLA has no permanent allies, only those that it finds temporarily useful for a definite purpose.

Enemies: The HLF and the HLA are actively engaged in a war against the entire nation of Momano, especially on the island of Azel. The HLF is also suspected of a vast number of criminal dealings with other underworld groups and several law enforcement agencies are actively seeking certain members of the HLF/HLA for questioning and indictment. The HLF/HLA is also actively engaged in a covert conflict against the Syndicate of Fear because the SoF is seen as being an organization who enables the Momanoans to continue their expansionist plans.

Syndicate of Fear *"We do not exist".*

The Syndicate of Fear is more than a simple grouping of misanthropic criminals with delusions of grandeur. It is a well-honed machine of criminal expertise. The Syndicate of Fear is composed of terrorists, assassins, thieves, smugglers, information brokers, money launderers, drug traffickers, arms dealers and mercenaries. It is also the power behind the throne of almost every organized criminal group on Vhraeden. Although the SoF is all of these, it is also not a real organization in the sense that there it lacks several defining characteristics.

The Syndicate of Fear is much more a social club, than an organization. It is the equivalent of a who's who of the underworld and it operates as circle of friends rather than with an official hierarchy. There is no rank structure, no leader with defined responsibilities and no agenda.

The Syndicate originally began as a response to violence between criminal cartels. The Father of the Syndicate was an elven aristocrat who dealt in information. When two criminal enterprises were engaged in a war that threatened not only the existence of those two groups, but also the holdings of several other enterprises operating in the same city, Eviso Respen I'Kaala stepped forward as a peace broker. The offer was fair and the price for not accepting it

was the destruction of both the offending groups at the hands of the others who were tired of the violence.

This was when the term "Syndicate" was first used in this context when Eviso spoke to the two heads of the warring groups, he said that the "Syndicate of Equals has determined that your conflict has come to present a mutual threat and in response we offer the following. Failure to accept this offer will result in the immediate destruction of both parties." Thus the Syndicate of Fear was born.

Headquarters: The SoF has no headquarters

Members: The exact number of "members" with the SoF is constantly changing but it generally hovers around 120.

Hierarchy: the Syndicate of Fear operates as a circle of friends or an extended family and has no need of an official hierarchy, although the opinions of those who have been members longer are expected to be taken into account by their juniors within the Syndicate.

Leader: The Syndicate has no official leader, but the member who has been in the Syndicate for the longest period of time is generally referred to as Our Father. The current Father of the Syndicate is Orendo Korinna Venge, a female Lycaon.

Religion/Philosophy: There are no religious overtones nor philosophy that permeates the Syndicate, although there are certain virtues that are espoused openly. These include loyalty, honesty, honor, pride, discretion and respect.

Alignment: Lawful evil

Secrecy: the Syndicate of Fear is an extremely secretive group, and it is not referred to as such by its members. It is instead called the Brotherhood, the Circle, the Family or the Club by those initiated into it. The name *Syndicate of Fear* was coined by a Trellanin Federal Police Officer in charge of the task force assigned to track international criminal trends. He noticed that there was a remarkable level of cooperation and organization between different criminal elements and groups that simply should not exist. His theory was there was a "shadow government" that ran the underworld. He named his shadow government the Syndicate of Fear and the title has stuck with this theorized organization ever since and is in common use amongst both criminals and police around the world who always use it with the greatest apprehension and secrecy.

Symbol: The actual Syndicate of Fear has no actual symbol. Those who need to know who the Syndicate is, always find out through other means than something so trite as a symbol or calling card.

Motivation and Goals: The Syndicate of Fear was formed as response to the growing interaction of international criminal organizations. The leaders of those groups found that by holding face to face meetings in secret locations, many problems, both large and small could be worked out in peace instead of engaging in costly and wasteful wars. Eventually, these meetings found need of mediators and translators and experts in various fields, such as law or finance. These meetings and their participants were the model of the current Syndicate of Fear. The current motivation for the Syndicate is to act as sort of international professional's forum for crime and the

mediation of disputes, as well as a hiring hall for the world's greatest criminal freelancers.

Recruiting: The Syndicate of Fear recruits only those who have a demonstrated history of professional criminality with the requisite honorable behavior that is acceptable to other members. As a non-formal organization, a member may simply recruit anyone as a member, but the rules regarding membership are sufficiently harsh as to dissuade most members from ever formally recruiting anyone. As a member who brings in a new member into the Club, the Mentor is responsible for everything the apprentice does or fails to do, for the rest of the Mentor's life. Any debt, any transgression that the apprentice makes is also the responsibility of the Mentor and death marks issued by the Club are for both the Mentor and the Apprentice.

Allies: The Syndicate of Fear has no real allies except that it's members are expected to place the whole of their resources at the Syndicate's disposal should such a situation ever arise.

Enemies: Every law enforcement agency on Vhraeden, except for those that are completely penetrated by criminal elements or those that simply refuse to believe in a world-wide conspiracy of organized criminals working together to maintain the status quo. There is also a long-standing feud between the Halfling Liberation Front and the Syndicate of Fear over the HLF's constant destruction of orkish interests and terror-fueled actions.

Keservern Family

"From the Darkness we come, To the Darkness we shall return"

The Keservern family is one of the true secrets of the world of Vhraeden. There was a time when monsters were more than stories and there were things that were evil incarnate before the coming of the rational ideas of magic, the disciplines of psionics, the balance of the druids, or the harmony of the shamanic traditions. The time before the elves expanded beyond their distant lands and the foolish Ss'vash descended from Vhraeden to the underworld was known simply as the Age of Night, and there are simply no accurate records of that time except for those memories that lie hidden in the brains of the Dragons, the sunken continent of Lanthas or the cult like history scribes of the Gargoyles. If there are any records, they are not known, except to the Keservern family.

The Keservern are an ancient family of necromancers, demonologists and worshippers of the Darkness. They are, for all intents and purposes, a distinct race. They have ghastly addictions and abhorrent religious practices, but they are well rewarded for their insanity by their dark gods. The Keservern are much more than a large family, they are an immortal, immensely powerful, insane cult that feeds on darkness and chaos and they work feverishly to bring about the Nightfall again.

Headquarters: The family estate is in Northern Trellanin, nestled between and into the Black Granite Peak and the Iron Fang mountain.

Members: There are 301 members of the Keservern family
Hierarchy: They are organized exactly like a family, although there is a remarkable gender equality that is rarely seen in some of the older lineages of Trellanin Dwarf families.

Leader: Kazzak Feilis Keservern, the Great-Great-Grandfather of the family.

Religion/Philosophy: The overlying philosophy of the Keservern can only be described as insane gratification of unholy desires. Their philosophy derives from their worship of ancient, dark beings that once claimed to rule Vhraeden in the ancient past, during the Age of Night.

Alignment: There is no public persona for the Keservern family, but they are very much chaotic evil.

Secrecy: There are none outside of the Keservern family who know the truth, nor are there any who suspect the family of any wrongdoing at all.



Symbol: The Keservern have no need of a symbol besides their family crest which is a nothing more than a black eye with three pupils superimposed upon a field of a slightly darker black. The crest is generally regarded as being either a black spot or a black spot with three other black spots within it. The Keservern merely say the original crest is so old that it has simply worn away, and thus they continue to use it out of respect for their ancient line. This excuse has worked for the last eighty years and shows no sign of losing its effect.

Motivation and Goals: The Keservern motivation is to rule the world as their masters' representatives to the mortal plane.

Recruiting: The Keservern do not recruit, a new Keservern is made when the Ritual of Desecration is performed upon a female Keservern of childbearing age. The ritual requires

the active participation of several male non-Keservern family "volunteers" (who do not survive), two female non-Keservern "volunteers" (who also do not survive), and the presence of her mother, father, any siblings and an avatar of whichever of the dark gods the female chooses to bear a child of.

Allies: The Keservern are the allies of the Darkness, although it would appear that there are different factions of Darkness, the Keservern have dealings with all manner of those gods. The Keservern have also allied with various other cults that worship the Darkness in many other portions of Vhraeden.

Enemies: Although no group or organization claims to be an enemy of the Keservern, the family itself claims all gods and all churches to be their sworn enemy.

Conclave of Nations

"Equality is earned, not assured".

The Conclave of Nations is the shining beacon of hope that millions of beings wish would arrive and deliver them the promise of health, justice and a life free from misery. Unfortunately, the media department of the Conclave of Nations is the most efficient and effective arm of this organization. The Conclave was formed in the chaos of the Wars of Slaughter when the First Founding of the Elvish Empire imploded and the fires of the elven civil war spread around the world.

The Conclave met with wonderful expectations, but the desire to help was simply inadequate compared to the sheer amount of work that needed to be done to ensure the peaceful coexistence of the nations of Vhraeden. Eventually the Conclave of Nations simply fell victim to its own ineffectiveness and began to create success where there was none in order to appear to be useful, and thus continue to exist so that it might one day be what it was intended to be.

The door to self-serving behavior open, the Conclave of Nations has declined from its intended noble purpose to become a bloated bureaucracy whose main concern has become continued survival and expansion. This is the state of the vaunted Conclave of Nations today, although there is still a vocal minority within the Conclave who strive thanklessly to resurrect the old ideals.

The main focus of the CoN is the Council of Peers, but the most power resides in the Hall of Equals, which is where the most powerful nations deal with each other without the influence of other nations. The Hall of Equals is composed of the following nations; Trellanin, Momano, Ulusia, A'Lanthas, The Emerald Empire, Sepenerais and Idylls. These seven nations affect every being on the planet either directly or indirectly through their interaction with each other within the Hall of Equals.

Headquarters: Sanctuary, Trellanin Empire

Members: The CoN includes one representative from every nation, along with their attendant staffs and protective details. In addition the CoN directly employs its own security force, intelligence apparatus, and other attendant functions necessary for the running of a small city enclave within a larger city. Total employees are thus in the tens of

thousands. In addition, there are several churches who possess non-voting permanent observer status.

Hierarchy: The CoN is organized like most representative bodies, although there are many councils and sub-groups composed of the Council of Peers at large.

Leader: The leading body of the CoN is the Council of Peers, where every nation has one vote. The president of the Council of Peers has no real power, but his vote counts twice. The President is elected by a closed vote from within the Council itself, and the President serves for a four-year term, with a two-term limit. The current President of the Council is Oun Ibilis, a snow Elf from Volksung whose handling of many issues has been poorly received both at home and in the Council. Her term expires in two years, and it is not expected that she will be re-elected.

Religion/Philosophy: The stated purpose of the CoN is the prevention of war, stopping the spread of weapons and rituals of mass destruction and the enforcement of the Deific Commandments. The philosophy would seem to be one of peaceful coexistence and equal application of the rule of law. In actuality, the CoN is rife with political maneuvering, mercenary behavior and influence peddling.

Alignment: The public persona of the CoN can only be described as lawful good, while the reality of the situation is that the CoN is a Neutral evil organization.

Secrecy: The CoN is a public entity although there are layers of secrecy that few have the ability penetrate. Covert operations and evidence of collusion with organized crime and other illegal behavior are very secret and those who possess such information are in very grave danger.

Symbol: A stylized white globe of Vhraeden centered between four, white, four pointed stars symbolizing Peace, Law, Harmony and Equality upon a sky blue flag.

Motivation and Goals: The stated goals are the prevention of war, cease proliferation of weapons and rituals of mass destruction, and the enforcement of the Deific Commandments. In recent years there has been a move to "improve the sentient condition" for all beings on Vhraeden, but this has proven to be a politically palatable reason to justify almost any action.

Recruiting: To become an actual representative on the Council of Peers, a being first has to be selected, nominated, elected or approved by some process by their national government. A staff is then provided from the representatives' home nation, and another staff is then provided by the CoN proper.

Allies: The CoN is considered to have no allies, since it is considered to be the overriding governmental organization on the planet.

Enemies: The CoN has no enemies in the traditional sense, in that no one organization really wants to destroy the Conclave, but almost every nation and large multi-national organization seeks to use the CoN as a tool to gain an advantage over their competitors.

Dragons

"There are many gods, tens of devils, hundreds of angels and demons and infinite spirits, but there's only seven dragons..."

The Seven Dragons of Vhraeden are each a power unto themselves, and although not an organization in the strictest sense, their machinations are on the same scale. Due to the enormous amount of influence they possess individually, together they easily outstrip any nation in every respect. There are only seven known dragons on Vhraeden, although legends tell of two others.

In the beginning of the world, the dragons were the dominant species, and the cause for their fall from power has been the subject of much speculation. Whatever it was, the few remaining dragons will not speak of it. What is known is that dragons are intensely powerful, immortal and brilliant. To think of what removed them from power is an exercise in terror.

The dragons of Vhraeden do not always like each other, it has been noted that every dragon has at one time or another sought to kill off every other dragon. What is also known is that no dragon can operate without carefully considering the actions and reactions of the other dragons. What gives every man, elf, dwarf and ork pause is the thought that one day, the dragons may once again forge an alliance to reclaim their dominion over Vhraeden.

The Seven Dragons are Charas Dina, Khariss, Sacrimal, Aurian, Moraldred, Destryn and Skyy. The legends speak of two others, Valkas and Gauridras, but they are never mentioned in the company of the other dragons, and their names are only known by the Scribes of Ghyla, and the Silent Halls of A'Lanthas.

Charas Dina The Black, The Murderer of the North is the name of fear for those who live in Anjia. It was she who started the Black Tide War and destroyed their future with the Night of Terror. She is ancient, evil and yearns for a return to the days when Dragons ruled with godlike power. She is feared and hated by all manner of beings, and those who serve her give up any hope of ever returning to their former lives. She is a powerful foe, but her greatest asset is her ability to plan. Her schemes take generations to unfold and she plans for every eventuality. It is said that she has even planned for her own death, and that her revenge is the destruction of the world.

After the Night of Terror, she led her armies brilliantly until her victories during the Battle of the Long Night and the Battle of Endless Fury. After those battles were won, she created a magical clone and allowed her armies to be vanquished by the nation of Anjia. Although it is widely hoped that she is dead, even with the proof of a body, the world still knows on an instinctual level that she still lives. Emperor Argentus of Anjia publicly claims that Charas Dina is dead and gone, while covertly searching for her.

Charas Dina is an impressive figure, over 80 feet long, with a wing span of 120 feet. She is jet black, as are her eyes. She is fastidious about her cleanliness and appears to shine with an oily iridescence although she is smooth and dry to the touch. Her teeth and claws are also jet black. Her color is the that of a moonless midnight and her stealth is legendary.

Khariss The Red, The Rampager is the embodiment of mindless violence. His current whereabouts are unknown, but his last rampage 27 years ago lasted three months and took the lives of 36,000 beings. He began his rampage on the northern coast of the Second Founding and proceeded

south. From there he flew to D'Geizen and began killing anew. Working his way west he slaughtered giants in Jenesai then traveled across the ocean to kill again in Keskan, Sov'fein'a and Korkania. When he left the eastern coast and descended below the horizon, he was not seen again. He is hated by all, and those beings who have witnessed his destruction claim that he is surely worse than any demon from The Pit. There are many demons who agree. It is known that both Celestial and Infernal contingents of avatars were ineffectual in stopping him, and that he is responsible for their deaths.

Khariss appears to be made of bright red blood. His triangular scales are sharp enough to cut flesh with a touch and hard enough to shatter steel. He is a machine that is designed to kill. His eyes are the color of fire, an angry orange with no discernable pupil. His mouth is full of serrated teeth in multiple rows like a shark. Khariss' claws are a dull red color that seem to be permanently stained with blood. His wings are enormous and they possess an extremely sharp ridge of bone as well as three claws located at the center which allows him to fight as if he possessed a second pair of hands.

Sacrimal The Destroyer, The Blue Ice Queen is an object of either adoration or fear depending on who you ask. To her people in Ulusia, she is the Eternal Queen, the leader of their nation. It was she who created the nation from chaos and has ruled it since it's founding. It is she who outlawed organized churches in her nation, and it was her ideals that led to the Deific Commandments. She was also instrumental in the creation of the Conclave of Nations and she continues to support them. To her subjects she is fair, if unforgiving and works tirelessly to promote Ulusian interests. To be fair, however, Ulusian interests are Sacrimal's interests. Sacrimal is Ulusia, and Ulusia is Sacrimal. She runs her nation as a finely honed instrument of her will, and although her nation boasts an incredible quality of life compared to the world as a whole, those who disagree with her are often executed as enemies of the state. All state executions are performed by Sacrimal herself, which serves as a potent reminder that she is the state, and her power within Ulusia is limitless.

Sacrimal's visage is one of stern command and icy demeanor. Her left eye is missing and she wears an eye patch with the seal of Ulusia affixed in silver upon it. Her teeth are ivory white and are perfectly aligned which allows her to sever limbs almost painlessly. When seen in public, her claws are almost always capped in razor sharp mithril. Her remaining eye looks like crystal clear blue ice that shines from within with a wisdom born of aeons of experience. Her coloration is a deep electric blue that rapidly lightens to white on the tip of her snout, her tail, the tips of her wings and her fingers and toes.

Aurian The Warmaster, The Golden Savior is the second most powerful being in Trellanin, after the Imperator Rex. That is the official propaganda of the Iron Empire. The truth is that Aurian is the most powerful being in Trellanin and the Imperator is a far distant second. His power stems from both his position as Warmaster and from his popularity within the nation. As Warmaster, Aurian is the commanding general of the Trellanin military. He is also privy to any and all secrets of the Empire. Although he does not officially occupy any position outside of the Trellanin Imperial Department of War, almost every other Imperial Department confers with him on a regular basis regarding all manner of issues from policy, budget and

imperial appointments. His unofficial reach is staggering as evidenced by the fact that no Imperial Appointment has ever been ratified by the Imperial Senate without his "unofficial endorsement".

His popularity within Trellanin is also staggering. His contributions to the Empire are read by every child in the Empire during their education. His battle tactics and strategies are taught in Imperial War College, and it is his face that graces the Trellanin Imperial 1 Mark coin. He is not without his detractors however. There are those elements within the government that feel that the draconic Warmaster is too old, too powerful and too secretive to be of further use to the Empire. These small groups have never gone public with their ideology, but Aurian knows that he is under close scrutiny by a great many enemies. Aurian does not fear the scrutiny, but it does mean that his long-range plans have had to become even more covert.

Aurian is a dragon who does not conform to the common ideals. He wears armor, uses weapons and is bristling with magical augmentation. His armor is made from the hides of other dragons whom he has killed in single combat hundreds and thousands of years ago. It is ancient and has been made even more powerful with the addition of multiple protective spells. Upon his armor he wears campaign ribbons in giant size upon his chest. Aurian carries into battle a pure adamantium great sword that he forged himself over 16 centuries before. Aurian's wings are immensely powerful which allow him to fly at great speed even with the weight of his arms and armor.

His eyes of shiny molten gold are wise beyond compare and there are few who can gaze into them without becoming lost inside their swirling beauty.

Moraldred of the Black Blood, the Assassin of Hope is the son of Charas Dina and Khariss. His whereabouts are unknown and it has been 212 years since his last appearance. Many hope that the Assassin of Hope is dead or in draconic torpor that will last several hundred more years. The truth is that he is busy tending to the needs of his rampaging father while planning the Return of Dragons with his mother. Moraldred inherited his father's physical power and his mother's temperament. The last beings who saw him in draconic form witnessed his destruction of the Temple of the Eternal Truth in Momano. His motivation for its destruction remain unknown, although the whispered rumors are fearsome indeed.

Moraldred appears to be made of molten rock, with non-symmetrical patterns that have a bright red center. The color patterns slowly cool to orange, brown and finally black. His body is long and sinuous with rather small wings for his size, but it seems not to impede his flying ability. His claws are long and hooked while his teeth are also long and interlocking rather like a crocodile but with a symmetry lacking in that animal.

Destryn of the Flame is the child of Khariss and Sacrimal. She has disavowed herself of her fathers' mad rages and instead concentrates on strengthening her mother's rule of Ulusia. She operates with the consent of her mother, although the exact nature of her missions are a mystery to all, including Sacrimal's closest advisors. She lives in the shadows of the world, manipulating events to her mother's will. She is known to exist, but rarely does she make herself known, and that is only within the borders of Ulusia.

Destryn, as the child of a red and a blue dragon has the odd ability shift her coloration to suit her mood. When she is calm, she has a light blue coloration throughout. As she becomes more emotional she shifts into a purple hue that gradually reddens with her anger. When she is a bright vermillion, she is in a murderous rage reminiscent of her father.

Skyy the Weaver has much in common with her half sister, Destryn. Skyy is the daughter of Sacrimal and Aurian and works for her father to manipulate events in favor of Trellanin and his interests. Skyy is also a creature of shadow, although she is much more open about her draconic heritage and when within the borders of Trellanin, she adopts the guise of a golden skinned elf, with blue highlights and eyes of swirling molten gold. She is visible in the media, although her skill at disappearing is beyond the abilities of even the most skilled mage, which means that her visibility is a carefully crafted event.

Justice Hammer *"Justice, Not Law"*

What is a group of vigilantes? Are they heroes or are they criminals? That is the central question that determines how one feels about Justice Hammer. Originally founded in Sanctuary, Trellanin, this group has since become an actor in the international scene. Composed of open vigilantes, this group has been forced to place over 300 attorneys on retainer in order to allow them to deal with the constant flow of legal issues that arise from their blatantly illegal, though morally justifiable actions.

Justice Hammer was founded by an eccentric dwarf named Luaro Hyliss who sought out morally pure individuals to assist him in his dream of creating a utopian world free from immorality. Luaro was, of course, thoroughly insane, but he was a charismatic speaker, a visionary and very rich. His fortune bankrolled the first Justice Hammer, which had seven members, including Luaro, who operated in secrecy for twenty-seven years, until four of them died and the other three went to prison for life after the infamous 3rd Ward Ambush which cost the lives of 310 people.

After Luaro was imprisoned, his son and daughter, Markus and Listra continued their father's dream of bringing justice to an immoral world. The original incarnation of Justice Hammer had given much of the money they confiscated to charities, but in the course of twenty-seven years, they had all become extremely rich and had hidden money in hundreds of various locations, which allowed for their children to gather it and use that fortune to found another Justice Hammer.

This group was composed of nine members, who like their predecessors felt that the world was a morally corrupt area and worked to bring justice to all. Of course this philosophy proved hazardous and as members died, new ones were found until the present Justice Hammer is composed of 14 members, most of them are the children or grandchildren of members of Justice Hammer.

What is odd is that Justice Hammer is not a unique organization. There are at least four other secretive vigilante organizations in existence on Vhraeden. They all operate in much the same manner. Like corporate and government strike teams, these groups live in secrecy. They protect all aspects of their identities, and must remain

hidden otherwise they would become targets for all of their enemies, of which there are hundreds.

A vigilante group is also expensive to operate. Information, equipment and secrecy are all very expensive, not to mention bribes and lawyer fees. In order to bankroll them, the groups must keep pretty much everything they capture from their enemies, and it is this action that makes many people feel that these groups are just more violence-prone versions of thieves.

The actual members of Justice Hammer are all somewhat mentally unstable, as it is fairly insane to choose the life they lead when any other lifestyle would be far easier.

Headquarters - Justice Hammer is headquartered in Sanctuary, Trellanin in the 6-floor sub-basement of the International Trading Bank, the bank that Markus and Listra Hyliss own. They possess numerous safehouses throughout Trellanin and Ulusia.

Members - At present there are 17 active members of Justice Hammer; Lightning, Bandit, Hurricane, Shark, Rock, Concussion, Red, Arclight, Dustoff, Assault, AP, Shadow, Graverobber, Vampire, Thunder, Bayonet and Bounty Hunter. The need for these names is that when they are on an operation, they can't refer to each other by their "real" names.

Hierarchy- The group is organized as a group of equals and each member has their own area of expertise. The rewards from the operations are disbursed equally.

Leader- The leadership of the group is vested in Markus and Listra Hyliss. They are the ones who bankroll Justice Hammer and as such feel that it is their responsibility to guide the group while not actually being in charge. The group decides as a whole, with each member having a vote on any issue that affects more than one member.

Religion/Philosophy- There is no religious doctrine that provides the philosophical underpinnings of this group, but they are enthralled with a pseudo-religious veneration of the concept of Justice. The group has had many heated arguments regarding the definition of Moral and Immoral since their founding. The definitions that have been decided upon mirror those used for "legal" and "illegal". They feel that they cannot judge others by their more harsh standards when they are trying to impart Society's will upon those who transgress against the Social Contract.

Alignment- They consider themselves to be Lawful Good (although their Law is more of a philosophical nature than the Law of the Land). They are considered Chaotic Good or Chaotic Evil by the majority of society.

Secrecy- Everything about this group is secret. They use codenames, they all have at least five aliases and hundreds of thousands of I-Marks are paid out monthly to journalists, police, attorneys and information brokers to spin a tangled web of half-truths, rumors, sightings, evidence, and other red herrings.

Symbol- The group has chosen the motto "Justice, Not Law" and their symbol is a female dwarven angel with bandaged eyes that weep blood wielding both a sword and a warhammer. The angel is Prediel, "She who sees only Evil", who tore out her own eyes because she could not bear to see the constant evil of the world. When she did,

she gained the ability to feel the evil of others in her heart. Her anger at the immorality of the world drove her from heaven and she descended to wage a crusade to cleanse the world of evil.

Motivation and Goals- The motivation and goal of Justice Hammer is the molding of society into a place where immorality (acts against the social contract) is absent upon pain of immediate justice.

Recruiting- Justice Hammer is a very small group and as such has almost no need to recruit. When they do, they find specific individuals and watch them for several years before making the offer to join them. Many of the members of Justice Hammer are children or grandchildren of the original Justice Hammer members.

Allies- Justice Hammer has ties, sometimes close, sometimes strained, with four other secret vigilante groups, the Reapers of Sin, The Watchers, Vengeance and the Angels of Mercy.

Enemies- The list of enemies is impressive including the TIIA, TIP, Kotar Shinshen, Palanga'es, Veid Krusus, the Conclave of Nations, HLF/HLA, the Syndicate of Fear and every criminal element operating in Trellanin or Ulusia.

Kotar Shinshen (Emerald Empire State Intelligence)
"Us'theri Is'tani Ol'eri" (All is seen, all is known, all is well)

When a nation is ruled by a god incarnate, it would seem that any and all information would be easily accessible to it, but that is simply not the case. The omniscience of a god is limited to the borders that the deity specifically controls, and there are even ways to obfuscate their knowledge with certain spells or technology. Within the borders of the Emerald Empire, Ss'vash is omniscient, but outside of his borders, he is the same as every other world leader with his addiction for up to date, accurate information on all manner of subjects.

To assist Ss'vash in this pursuit, the Kotar Shinshen was formed. They are one of the premier intelligence organizations on the planet due to their size, budget and the sheer amount of national support they receive. The Kotar Shinshen is run by one of the eight children of Ss'vash, the so-called Demonseed Elite. Shokoru Zhen is the Imperial Spymaster and he has full run of the organization. His supernatural intelligence allows him to personally oversee every operation without the need for a large administration which plagues other intelligence organizations.

Headquarters: Skallis, Emerald Empire of the Chosen of Ss'vash

Members: 16,000 operatives.

Hierarchy: Shokoru Zhen personally oversees each operation, although the agents of the KS are allowed incredible freedom to achieve their goals.

Leader: Shokoru Zhen, the Imperial Spymaster

Religion/Philosophy: The Shining Path of Ss'Vash

Alignment: LE

Secrecy: It is a known organization, but its' operations are all secret.

Symbol: A white fang

Motivation and Goals: Gather intelligence for Ss'vash, conduct counter intelligence operations.

Recruiting: Talented children are identified early in their adolescence and are watched until they become adults. They are then invited to join. Those who are not identified as children have the opportunity to join whenever they wish, but they are subject to an intensive background/loyalty check that lasts over a year.

Allies: All aspects of the Emerald Empire deal with the Kotar Shinsen on an equal footing.

Enemies: All governmental agencies of all other foreign nations are subject to the Kotar Shinsen's scrutiny.

International Deity Non-Intervention Compliance Agency

"There is no Excuse, There is no Mercy."

The specter of the God's War still resonates throughout Vhraeden. Gods wield the power of the universe, and for this reason, the International Deity Non-Intervention Compliance Agency was founded. Their creation was spearheaded by Sacrimal and Aurian who felt that the gods were too quick to intervene in the mortal realms when it was unnecessary to do so. The charter of the IDNICA is simple, stop gods from manifesting their power unless in a designated Deity Zone, or when under a governmental contract to do so.

Aside from the obvious difficulty of this task, there is a huge social rift over this subject. While there is no anti-religious feeling in the IDNICA charter, there are millions of faithful who feel that there is. There are also just as many who know that regardless of their personal beliefs, the greater good is served if the god's power is restricted.

Regardless of the actual feelings of those involved, the IDNICA exists and there are few if any beings who can directly challenge its charter. The only being who can is Ss'Vash and that is only because he has made his realm co-terminus with his nation, and thus under strict international law, it is not considered to be "inter-planar manifestation" unless he leaves the borders of the Emerald Empire, which he states that he would not due.

The laws regarding the binding of realms to others have since been changed to make the permanent binding of one realm to another illegal. This was done in order to stop other deities from gaining control of a nation and then having that puppet government allow the deity to bind it's realm to that nation.

The IDNICA has an unenviable job, and that is to ensure that planar beings, gods, devils, demons, angels and others do not transgress the laws of mortals. Although that is a difficult and dangerous job, they accomplish it with a skill that is exemplary. Regardless of their skill, they are still supremely outclassed and it is only the threat of the Extinction Option that keeps deities in line.

The Extinction Option is simple. Transgress a law against a national government and all of your clerics, petitioners, relics, churches, holdings, doctrines, fortunes, texts, everything that a deity needs to survive in an area, all of it is destroyed. Stripped of the power of belief, a deity is powerless.

Headquarters: The Conclave of Nations, Sanctuary, Trellanin Empire

Members: 5,000 operatives, 2,000 analysts,

Hierarchy: The IDNICA is directly responsible to the Council of Peers, but it is reality only subject to the dictates of the Hall of Equals.

Leader: Laen Yestem, a male bugbear with a shadowy history.

Religion/Philosophy: Religious preference is up to the individual operative, although the IDNICA will not allow any member to hold a position in any church.

Alignment: CN

Secrecy: The organization is known of by the majority of the population of Vhraeden, but their operations are all secret.

Symbol: A white globe of Vhraeden, on a blue background. The letters IDNICA are written in red above the globe, while the letters CoN are written in red below the globe.

Motivation and Goals: The IDNICA exists to limit the power of deities. It is now de facto responsible for tracking all powerful beings, regardless of their actual classification. They are also on the front line against the Cults.

Recruiting: IDNICA prefers to draw it's members from the law enforcement communities of other nations. They usually prefer for a potential member to have five years of experience in law enforcement. Analysts are usually chosen from other nations' intelligence communities.

Allies: The IDNICA has excellent relations with almost every other national law enforcement organization.

Enemies: All churches, save the Church of Unity.

CAT III (Covert Action Team 3)

"Violence and bloodshed without the bad PR"

Covert Action Team 3 is the most experienced of the 5 CAT's employed by Merkra Microtechnology. The teams are used for all manner of reasons that require a touch of violence. They can conduct assassinations, espionage, reconnaissance, surveillance and raids.

Merkra recruits members for its CAT's from all nations in order to build well rounded teams, and the money they pay ensures that nobody ever quits. The CAT's are funded off the books and there is never anything that could tie Merkra to any of the CAT's. The workload for a member of a CAT is enviable, since they will be operational for perhaps three months of the year and spend the rest of their time training or on vacation. When the call comes, however, CAT members better come running, since if they do not arrive at their designated safe house within 24 hours, they will die.

CAT III is typical of the five CAT's, as well as other corporate shadowops teams. There are also DAT's or Direct Action Teams which sometimes work in concert with a CAT. A DAT is basically an assault squad that is outfitted with heavy weapons and equipment. DAT's are not covert in any sense of the word.

Members: There are six members of CAT III; Marksman, Vendetta, Revenger, Ironclad, Bladesman and Stalker.

Hierarchy: CAT III is organized like a military squad. The entire team takes their orders from a representative of Merkra, who takes great pains to ensure his anonymity. CAT III refers to him as Mister Friendly.

Leader: The leader of CAT III is Bladesman, an ex-Anjian royal guardsman.

Religion/Philosophy: CAT III has no philosophy as a whole. Each member has their own individual philosophy and Merkra doesn't care what it is. The overriding motivation for members of CAT III is money, which Merkra provides in abundance so that the team will not ask questions or gain a conscience.

Alignment: Neutral, CAT III accomplishes its missions without regard for the reason.

Secrecy: CAT III is a secret organization and there is nothing that any member carries that can tie them to Merkra Microtechnology.

Symbol: CAT III has no symbol, official or otherwise.

Motivation and Goals: The motivation for CAT III is money and remaining alive.

Recruiting: Merkra recruits only the most trained, skilled and motivated people for its CAT's. The average is over ten years of military, intelligence or law enforcement experience, and a college degree. Tied into that are the personality traits that are highly desired, such as greed, perfection and a desire to succeed under trying conditions.

Allies: None officially, but CAT III will sometimes operate in concert with one of the four DAT's.

Enemies: None officially, although Merkra has used CAT's against all manner of opponents from humanitarian organizations, corporations, research projects, law enforcement and governments.

Death Blades

"We suffer so that you don't have to"

The Death Blades were originally formed as a bounty hunting group that could be able to track their quarry internationally. They have since become a family that takes it upon themselves to help those who cannot help themselves. While their services are not free, they will allow themselves to be hired for very low prices. There is even a rumor that they were once hired by a seventeen year old troll boy to rescue his father from Issery for the price of 200 IM. The Death Blades have made their home in Sankara Lees.

Members: There are eight members of the Death Blades. They are Leenan, a female human and former paladin from Anjia. She renounced her vows so that she could marry her

husband, Menas Vangre, a male dwarf and former commando in the Trellanin military. Orphus is a male human and former A'Sham Inquisitor from K'Keb'Rebah. He is married to Shara, a exiled female snow elf from Volksung. Kazeel is a male ork who is a former officer in the Momonoan army, and he is married to Fornax, a female pure elven Blackhand from A'Lanthas. The last two members are Zim Krall, a male minotaur martial artist from the Pankreet Monastery and his wife, Novo who is a female human and ex-psionic police officer from Ulusia.

Hierarchy: There is no hierarchical structure to the Death Blades, they all see each other as being equal and their meetings have the atmosphere of a family get together.

Leader: There is none, they all have equal standing within the group.

Religion/Philosophy: The Death Blades have no singular unifying religion, but they do have a overriding philosophy of helping others. They feel that they are not qualified to assist other people by being humanitarians in some peaceable way, but they are all highly trained warriors, and they use their skills in the best way that they can.

Alignment: Chaotic Good overall, though they have strong leanings toward law.

Secrecy: They are a secret group and take pains to keep their profession a secret.

Symbol: The Death Blades have no symbol.

Motivation and Goals: They are all motivated to try and make the world a better place the only way they can, by killing those who hurt others without purpose.

Recruiting: The Death Blades do not recruit.

Allies: The Death Blades have no allies though they will always assist law enforcement and friendly governments when capable, though always anonymously.

Enemies: The Death Blades have a large roster of enemies, primarily those organizations their members defected from including the Blackhands (or *Veid Krusus*), the A'Sham mages, the Pankreet Monastery (a death cult training temple), the Sect of The Ice Spire, the Momonoan military, the Trellanin military, Anjian Paladins of Exelain and the Ulusian government.

The Gunmen

"In Gods We Trust, All Others Pay Cash."



Extraction from a hot LZ costs extra!

The Gunmen are an organization of mercenaries who all possess the same general ideals. What initially started as a group of soldiers mustered out of the Trellanin military, it has expanded into an international group of professional soldiers for hire. The initial impetus of the Gunmen was a growing dissatisfaction with the failure of Trellanin foreign policy among several high ranking military officers. They found that their dissatisfaction was mirrored by many others within the military, as well as the Trellanin Imperial Intelligence Agency and the Imperial Police. What these officers then did would be considered treason by many citizens, if it were not classified.

Many left the military, while some of the junior members of this fifth column remained and this was repeated in the TIIA as well as the TIP. This allowed the ones who left to have some control on their former organizations as well as excellent information regarding the military, law enforcement and intelligence arenas. In this way the Gunmen were formed.

The Gunmen officially are a bonded mercenary organization in good standing with many international actors with an impeccable record of success. Unofficially, they are simply another arm of the Trellanin Empire. The entire idea was orchestrated by Aurian through his daughter, Skyy. The Gunmen do not, in reality follow the dictates of the Empire, but they do follow the will of Aurian, although none of their number would even consider that to be the case.

Headquarters: Sanctuary, Trellanin

Members: 977 members

Hierarchy: The leader of the Gunmen is called the Master Chief. The Master Chief oversees the three sections of the Gunmen, which are Operations, Support and Personnel. Each of the three sections is led by a Chief. When a client arrives, he speaks to a representative of Support. If the Chief of Support agrees to the operation, the contract then goes to Operations, where the operation is planned. When all requirements are set, the operation then goes to Personnel who selects from their pool of operatives those that would be best suited for the mission. The personnel are summoned, given the operation, modifications to the plan are made. The team then is placed under the control of Operations for the duration of the mission. When the mission is completed, the client then remits payment to a

representative of Support. Support then disburses payment to the personnel involved, who then are placed back into the pool of Personnel.

Leader: The Master Chief of the Gunmen is a former Trellanin Special Forces Colonel Tybalt McKenzie.

Religion/Philosophy: There is no over riding religion, but the Gunmen recruit heavily from former Trellanin Empire military personnel. The organization as a whole is overwhelmingly pro-Trellanin.

Alignment: CG

Secrecy: The group is considered to be secret, but it is well known in international mercenary circles.

Symbol: Two large caliber revolvers crossed over the Imperial Seal of Trellanin

Motivation and Goals: The public motivation of the Gunmen is the desire for profits, while the secret motivation of the Gunmen is to advance Trellanin national interests.

Recruiting: Good soldiers that have come to the attention of the Gunmen through word of mouth between the still active soldiers of the Trellanin military receive an invitation to meet with a representative of Personnel. If they accept, then they are given a training mission, and if successful, they are placed in the Personnel pool.

Allies: The Trellanin Empire, paying clients

Enemies: The Gunmen try very hard to avoid making permanent enemies.

Blue Jewel Express

"Anything, Anywhere, Anytime."

That is the motto of the Blue Jewel Express, an import/export shipping company without compare. They are the best at what they do, but they are also immoral. If you need child slaves delivered to Dreadryth in four days, there will be a shipment en route as soon as you deliver the children to be shipped, no questions asked, and payment will be made in hard currencies only. BJE has transported all manner of items from priceless artifacts, wanted criminals, drugs, imprisoned deities, celestial assault teams to 150 fresh dwarven hearts. Their list of clients would be impressive if it were ever made public. It is known that a great many governments use BJE when the risk of discovery is too great.

BJE is a staple of the international transportation scene and they have offices in almost every nation on Vhraeden. Some of their services include teleportation, paradrops, pre-delivery surveillance, insurance, security details, as well as a "finder's fee". This last option is prohibitively expensive and also time consuming, but is quite popular among certain groups. The finder's fee is simple, you want something delivered somewhere, but you don't have it to be sent. You hire BJE and they will find, purchase and ship it.

Headquarters: Sanctuary, Trellanin

Members: 37,000 employees worldwide

Hierarchy: The BJE is organized like a corporation. There is a Chief Executive Officer, a Chief Operating Officer (responsible for day to day operations) and a Vice Chief of Accounting (money), Management (equipment), Administration (personnel), Marketing, Research and Development, Special Projects, Security, Legal,

Leader: The CEO is Hansel Orice, a half Ork, half human.

Religion/Philosophy: There is no religious/philosophical trappings.

Alignment: LE

Secrecy: The BJE is open corporate entity. Some of their more unsavory activities are kept very secret.

Symbol: A black sphere with the letters BJE embossed upon its' face.

Motivation and Goals: This is a corporation that is motivated by money, only.

Recruiting: The BJE has a background check before hiring its employees. Employees also sign numerous non-disclosure agreements.

Allies: This is a corporation that has many favors owed to it by other corporations, governments and other groups.

Enemies: The BJE goes to great lengths to avoid enemies.

The Council

"The elves have forgotten from whence they came, and the Dragons have forgotten the price they paid. We have forgotten nothing..."

Immediately after the defeat of the Darkness by the combined forces of the Dragon Kings and the Arcadians, the Council of War was dissolved by both parties since there was no longer a need to have a war council without a war to fight. However, there were those on the Council who felt that there may yet still be a need for open communication between the Arcadians and the Dragon Kings and thus, instead of being the Council of War, they became instead The Council, a group that could speak to both the Arcadians and the Dragons. As time passed, The Council remained an impartial group and could see that there would be the inevitable conflict between the Arcadians and the Dragons, and eventually, there was. During this time, there were those among the Arcadians and the Dragons who felt that neither was fit to rule Vhraeden and changed the mandate of The Council away from peaceful coexistence to a policy of silent participation to allow the world to develop with as little interference as possible from the Dragons, the Arcadians, and later the Powers that caused the God War, all the while never forgetting that the forces of Darkness, although defeated, were not exterminated. The Council alone seemed to remember that the Darkness came from the stars, as the Elves did later, and that at any time they could return.

As they are the oldest organization still existent on Vhraeden, they have an immense store of information which they leverage with their fanatical mandate to preserve the planet from the influence of the Cults and the Darkness. Due to their philosophy and the absence of loyalty to any being or nation, they are considered to be a major threat by all who know of their existence, but they

are also far more than a simple group of social activists, they are one of the secret powers of Vhraeden that wield enormous influence throughout the planet. Although the actual organization is small, they control many smaller organizations through various means.

Those who know of the Council all have a major issue with it, although they have almost all called upon the Council for aid at some time or another. In their very long history, the Council has had several very important successes and some crippling failures. The Council claims that it was they who allowed the God War to end by mutual extermination. The Council does not claim that their act only served to put off the inevitable conflict of elves and the rest of the races on Vhraeden and the creation of the abomination that is Ss'vash. The Council claims that the races of the Hags and the Harpies were saved from extinction by their efforts, as were the Bugbears. The Council does not claim that their failure led to the forcible mutation of the Ogres, Orks, Trolls and Goblins and the extinction of the original species.



The Council watches all, even far beyond Vhraeden

The Council is organized in a Byzantine manner with a high degree of secrecy within the organization that is exceptionally and intentionally disorienting for new initiates. The Council recruits from among the best and brightest from all nations and although very small, the number of people recruited into the Council has been steadily on the rise. Also, as time has passed, the nature of the Council has changed from being a war council, to being a neutral meeting ground to an organization that is dedicated to reducing the power of the Dragons, Arcadians (now called the Elves) and spiritual beings. As their mandate has changed, so has the organization, yet many portions of the Council that have passed into disuse are still active and play some role in the organization.

The structure of The Council is primarily a centralized structure with decentralized operations. The Chamber Primus is composed of one representative from each of the Disciplines Adeptus Psionica, Adeptus Technologica, Adeptus Magicka, Adeptus Spiritus, Adeptus Anima, Adeptus Hereticus, Adeptus Alchemicka, Adeptus Stellum, Adeptus Auspex, Adeptus Solidus and the Adeptus Explorare. The decisions of the Chamber affect the entire Council, but the decisions of the masters of the Discipline are much more immediate to the members of the various Disciplines of the Council. Each Discipline is headed by a Grand Master and within each Discipline there are several

Sects, each headed by a Master. A Sect is generally a very long lived organization and are created to deal with specific matters with a large degree of generalization, for example the Adeptus Hereticus contains within it the Sect Infernis, Sect Xenosis, Sect Hereticus, Sect Triccare, Sect Divine, Sect Thanatosis and the Sect Occultus, each of which deals with a particular "branch" of the Adeptus Hereticus mandate, which is finding and exterminating Cult influence among The Council itself.

Within each Sect, there are a various number of Cabals. A Cabal is headed by an Adeptus Magnus and is usually formed to handle a subset of what a Sect is responsible for.

The smallest discreet portions of The Council are known as cells, and Cabals form cells to deal with, and solve problems, issues or for administrative reasons such as placing all the subject matter experts on fourth century extraterrestrial contact in a particular cell.

Cells are usually headed by an Adept and the majority of the personnel are Adeptus Minorii or Acolytes.

The following is a breakdown of the primary Disciplines within The Council and some of the major Cabals with that Discipline.

The Adeptus Psionica is concerned with mastery of psionics, empathy and philosophy. The members of this discipline
Sectus Empathica – This Sect attempts to increase the Empathic disciplines beyond the current limits.

The Adeptus Technologica is focused on knowledge of technology.
Sectus Cybernetica – Dedicated to the adoption of the precision, speed, and unity that Machines offer over Flesh.
Sectus BioMechanica – The philosophical opposite the Cabal Cybernetica, they focus on using technology to improve the biological organism

The Adeptus Magicka is concerned with the mastery and use of magic.
Sectus BioMagicka – Works towards using magic to supplement and improve the biological form.

The Adeptus Spiritus is concerned with the classification and study of spirits.
Sectus Prehensio – This sect is dedicated to the imprisoning of spiritual beings for various purposes, usually as a forced habitation (binding) into an object.

The Adeptus Anima is concerned with the knowledge of all life, sentient and non-sentient.

The Adeptus Hereticus is a paranoid and overly cautious group concerned with the study of all manner of dangerous and heretical knowledge.
Sectus Infernis – Concerned with dealings with evil spiritual entities
Sectus Xenosis – Concerned with dealings with extraterrestrial and extradimensional beings and is often confused with the Adeptus Explorae and the Adeptus Stellum.
Sectus Hereticus – Concerned with the proliferation of Heretical thoughts and ideas by Council members.
Sectus Triccare – Concerned with treachery and treason of any type within the Council.
Sectus Divine – Concerned with dealings of neutral or good spiritual entities.

Sectus Thanatosis – Concerned with those beings that do not die, most especially undead and those afflicted with Arcane Affective Disorder. This Sect is violently opposed to undeath as well as artificially extended lifespans.
Sectus Occultus – Concerned with actual infestations of Cults and the activities of the Darkness. This sect is vastly more paranoid than the others and is often accused of fear mongering.

The Adeptus Alchemicka is concerned with the study of alchemy.

The Adeptus Stellum is concerned with the study of the stars and the universe. They have very close relations with the Sectus Xenosis.

The Adeptus Auspex is concerned with the future and how to predict and influence it.
Sectus Statistiko - Focused on the use of predictive models and simulations to anticipate future events
Sectus Logiko – This Sect focuses on the maximization of information sharing.

The Adeptus Solidus
This is the military arm of The Council and wields large amounts of temporal power world wide. The majority of its' power is gained from the secretive control of many nation's militaries.
Sectus Legionis – The home of many former soldiers that have learned the truth of The Council.

The Adeptus Explorare is concerned with the physical exploration of all places.

Adeptus Amalgamatum
There are some Sects that have mandates that cross the traditional areas of responsibilities, and these Sects are formed and managed by the Adeptus Amalgamatum. There is no Grand Master of the Adeptus Amalgamatum, but responsibility for the Discipline rotates every two years amongst the different Disciplines in a fairly random pattern to ensure that these Sects are maintaining their mission as well as to ensure that all the Disciplines have proper oversight on these maverick sects operating within The Council.

Sectus Totemica – This Sect is formed from the Adeptus Spiritus and the Adeptus Anima and is focused on furthering the knowledge of the totemic spirits.

Sectus Sendero – This Sect is formed from the Adeptus Magicka, Adeptus Psionica and the Adeptus Anima and was formed to seek the secrets of the Druidic Path.

Sectus Secretus
In the many eons since The Council was formed, there have been Sects, Cabals and Cells that were formed, and either were never formally deactivated or were reformed in secret for some reason. These segments of The Council are known collectively as the Sectus Secretus and are constantly being hunted by the Sectus Hereticus and the Sectus Triccare, although even those two sects have elements of the Sectus Secretus within them. What is important to remember is the that Sectus Secretus is not a functional sect, but is simply a name where all of the moribund, but still active portions of The Council as well as genuine conspiracies and secret societies are lumped. Each of these groups is a distinct organization and an

independent, secret conspiracy within the larger conspiracy of The Council itself.

Headquarters: The Sanctum Sanctorum in the northern Trellanin mountains.

Members: approximately one thousand are members who know of the Council. The Council controls many tens of thousands of allies, pawns and others who do not know who they actually work for.

Hierarchy: The Chamber Primus is composed of one representative from each of the eleven Disciplines. Each discipline is broken down into several Sects, each sect is broken into Cabals and Cabals are composed of Cells. Cells are decentralized as are most cabals.

Leader: There is no official leader, the Chamber Primus is the highest body of the Council.

Religion/Philosophy: The Council was formed to prevent a repeat of the Arcadian/Dragon wars, and by extension have become involved in almost everything over their long history. The overriding philosophy is to bring about the greater good for all races.

Alignment: They would see themselves as being Lawful Good, but they would be characterized as Chaotic Good in many ways, though in various periods of their history, they have been Lawful Evil in pushing their vision over all others by any means possible.

Secrecy: Other than those in The Council, less than one hundred other beings know of this group. They are exceptionally secretive and are willing to kill to protect that secrecy.

Symbol: The Council has several symbols, as well as the disciplines, but they are never revealed to anyone, and are never taken outside of secure locations.

Motivation and Goals: The Council was formed to prevent wars between the Dragon Kings and the Arcadians, but as that threat has faded, they focused on making Vhraeden a "better place". The Council is interested in pushing the limits of all magics and technology, increasing the capabilities of all races, limiting the influence of the Powers and preparing for every eventuality.

Recruiting: The Council is formed almost exclusively of children that were reared in the Council. The few that are not, were drawn from the best and brightest students and scholars of many nations.

Allies: The Council does not have allies, only possibly useful pawns.

Enemies: The Council does not have enemies since it exterminates those that threaten it immediately and with overwhelming force.

B'shrao

"Ultimate power comes with a price in blood, and I pay that price gladly!"

Headquarters: *B'shrao* has no permanent headquarters, though it does have several different locations that are able to serve as a headquarters for the organization.

Members: There are only 18 actual members of *B'shrao*, but those 18 beings control much larger organizations, which gives *B'shrao* access to several thousand beings, if not tens of thousands.

Hierarchy: *B'shrao* is run as a pseudo council of equals with The Iron Emperor being the deciding vote. The majority of the decisions will lead to some form of benefit to one or more of the members, and in actual effect, it functions as a social network for mutual benefit.

Leader: The ultimate leader of *B'shrao* is The Iron Emperor, though there have been several instances of disloyalty, which often leads to confusion within the minions that they control as to who is actually in charge.

Religion/Philosophy: The overriding philosophy for *B'shrao* is ultimate power over everything. This includes money, violence, the dead, deities, demons, science, nations, the planet and the planes. Religion is specifically banned unless deals can be struck with those deities.

Alignment: Chaotic Evil

Secrecy: This group is exceptionally secret and less than 50 living beings have even heard of *B'shrao*.

Symbol: The symbol of *B'shrao* is a large crimson serpent coiled around Vhraeden.

Motivation and Goals: Ultimate power over everyone and everything.

Recruiting: Only vastly powerful individuals are ever asked to join *B'shrao*. They are expected to join and place their resources at the use of the group as a whole. Those who decide not to join are simply killed.

Allies: *B'shrao* has no allies. You are either a member or an enemy.

Enemies: All organizations, religions, nations and groups are an enemy of *B'shrao* to be subverted or destroyed.

It has been said that total world domination is impossible or that if it were possible, nobody could really rule the world, and if they did, they would quickly tire of it. It is fortunate that they have never heard of the Iron Emperor.

In the long slow simmering war between the forces of Ss'vash and the remaining elves, there have been a great many weapons that have been created and used. During the long years of war, there have even been some weapons that have been created that were better left unfinished. The most well known transgressors are the elves and Halflings that mutated the orks, goblins, trolls, ogres and created two entirely new slave races, the hags and the harpies.

Ss'vash had seen fit to not only create new races for war, but after his banishment and return, wage war upon his children that did not acknowledge him as their creator and return to his fold as petitioners. Those acts happened hundreds and thousands of years ago, but there even with the full knowledge that comes from eons of war, some mistakes are bound to be repeated. One of these mistakes will soon become known to the world as *B'shrao*.

B'shrao means "Victory" is Serpents, and it was hoped that this creation would bring about final victory for Ss'vash and the Emerald Empire, however, there are times that even a deity is wrong, and this was one of those times.

Originally the being now known as the Iron Emperor was one of Ss'vash's children, although neither of them will ever admit to that now. The intent was for this child to be used as a powerful marionette of Ss'vash to affect things beyond his borders that were not within his legal rights to change, to act as an emissary of Ss'vash but possessed of far more power than a mere priest and able to be possessed by Ss'vash if the opportunity called for it.

That idea has failed miserably. The Iron Emperor did Ss'vash's bidding faithfully for two centuries until one day he decided that it was not enough that he was the most faithful minion of his god, it was not enough that he was seen as the most loved brother, it was just not enough and so the seeds of rebellion were planted within him. He began to plot for his own reasons and no longer felt beholden to his father, his nation or his people. He began to see Vhraeden as rightfully his. This arrogance grew over time until he ignored his lord's summons, then actually resisted possession and used all of his skill, power and gifts to simply disappear.

He has finally chosen to reappear, only now, he is not a cleric of his father or any deity. He is no longer a tool of a nation, an ideology or a faith, instead he is a fully independent terrorist mastermind and he will see Vhraeden bow to him or he will see it destroyed.

Not only is the Iron Emperor the son of a deity, he is also exceptionally intelligent, cunning, inquisitive, aggressive, patient and meticulous. His only flaw is his outrageous megalomania. In the past there have been several instances when only the combined abilities of nations, criminals, vigilantes and other disparate groups have been barely able to stop his insane plans for world domination.

One of the flaws inherent in his accumulation of power and allies, is that the enemies of his allies become his enemies too, and it is this accretion of enemies that has usually resulted in the partial failure of the Iron Emperor's plans.

B'Shrao currently is composed of the following members.

The Iron Emperor

The last son of a god, The Iron Emperor has long since forgotten his given name and now is known solely by his self chosen moniker of Iron Emperor. Originally created to serve as Ss'vash's covert emissary in the wider world of Vhraeden beyond the borders of the Emerald Empire, he has far exceeded his original dictates and instead has determined that it is he who should rule the world, literally.

In the century since he has disappeared from all contact, he has built an impressive, multiracial cadre of lieutenants to assist him in the goal of taking over Vhraeden. This massive undertaking has been carefully planned and is not only a criminal, military, social or economic takeover, it is all of these and more, every step of this plan has been meticulously plotted, planned, resourced and executed.

The resources of the Iron Emperor are myriad and his total military and economic power rivals that of some nations. With his utter lack of morality, ethics or empathy, this being gives even the dragons pause.

Warlord

An orkish corporate CEO of a major holding corporation (DTW LLC) with major controlling interests in several weapons manufacturing corporations, Warlord is also a cultist of Abyssal entities and controls a large group of mercenaries that are loyal to him and him alone. Warlord gives access to the financial, corporate, mercenary, smuggling circles and cultist activities.

Prophetess of Chaos

Hag House Mother of Household Fer De'sp is the currently the sixth most powerful house in Issery. Her entire House has been used for various purposes by *B'shrao* and at this time, the House Citadel is one of the major bases for their forces.

Ironmonger

A brilliant Dwarven Alchemist that has been expelled from more academic circles for unsafe engineering practices, his fascination with weapons and military hardware is only matched by his ability to work non stop for days at a time. He is a truly a magnificent engineer and alchemist, but everything that he makes is designed first and foremost with maximum lethality in mind. Unfortunately (or perhaps fortunately) the majority of the weapons and systems he crafts are simply too esoteric and expensive to be mass produced.

Abomination

Abomination is a Halfling biotech researcher that was spared the destruction of his homeland because he was in prison in Trellanin for unethical experimentation. This man has no empathy for anything or anyone other than his creations. Not only is Abomination brilliant, he is also exceptionally insane. The majority of new biotech symbiotes he creates are tested on himself, and there are some in *B'shrao* that believe he may have become so unstable as to become a threat to the organization.

Vengeance

A human warrior of preternatural skill, this man is truly a mystery. What is known is that he is an expert in dozens of martial arts, hundreds of weapons and has been involved in more wars than most people can remember. He is as silent as a shadow, invisible as wind and never fails. Only the Iron Emperor and Vengeance know anything more of his past or why he is so loyal to *B'shrao*.

The First Sons Luceis and Irien Ku'Krassus

Pure Elf scions of the powerful *Juso'eo Ke'eil* (The Thousand Sons) secret society, these twins are mages of exceptional power and have a large amount of influence on the Thousand Sons since they are in the lineage of the founding families as well as being the Initiate Master and the Scourge of Loyalty. In these roles, they have had a free hand to shape the Thousand Sons for the past 12 years and all those who have opposed them have been removed. These twin forces of evil have the ear of Emperor of Kine, who is the leader of the Thousand Sons and are able to manipulate him like a puppet.

The Thousand Sons have also become a pseudo paramilitary force under the influence of Luceis and Irien and their traditional red and white robes have been replaced with a much more severe red cassock reminiscent of a military uniform than the traditional mages robes.

Manhunter

Manhunter is a mutant Chosen of Ss'vash, who like the Iron Emperor was given far too much leniency and freedom and subsequently chose not to return to his nation when his last mission was over. Instead, he simply became a mercenary and an assassin and over the 20 years he has been missing he has founded his own clan of mercenaries, killers and smugglers. He maintains very close ties with the Iron Emperor out of respect and fear.

Vector

Vector is a bugbear mercenary that pursues his violent profession out of a zeal born of his love of challenge. Nothing is too hard, too dangerous or too underhanded for Vector. He thrives on the difficulty of his missions, although unlike other mercenary elites who seek challenge, Vector does not give his enemies any advantage. Vector uses every trick, every tactic and every dirty trick possible to not only achieve his goals, but achieve them quickly, effectively and spectacularly.

There is a very unhealthy rivalry between Vengeance and Vector. Each feel superior to the other, but their abilities are not so much superior to one another as complimentary. Although it is rare for them to actually engage in missions together, when they do, there are very few beings that are capable of stopping them.

Ra'as

An ancient mage that was afflicted with Arcane Affective Disorder and eventually it progressed to stage 4 and was magically metamorphed into an Unliving. This change has had little effect upon Ra'as, except to allow him to grow even more powerful. Ra'as is now little more than walking husk of flesh brimming with magical power and trailing wisps of chaotic energy. Ra'as is an immensely powerful mage, perhaps one of the ten most powerful creatures on the planet. The down side of Ra'as' power and age is that he is often physically or mentally absent from this plane of existence or is busy sacrificing creatures to harvest their power. For this reason, the Iron Emperor sought to increase his magical capabilities by adding the following three allies to his stable.

Necropolis



Necropolis was originally a spiritualist of great power when he finally succumbed to Arcane Affective Disorder and was magically mutated into an undying psychic vampire. Needing larger and larger amounts of power to sustain himself and his prodigious spiritual abilities, he began simply trap souls and drain them. He is exceptionally powerful and has a large rivalry with Ra'as whom he sees as being a doddering fool as well as being a bit more difficult to control than the other minions of the Iron Emperor.

His aspirations are to become a deity and then seek to conquer the entire multiverse. The Iron Emperor is well aware of this and seeks to keep Necropolis in line with promises of more and more power. Necropolis is the only real rival the Iron Emperor has in regards to sheer power.

Necropolis is also very old and has a long history of collusion with Ss'vash and there may be some truth to the rumor that Necropolis is actually a minion of Ss'vash that has been sent to infiltrate *B'shrao*.

Feral

Feral is an evil shaman. Feral has become such a tool of the totems that there is very little left of his sentient mind. Feral is not so much evil as he is ruled by his instincts and his powers are far in excess of any simple creature so that his rages, his appetites and his actions are deadly for anyone or anything near him.

Sister Sorrow

Sister Sorrow is a planar mage and a witch. She seeks to gain more power overall. She is not only an opportunist, but is also exceptionally bright and very, very capable. While not as overtly powerful as many other members of *B'shrao* she remains one of the most successful. She is a very good strategist and uses her abilities to their fullest potential while reducing her opponent's abilities. She has maintained excellent relations with her old coven, the Sisters of the Black Pool and they have often allied with *B'shrao* in accomplishing goals with mutual benefit.

Exsanguinis

Another of the mercenaries that have come under the sway of the Emperor is Exsanguinis, an exceptionally bloodthirsty murderer. Exsanguinis has assembled around himself a mercenary company composed primarily of murderers, rapists, torturers and other criminally motivated sociopaths. Exsanguinis is not well liked by the other members of *B'shrao*, although his effectiveness at terrorist operations where fear and destruction need to be sown are uncontested.

Exsanguinis has an exceptionally poor relationship with Manhunter regarding their respective groups' criminality. Manhunter considers Exsanguinis to be a murderous criminal with no sense of finesse or control whereas Exsanguinis considers Manhunter to basically be a pansy

Lethalis

The female assassin known as Lethalis was originally one of the Iron Emperor's first converts to his cause. She was a cleric of Ss'vash and seems to have been the Iron Emperor's assistant. When he turned from the worship of his father, she followed his lead. She is now nominally a sserin although the vast majority of her physiology has been replaced by symbiotic technology created by Abomination.

Haruspex

Haruspex is a human diviner of great power. He is able to see the webs of possibility, probability and fact far more clearly than others. Haruspex is capable of finding where certain events must be altered to bring about definite changes in future events. For this reason Haruspex is considered to be one of the Iron Imperators most useful minions, although there are a vast many beings that would like to either kill or capture Haruspex for themselves. Due to his seeing time as a completely malleable substance, Haruspex has some difficulties with dealing with time critical issues and also is not a very decisive being. Adding to his mental instability is that the key to his power is the sacrifice and ritualistic desecration of the body of sentient beings, since he reads the future in their entrails.

Shadow

Shadow is a paka tribal scion that was given to the Iron Imperator for some reason long ago forgotten. Shadow has been raised from a kitten and trained by the Iron Imperator. What is known is that Shadow is the closest approximation to a friend and confidant to the Iron Imperator. He is completely silent and it is said that the only being to ever hear him speak is the Iron Imperator. He is the most loyal member of the Iron Imperator's court and he is constantly watching over his lord and master, though only Vengeance, Vector and Manhunter possess the level skill to even detect him when he is stalking.

The Patchwork Fellowship

"Never thought you'd be murdered by your 'son' did you... 'Dad'!"



Headquarters: The Patchwork Fellowship has no permanent headquarters, nor does it feel the need to have one. It's

members are constantly on the move from nation to nation, gathering faces.

Members: There are perhaps less than a hundred actual members of this grisly group of mass murderers, though the identities of these hundred could be in the tens of thousands.

Hierarchy: The Fellowship functions as a social network for mutual benefit.

Leader: Faelos of a Thousand Faces is the leader of the Fellowship, but his decrees are not necessarily "binding". The members are simply highly encouraged to follow his suggestions.

Religion/Philosophy: The overriding philosophy for the Fellowship is simply power over every person and place on Vhraeden. Although this is generally considered to be a fool's errand, the Fellowship, by virtue of their mimicry abilities, they do have a small chance of achieving this goal.

Alignment: Chaotic Evil

Secrecy: This group is exceptionally secret and they are wanted in every nation on Vhraeden. No government and very few other organizations would ever knowingly associate with the Fellowship.

Symbol: The Fellowship has no need of any symbol. Only another Patchwork Fellow can see through the cloak of mimicry portrayed by another, thus they can always recognize each other.

Motivation and Goals: Ultimate power over everyone and everything.

Recruiting: Only powerful mages, psions and biomes are asked to join the Fellowship. Usually right after they find themselves imprisoned with no other allies. Within a few days, the accused will be visited by a guard, or perhaps a trusted friend and given a small packet of herbs and magical glue. The visitor will then whisper the words of power into the prisoners ear...The words will fade from memory and the magical glue will turn to dust within 72 hours. They are then told that all they have to do is cut the face off of one of their captors, attach it to their face with glue and simply walk out. Those that accomplish the task are Fellows, those that fail to, are simply prisoners.

Allies: The Fellowship has no allies, although they seek to suborn all other groups by imitating the leaders.

Enemies: All organizations, religions, nations and groups are an enemy of the Fellowship.

These decadent men and women are members of a elite society of spellcasters called the Patchwork Fellowship. Usually biomes, psions or more rarely mages, the Patchwork Fellowship seeks to undermine authority by assassinating the leaders of society and placing their own members, perfect replicas with memories of the deceased intact, in their place. They do this by stealing the slain's face and adding it to the magical cloak of jeering visages that they have stolen over the years of membership in the society. It is thought that the original founder was really an elf so powerful in visage magic that his cloak is literally hundreds of feet long and reportedly contains almost a thousand faces.

Wizards and Sorcerers of evil alignment are most likely to join the Patchwork Fellowship. A few evil clerics with deities that have the domains of murder, assassination, or transmutation may also find a membership in the Fellowship beneficial to their deities over-all goals. Any who wish to rule may find that the Fellowship can easily assuage their need to be a tyrant, as long as they follow the tenets of the society and do as they're told when the

Fellowship has need of them.

The Fellowship seeks to rule the world and sets itself up in many governments around the world by using its evil magic to impersonate the leaders which they have slain in secret. They can usually be found in any major city which has a strong political presence and influence on the lands around it, as they seek to rule and oppress all.

CHAPTER VII RELIGION

There are many religious traditions on Vhraeden, although many of them are on the decline or are not currently expanding any further. While there are many different religions, there are few which have achieved world-wide dominance. The major impediment to religious expansion on Vhraeden is the history of the gods themselves, who by the actions of a few have doomed the large remainder to relative obscurity and virtual death due to a lack of petitioners.

The history of religion on Vhraeden is the history of politics and the main reason why there are so few churches currently. The God's War is the incident most directly responsible for the shunning of gods on Vhraeden. Notice that I said gods and not religion. While there is no shortage of religious organizations and beings that they worship, there is a great deal of interest in keeping the deities themselves from actually manifesting or of directly affecting the political situation on Vhraeden. This dislike and fear of deific intervention is so strong that the Conclave of Nations has created an agency with the charter to stop deific manifestation and intervention on Vhraeden.

The International Deity Non-Intervention Compliance Agency ruthlessly tracks down churches, clerics and avatars of gods who violate the Deific Commandments handed down by the Conclave. The Deific Commandments state that gods may not manifest an avatar except on their own consecrated territory and may not leave that territory unless specifically contracted to do so by a national government and with written approval of the Conclave of Nations. Since there are no nations on Vhraeden that would want a deity within the confines of their nation for any reason, with the very notable exception of the Emerald Empire, this point of law has made manifestations de facto illegal.

Deities and their appointed representatives (clerics) are forbidden to run for political office or hold land that has not been declared to a national government, nor are they allowed to consecrate new land for any reason unless they have written approval from a national government.

Because of these rules, deities and clerics are severely restricted in most nations. Churches are watched exceptionally closely by most national governments and many churches are banned outright in some nations. For this reason, the smaller and less cosmopolitan nations often have more clerics and deific resources than larger ones.

Some nations, such as Trellanin have contracted with specific deities for goods and services and as payment are allowed to build churches upon the so-called Street of Dreams. The Trellanin government has set aside a certain portion of some cities as Non-Territorial Regions where specified churches and deities are allowed to do as they

wish within the borders of that area. Many of those deities have built either portals or dimensional junctions connecting their consecrated areas to their home realm. Travel into these regions is unrestricted, but travel from the Street of Dreams back into Trellanin proper is highly regulated, much the same as international travel, only more so.



Several other nations have followed Trellanin's lead in the creation of Free Deity Zones, as they are known, while others, such as Ulsia have forbidden the construction of churches, organized religion or proselytizing. Clerics of most religions are free to visit and travel throughout Ulsia, but any evidence of faith-based clerical magic carries a death sentence. Although worship of deities is not forbidden, organized churches are.

The cosmology of Vhraeden is not objective, as in most settings, but extremely subjective. A Follower of the Shining Path fully discounts the idea of other god's

existence, other than the now dead Elesain. A Follower simply does not believe in other gods besides Ss'vash. A Druid acknowledges the existence of deities, but they are simply unimportant and are unworthy of worship. A devout In Vidic believes that followers of all other deities are either worshipping nothing, or are worshipping In Vidu indirectly. There is simply no organized religion that acknowledges the existence of other deities, except perhaps their god's enemy. For this reason, the cosmological description will center more on the churches than the deities themselves, since it is impossible to take an objective view when one simply does not exist.

There is, however, a school of non-dogmatic theological philosophy that posits there is a concrete and definite pantheonic system for the universe. There are four major subdivisions, or courts, of that pantheon. The first is the Celestial Court. This is inclusive of all "good" aligned deities. The Infernal Cohort is composed of all "evil" deities.

The Infernal Cohort is split into two factions, the Demons and the Devils. Demons are filled with hate and want to destroy anything that does not fall under their control, namely most sentient beings. Demons wish to kill off the sentients and simply take over Vhraeden openly. Devils like sentient beings and wish to corrupt them into servants of evil. Violence arising from this schism has caused many casualties on both sides of this ideological divide. Demons like to be referred to as the Infernal Legion, while Devils prefer the less inflammatory title of Infernal Host.

The Spiritual Commune is composed of all "independent and neutral" deities. The last is The Abyssal Darkness which is a category where all of the "outsiders" are placed. There is a lot of controversy over the placement of the Abyssal Darkness. The vast majority of beings think that the Infernal Cohort and the Darkness are one and the same, but this simply untrue.

The difference between the Infernal Cohort and the Darkness is that the Cohort seeks to corrupt life and rule it in a mockery of the divine structure imparted to the universe by the Celestial Court. The Darkness is simple chaos, murder, insanity, death, disease and the destruction of all reality. To put it another way, the Cohort wants to rule the universe, the Darkness wants to destroy it. With this in mind, the devils and demons of the Infernal Cohort are highly intelligent, and can be bargained with, and have goals that they seek to achieve, as well as a structure to their reality. The Darkness does not....it is a corrosion of reality and sanity.

Oddly, the major point of contention is the naming of deities. Each culture and church have specific names for their deity and there is such a cultural connection to that name that it is almost impossible to allow a deity to be referred to by any other name except the one that they know. The Universal Theological Model (UTM) is a method for comparing differing theological models or religions on the basis of several criteria. The UTM, as it is known does not break down deities or beings by name, but rather by portfolio, which is that beings' area of control. The names that a deity is known by is the Aspect, and there are hundreds of Aspects. The UTM also posits that there are some portfolios where there are several beings with influence, and not a singular being.

This paradigm is almost completely ignored, hated or reviled by every church, with the exception of the Church of Unity which has issued several statements of agreement on

behalf of it. Oddly, there has never been any spiritual being to ever comment on the UTM either in support of it, or against it.

Shamanic religions must, by virtue of their internal logic, acknowledge the existence of all other animal totemic spirits. Each Shamanic tradition dedicated to a specific totem will place their totem at the center of their cosmology, though they are typically allied with other totems while a state of animosity will exist towards other totems. The religious trappings that accompany each totem dictate what each spirit requires with regard towards behavior and appropriate worship.

Spiritualists break spiritual entities into eleven classes. The lowest class is a class 0, which is to say a corporeal being such as a cat, elf or dragon. A class 10 being is an over-deity which has the power to create and destroy worlds at their leisure. The intervening 9 classes span the entirety of power levels found throughout the spiritual world.

Each theological/religious model gives different names to the classes of spiritual beings within its own system, and a chart detailing these differences at the end of this chapter.

The following is a small sample of the many churches, religions and cults of Vhraeden.

Church of Night

Philosophy: Felenics revere the Queen of Cats, Felene. Although she is the recognized totemic spirit of Jaguar, she has spawned an actual religion that is separate from her shamanic petitioners. The Church of Night holds that Felene is the wisest of all totems and that through her a path may be forged between the Shamanic Traditions (with Felene as the center) and the Druidic Path who pay homage to the four aspects of Nature, who is more commonly called Doraju in the Druidic religion.

Deity worshiped: Felene, the Queen of Cats (Class VII)

Other Deities acknowledged: None, although the Shamanic Totems and the Four Aspects of Nature are recognized.

Leader of the Church: Exalted Priestess Feshar Mus'anna

Hierarchy of the Church: The Exalted Priestess is the considered to be the most knowledgeable mortal being in regards to the ideals and visions of Felene, but she does not rule the church, per say. Felene speaks to all manner of beings, and any being touched by her will bear her mark (opinions vary as to what this mark is) and they are accepted by all other clerics of Felene as a fellow and given full rights to build and lead a congregation of the faithful.

Headquarters: None, although the Exalted Priestess resides in the Spire of Perfection, an ivy covered marble spire located in the Iresta Rain Forest, Trellanin.

Members: 1,170,000 worldwide

Geographic area covered: Trellanin (Iresta Rain Forest) and the nations of Maklar, He'sh, Lekhis and the Khex Region.

Symbol: Three white diagonal claw marks

Alignment: Chaotic Neutral

Motivation and goals: (Public) None

(Secret) The Church of Night seeks to indirectly subjugate the both the Druidic Path as well as the Shamanic Traditions. The Church has very poor relations with all other churches.

Recruiting: The Church recruits primarily Druids and Shamans. The church is exceptionally careful to ensure that the teachings are all paralleled by both the Druidic Path as well as the Shamanic Tradition.

Allies: None

Enemies: All others, especially the Church of Pleasure.

Church of the Eternal Inspiration

Philosophy: The Church of the Eternal Inspiration based in the A'Lanthas and is also powerful in the Second Founding of the Elvish Empire worships Elesain, the Elf Lord. Those who are members of the Church of Eternal Inspiration are known as Eternals. Elesain, The Elf Lord is a dead god and any attempts to contact him directly have resulted in failure since the Sinking of Lanthas. Although his clerics have no ability to channel his power, there remain several sects of Elves who continue to revere him and draw their faith from ancient prophecies, which foretell his eventual return to lead his people to the stars. Clerics of Elesain have no access to divine abilities, but are usually exceptionally powerful mages. The Church of the Eternal Inspiration holds that there is only one other god, Ss'vash, who is the Enemy of Life, the Bringer of Death and The Demonhost.

Deity worshiped: Elesain (Class VIII)

Other Deities acknowledged: Ss'vash

Leader of the Church: His Most Holy Penitent Jord'n Niass IIX

Hierarchy of the Church: The Most Holy Penitent is advised by the 25 Martyrs of Faith. Each of the Martyrs of Faith is responsible for a certain geographic area. They each run their area as they see fit, although His Most Holy Penitent has veto power over and above the entirety of the 25 Martyrs of Faith.

Headquarters: Eternal Covenant Square, Erian'Tier'OI'Efferian, A'Lanthas

Members: 2.2 million worldwide. 98% elves.

Geographic area covered: The Church considers itself to be global, but the only areas that it has any real status is The Second Founding, Eastern Trellanin, Sepenerais, Volksung and A'Lanthas.

Symbol: A golden circle

Alignment: CG

Motivation and goals: (Public) They seek to find Elesain and restore him to his rightful place as the leader of the Elvish peoples.

(Public) They also seek to promote peace between elves and all other races.

(Secret) Awaken Elesain to fight against the Darkness.

(Secret) Forge an alliance between Elesain and Ss'vash.

(Secret) Rebuild the nation of Lanthas to provide a bulwark against the Darkness.

Recruiting: They recruit young elves primarily in secondary educational facilities, where going to church is considered very "revolutionary".

Allies: None

Enemies: Primarily the national governments of Sepenerais, A'Lanthas and the Second Founding.

The Shining Path

Philosophy: The Shining Path is the official state religion of the Emerald Empire of Ss'vash, and their dogma posits that Ss'vash is the only god left alive after the destruction of Elesain, the Elf Lord. As Keeper of the Shining Path, Ss'vash is also the only deity to directly rule a nation and has also risen from the dead. Although he enjoys the fanatical devotion of all of his people, his worship is outlawed under pain of death in most nations. For this reason, his churches are exceptionally difficult to root out due to their need for secrecy. The concept of a living god who directly controls a nation is very difficult for most people to fathom, but that is the daily reality within the Emerald Empire.

The Shining Path is the single largest church on Vhraeden in spite of the fact it is outlawed in most nations.

Adherents of this religion are referred to as Followers of the

Path, although they are often called The Doomed or The Corrupted by those who do not share their beliefs.

Deity worshiped: Ss'vash (Class VIII)

Other Deities acknowledged: Elesain, the Dead God

Leader of the Church: Ss'vash

Hierarchy of the Church: Ss'vash and his children, the so called Demonseed Elite.

Headquarters: The Eternal Temple in Skallis, Emerald Empire

Members: Over a billion

Geographic area covered: The Emerald Empire and small isolated congregations throughout Vhraeden

Symbol: A tribal patterned red Cobra's head.

Alignment: LE

Motivation and goals: (public) The spread of the religion to enable the planet to exist in peace.

(secret) The spread of the religion across the entire planet to enable Ss'vash the power to attack the Darkness across the entire multiverse.

Recruiting: This is the official state religion of the Emerald Empire, thus all citizens are members. There are also numerous "missionaries" that serve to spread the word of Ss'vash.

Allies: None

Enemies: Every national government and every other religion.

The Word of Purity

Philosophy: The Word of Purity reveres In Vidu, the Lord of All. The followers of this church are In Vidics. They are mostly concentrated in the west. This church has been contracted with by Trellanin for operating a Temple of Life that specializes in resurrections. The costs for this service are prohibitive, and there is only one, located in Deler Vouris, but there are plans to open a second Temple of Life in Sanctuary.

Deity worshiper: In Vidu, the Lord of All (Class X)

Other Deities acknowledged: Qubbas, Lord of Death.

Leader of the Church: Supreme Grand Prophet Karelin Ahmadi

Hierarchy of the Church: The church faithful is composed of Initiates, who are taught by Guides. The Guides run the temples, with a Master in charge of several temples. Above the Masters are the Prophets, who are generally in charge of 6 to 7 Masters. Grand Prophets are a collective of all the highest ranking priests within the church. Grand Prophets choose their own membership, but only when one of the Grand Prophets dies. It must be pointed out that each of the Grand Prophets interpret the Sacred Texts of the First Prophet differently, so at present, the church is engaged in a massive sectarian struggle to determine which interpretation of the Sacred Texts is correct.

Headquarters: The Holy Citadel, Kismatta, K'Keb'rebah

Members: 180 million worldwide.

Geographic area covered: K'Keb'rebah and scattered enclaves around the world, although almost always in areas where K'Keb'rebahn refugees form a large portion of the populace

Symbol: Three crescent moons, one black, one white and one red.

Alignment: CG

Motivation and goals: (Public) Provide shelter for the worlds poor and desperate.

(Secret) Reform the sectarian, fractured organization of the church to allow it to finally destroy the A'Sham mages and then control the nation of K'Keb'Rebah

Recruiting: This is a very popular religion among the poor of the world

Allies: None

Enemies: The Temple of Fate. It also considers all other churches enemies, even the Church of Unity. The Power and the Truth is an especially hated foe.

The Church of Unity

Philosophy: The Church of Unity is the church of Chakam, the Father of Heaven. His Followers are called Chakamists. This church is most numerous in the east. The Church of Unity is actually quite small in number, but it covers the largest geographic area including 14 nations. The Church of Unity is currently on friendly terms with almost all other churches including the Shining Path of Ss'vash. The reason for this state is that the Chakamists readily acknowledge the existence of other beings of power and are not actively engaged in proselytizing. The nickname for followers of Chakam is "the wise ones" for they are able to discuss all matters of theology and religion while refraining from argumentation. The Church of Unity is also a haven for many ex-worshippers of In Vidu, Vusuloth and Exelain. The name of the Church itself reflects their view that all of the monotheistic religions are essentially the same, with the differences stemming from culture or language and not deific identity.

Deity worshiped: Chakam, Father of Heaven (Class X)

Other Deities acknowledged: Although Chakamists do not acknowledge the deific status of other gods, they do acknowledge their existence.

Leader of the Church: Exarch Chelis Lual Erusu

Hierarchy of the Church: The Exarch is chosen by the Divine Council. The Divine Council is composed of 12 members who each cover a geographical area of responsibility.

Headquarters: Celestial City, Vor Gurath, Momono

Members: The Church of Unity has 36 million faithful
Geographic area covered: All of the continent of Karniv and Azel. It is also found in the continents of Trestin and Kanath.

Symbol: A large white circle with a red crescent and a black crescent on either edge.

Alignment: LG

Motivation and goals: The church seeks to engender religious and moral behavior in the majority of the population of Vhraeden.

Recruiting: The church accepts all who come with a pure heart and a desire to aid in the holy mission of spreading moral behavior.

Allies: They seek peaceful relations with all religions

Enemies: The Word of Purity, the Power and the Truth

The Power and the Truth

Philosophy: The Power and the Truth is the name for the church of Vusuloth, the King of All. His Faithful are called Vusuloths. The main distribution of this church is the south. The Power and the Truth is a militant religion where the faithful are often called upon to wage wars for the expansion of the Church by its clerics. Sacrifice is a central tenet of this church's dogma.

Deity worshiper: Vusuloth (Class X)

Other Deities acknowledged: Kargaran, Lord of Darkness.

Leader of the Church: Kalama (Holy Leader) Yorin Sykes

Hierarchy of the Church: The Kalama is chosen by a Council of the Redeemed. The Council is composed of 33 clerics, each of whom is responsible for a single aspect of the Church. Some of the aspects are Sacrificial

Procurement, Doctrinal Enforcement, Recruitment, Security, Missions, Gifts, Diplomatic Relations, etc.

Headquarters: The Isle of Revelations, Sankara Lees

Members: 23 million faithful

Geographic area covered: The southlands

Symbol: 3 red squares overlain to create a 12 pointed star.

Alignment: CG

Motivation and goals: To spread the word of Vusuloth in order to defeat the "forces of darkness".

Recruiting: The Power and the Truth proselytizes heavily in Sankara Lees as well as in the SCA.

Allies: None

Enemies: The Citadel of Night, The Word of Purity

The Heavenly Chorus of Exelain

Philosophy: The Heavenly Chorus of Exelain is the name for the church that reveres the Lord of Lords, Exelain. This is the pseudo state religion of Anjia. Members of this church are known as Exelainists. This is also a very militaristic church with a great many Military Orders.

Deity Worshiped: Exelain, The Lord of Lords (Class X)

Other Deities acknowledged: Uruth, Eater of Souls

Leader of the Church: Paladin Excelsior Maximillian Less
Hierarchy of the Church: The Paladin Excelsior is chosen by the Calling of Equals, which consists of the Paladin Magnus of each of the 27 Military Orders, as well as the Magister of each of the 12 Regional Chapters. The Regional Chapters are the actual worshiping branch of the Church, but the Military Orders are formed from the Blessed Warriors from the Regional Chapters.

Headquarters: The church maintains its headquarters in the Divine Fortress of Exelain in Kenjin, Anjia.

Members: There are 17 million worshippers.

Geographic area covered: Anjia

Symbol: A white circle with 2 long swords diagonally bisecting it.

Alignment: CG

Motivation and goals: Maintain the church's existence, seek and destroy evil wherever it lies.

Recruiting: The church is composed of two distinct parts. The Blessed are any who are members of the church that have been inducted through the Rites of Purity, while the Blessed Warriors are those that have been selected to join one of the 27 Military Orders.

Allies: The Kingdom of Anjia

Enemies: The Womb of Corruption.

Although there are no mutually exclusive doctrinal differences between any of the four preceding churches, and there is no conflict within any of the religious writings pertaining to them, the differing churches are often violently opposed to the other three as well as any other church, regardless of the religious dogma involved. The exception is the Church of Unity who finds no fault with any of the other three churches, although it is the target of the other three.

Qubbas, Kargaran, Uruth and Oxephus are the Enemies of Life. The plurality is important to remember since all four are independent aspects of the same ideal of evil. Whereas Doraju is the name for the plurality of its four aspects, there is no unifying name for the aspects of evil. The churches dedicated to the worship of one of the aspects of darkness have a poor working relationship with other churches who worship one of the other aspects completely or have a differing hierarchy altogether. Although there are many prophecies that tell of the time period and the nature of the darkness' eventual victory over Vhraeden, the lack of specifics often set churches and individual aspects against each other.

It is interesting to note that each of the four religions dedicated to the service of evil has their own hierarchy of demons, servitors and a different location for their gods' seat of power.

The Temple of Fate

Philosophy: Death is the only constant in the world, and thus death should not be feared, it should be accepted, understood and mastered.

Qubbas is The King of Death and his worship is mostly centered in the North. His church is the Temple of Fate and are usually located underground. He has been contracted by several nations in order to aid with investigations of murders and also for the interrogation of spirits.

Deity Worshiped: Qubbas, The King of Death (Class IX)

Other Deities acknowledged: In Vidu, the Lord of All.

Leader of the Church: Prince of Death Harkanian Velseen

Hierarchy of the Church: The master of each church is a member of the Death Watch. Upon the "Passing Over" the Death Watch has a Summoning for all of the Death Watch and they choose a new Prince of Death from among their members.

Headquarters: The Temple of Fate located atop a mountain in the nation of Gavik.

Members: There are 1200 Temples of Fate worldwide with an undisclosed number of worshippers.

Geographic area covered: The Temple of Fate is mostly in all nations of northern hemisphere with the notable exception of the Emerald Empire.

Symbol: A horizontal black line bisected by a downward pointed arrow

Alignment: LE

Motivation and goals: The veneration of the dead (Public), Serve as a haven for The Touched (vampires, ghouls and liches)

Recruiting: The Temple of Fate recruits heavily from high powered Primals that are in the third stage of Arcane Affective Disorder.

Allies: None.

Enemies: The Word of Purity, The Citadel of Night, The Womb of Corruption.

The Citadel of Night

Philosophy: The hearts of man and the night sky are black, dark and cold. This is a source of power. Only by knowing the darkness of reality can true power be obtained over all things.

Kargarán, The Lord of Darkness claims dominion over all shadows and the night. His worship is mostly centered in the continent of Karniv. His church, the Citadel of Night, is open in their worship of him, and has churches located in many nations. Some of his clerics have been approached by several nations to assist with several top secret rituals of mass destruction projects.

Deity Worshiped: Kargarán, The Lord of Darkness (Class IX)

Other Deities acknowledged: Vusuloth, The King of All.

Leader of the Church: Primarch Damian Erichs

Hierarchy of the Church: The church is organized by Citadel. Each Citadel covers a huge area, usually several thousand square miles. The Citadel sends missionaries out to organize small

Headquarters: The Citadel is located west of Vor Gurath in the Great Western desert.

Members: There are approximately 1.8 million worshippers worldwide.

Geographic area covered: Every nation on the continent of Karniv has at least 3 Citadels.

Symbol: A black sphere with three black lines emanating from it

Alignment: LE

Motivation and goals: Cause a state of perpetual night on Vhraeden in order to manifest Kargarán who can then seek the Darkness in their ancient lairs and destroy them.

Kargarán will then rule the world in a meritocratic feudal society.

Recruiting: The Citadel of Night recruits heavily from city slums drawing the underprivileged into their church with their nihilistic views towards society and their future meritocratic system. Their primary recruits are also those that the Womb of Corruption targets and the two churches are often involved in violent altercations over promising recruits.

Allies: None

Enemies: The Power and the Truth, The Temple of Fate, The Womb of Corruption, all Cults.

The Womb of Corruption

Philosophy: A body is nothing but a vessel to transport the soul, and the soul is power. Uruth, The Eater of Souls is the most foul of the four. His church is the Womb of Corruption, and they have been declared anathema by many nations. His followers are often described as sacrifice junkies. They are power mongers of the worst sort and his priests are often arrested for murder. Although his worship is illegal in most nations, there is a ready supply of petitioners ready to take up his vestments in return for incredible power. It is speculated that rogue spiritualists founded this church in order to gain the powers of a cleric as well as those they already possessed by dealing with spirits.



Deity Worshiped: Uruth, Eater of Souls (Class IX)

Other Deities acknowledged: Although they discount the concept of gods, they maintain that Uruth is the greatest of spiritual entities and he will eventually consume all other

spirits, including those that masquerade as other religions "gods", especially Exelain.

Leader of the Church: The Bishop of Flesh

Hierarchy of the Church: There is almost no contact between the widely separated churches. Each womb is run as an entity unto itself, although they owe fealty and sacrificed PWR to the Bishop of Flesh who communicates with each Deacon (who runs a womb) in their dreams. Headquarters: The Bishop of Flesh is located in a semi-mystical location known as the Womb of Corruption, but it's location is unknown. It is believed to be extraplanar, although it is reachable via the Dreamlands when invited.

Members: There are perhaps only 4000 full members of the church, although there are hundreds of thousands who wish to be "reborn" as a full member via the Womb of Corruption which is the center of each church.

Geographic area covered: The church is active in every nation on Vhraeden, although their activities are extremely limited, except for the constant stream of murders and sacrificial rituals conducted.

Symbol: A fist holding a heart with a bite taken out of it.

Alignment: CE

Motivation and goals: To transform the "Deserving" into their "Final Form". Each "Deserving" will control a geographical area, served by the masses of chattel who will serve as food and entertainment.

Recruiting: The Womb of Corruption prefers to find those who are in the third or fourth stage of Arcane Affective Disorder. The Womb actively targets the same population as the Temple of Fate, and they are often involved in violent conflict over promising recruits.

Allies: None.

Enemies: The Heavenly Chorus of Exelain, the Citadel of Night, The Temple of Fate.

Church of Pleasure

Philosophy: Oxephus is known as The Queen of Sin, or by the more fanciful, Pleasure Whore. Her worship is almost entirely centered in Trellanin and Ulusia. This church more resembles a drug den or a brothel than a church. Her petitioners are almost all young and well off, and for that reason, the excesses of her Church of Pleasure are often overlooked by the authorities. The idea of a church consisting of drugged out, oversexed teens does not seem the typical church of evil, but the acts of her priests are abhorrent. The church is involved in all manner of illegal activity including the slave trade, snuff films, drugs, pornography, prostitution and the production of illegal psi-crystals. The priests of Oxephus are all morally bankrupt, drug-addicted pederasts. The fact that her church is growing daily is a source of concern to the governments of Ulusia and Trellanin. What both governments do not know is that Oxephus has another avatar, She Who Lurks who takes the form of a Kraken and is Worshipper in both Lanthas as well as Syltean. The Church of Pleasure is on extremely poor footing with all other organized religions. Not only is it recognized as an evil church, there is an increasing feeling that Oxephus is not demonic or evil at all, but may in fact be one of the beings of the Darkness.

Deity Worshiped: Oxephus (Class VII)

Other Deities acknowledged: None

Leader of the Church: Oxephus is the overall leader of the Church, communicating with her Prophets and Prophetesses directly through dreams and by summoning them to her.

Hierarchy of the Church: Each Church is led by a Prophet of Hunger and a Prophetess of Lust. A prophet or prophetess is identified to the current prophet or prophetess before their birth. Monks are sent to locate the

child and bring them to the Church, where they are then reared as the new Prophet or Prophetess. When the new prophet or prophetess completes the Catechism of Flame, the old Prophet or Prophetess is summoned to Oxephus a final time, never to return. There are also Monks and Priests. Monks live in the Church and never leave the confines of the church because they are either so insane they cannot function or because they are wanted criminals. Priests are little more than gang leaders who lead their flocks on murder sprees, drug binges, orgies, home invasions or whatever catches their fancy.

Headquarters: Each Church is an entity to itself, run by the Prophet and Prophetess as directed by Oxephus

Members: There are an estimated 60 million members of this church.

Geographic area covered: The Church of Pleasure is a truly worldwide organization with at least one Church of Pleasure in every nation on Vhraeden.

Symbol: A smiley face

Alignment: CE

Motivation and goals: (Public) The church's goals are to spread love, peace, tranquility and happiness.

(Secret) Turn the mass of sentients on Vhraeden into immoral hedonistic beings who are easily controllable due to their addictions and mental deviancies.

Recruiting: The Church of Pleasure recruits criminals, sexual predators, drug addicts, dilettantes, hedonists, counter-culturalists and especially adolescents from all races.

Allies: None

Enemies: All other churches and cults are their enemy.

The Druidic Tradition

Philosophy: The druids of Vhraeden identify Doraju, the name given to the four aspects of nature, as their ideal. It is not Worshipper per say, but it is central to the tenets of the druidic religion. Doraju is the Natural Law and as such is beyond the confines of Human experience and exists on a plane that operates on geological time and sentience is an encumbrance rather than a benefit. Doraju itself has no worshippers. The reason for that is the fact that Doraju is the entirety of all non-sentient life on Vhraeden and as such, has no need of worshippers since all non-sentient life counts as it's petitioners. To deal with the rapid rate of change that Doraju is simply unable to accept, there are four aspects to itself that possess completely different personalities, depending upon the cycle of the year. When that cycle of the year is present, that aspect is also present and no other.

The neutrality that Doraju embodies through the moral shifting of it's four aspects are responsible for the druidic concepts of moral classification that allows them to utilize those abilities. Doraju is The Natural Law, or more frequently The Sphere. The four aspects of Doraju are Sephas, the Goddess of Life, The Queen of Spring. Iscles is the God of Hopelessness, The Lord of Winter. Laiel is the Goddess of Gentleness, the Princess of Fall. Nuchaim is the God of Fury, the King of Summer.

Doraju is the totality of existence, or rather natural law and balance. However, Druids also acknowledge the existence of other concepts such as Vhrea, Eaden, Ap'ubine, Deris and Liow. Vhrea is the concept of life, Eaden is the concept of emotion, Deris is the concept of stagnant law, Ap'ubine is the concept of death, and Liow is the concept of formless chaos.

Deity Worshiped: Doraju in the four aspects (Class IX)

Other Deities acknowledged: The concepts of Life, Emotion, Law, Death and Chaos

Leader of the Church: The Grand Druid

Hierarchy of the Church: Each Druid is a self contained church, ministering justice and balance to the world as they see fit. The Circle of Equals, is the name given to all Druids that have successfully taken a pupil. The Circle meets upon the death of the Grand Druid to choose another from among the High Druids, which is all Druids whose pupil now sits on the Circle of Equals.

Headquarters: The Druids have no formal headquarters, and only meet upon the death of the Grand Druid.

Members: The Druidic Tradition keeps no formal record of how many Druids there are, but they all know absolutely that there are 756,398 druids currently.

Geographic area covered: The Druids have no heed of boundaries and go where they feel they are needed. Thus, druids are considered to be worldwide.

Symbol: A stylized scythe.

Alignment: N

Motivation and goals: The druids exist to protect the world from all manner of imbalances. They are feared as much as they are loved. They wander the world righting wrongs, sabotaging humanitarian efforts, killing monsters, and burning farms.

Recruiting: A druid is permitted to take student under his tutelage when he completes his own training. Druids recruit heavily from orphanages, refugee camps and the homeless. The training of a druid takes at least ten years, although fifteen is the average, depending on the ability of the teacher. When a druid feels that his protege is ready, he will seek out another Druid and have them Challenge the new druid. The Challenge can be of any nature the other Druid wishes. If the new druid survives, announcement is made, and all other druids become aware of the new member.

Allies: None

Enemies: Everyone has been counted among the enemies of the druids at one time or another.

Creation's Majesty

Philosophy: This is the religion of the giants. This is more a philosophical system than a actual religion, but there are gods and through communion with them, the giants are able to effect truly magnificent displays of power.

Although it is possible to be an elementalists without being a member of the faithful to this philosophy, those who are both can choose skills from the Divine Favor skill list AND the Elemental Decree skill list, although one of them must be the primary skill set and the other will be the secondary.

Deity Worshiped: Koryin, the Lord of Fire; Buyol, the Lord of Water; Ganemys, the Earth Goddess; Ka'Pryss, the Wind Goddess (Class IX - each)

Other Deities acknowledged: None

Leader of the Church: There is no leader of the church. An individual relationship with the deities is paramount and thus there is no real structure.

Hierarchy of the Church: As stated earlier, there is no structure and thus is not a church in the literal meaning of the word. There are times when followers of this religion do gather to discuss matters of importance and these are called Mahallas. Those who follow this church's philosophy are known as Spraedes, which means "those who listen" in Kalasian.

Headquarters: There is no headquarters, although each of the deities do possess a sacred place.

Members: There are approximately 20,000,000 self professed Spraedes.

Geographic area covered: The giant lands. Other elementalists are sometimes followers of the deities but this is rare.

Symbol: A dot inside a square inscribed within a circle, inscribed within a triangle

Alignment: Neutral for the entirety of the church, although the members have no restrictions.

Motivation and goals: None

Recruiting: This church spreads mostly by word of mouth or is handed down from generation to generation.

Allies: none

Enemies: the Cults.

The Cults

There are other beings of power that are Worshiper by small, scattered cults and isolated madmen rather than organized religions. As a collection they are often referred to as The Darkness, which is not to be confused with the Lord of Darkness, Kargaran. These beings are the bringers of madness and destruction. Those who worship these Outsiders are granted great powers and perceptions, but the costs are often mutation and madness. Outsiders, Lords of Chaos, The Darkness, The Abyss....they are all different names for the same concept of reality warping insanity. These beings are almost beyond definition, but they do exist. Little is known of them except for a few names, and that these beings are not allied with each other. They seem to be in constant conflict with each other as well as every other spiritual or deific being in existence.

Church of the Dark Speaker



Philosophy: Death should be a choice, not a requirement. That is the creed of The Dark Speaker to his clerics and it is this statement that brings most people to his divine worship. Strive to create a new level of existence through the use of the power gifted to you by the Dark Speaker. Do not bring harm to those that have achieved this existence less they deny the power of The Dark Speaker and leave no grave undisturbed. Animate the dead and create more

greater forms of undeath to increase the influence and power of the Dark Speaker and never question your superiors or your deity, such actions are punishable by the final death. Strive to achieve the new state of existence provided by your deity and work magic in ways that will benefit not only yourself, but your church and The Dark Speaker as well. Dark power must be shared among those that do not know the power of The Dark Speaker so that they might know of his gifts. Destroy those that try to stop and thwart your plans and sacrifice them to the Undying Lord for his favor.

Clerics of the Dark Speaker usually choose to wear unassuming clothing when not at mass or on a mission for the church. Since most of his worshipers are elven wizards, most appear to be completely normal for their station. Those of sufficient power may flaunt their status as clerics by performing deeds of evil in the name of their god, though those that witness these actions will usually be killed a short time later.

Most of The Dark Speaker's temples are located underground, with the central temple located on the twenty-second sub-level of Erian'Tier'Ol'Efferian. This temple, named the Sepulchrum, is well guarded with many magical traps and The Dark Speaker has been known to manifest within the temple frequently to check on church business or to discipline failed actions by his followers.

Deity Worshiped: Zanatose, The Dark Speaker, The Rictus Lord, The King of Chaos, The Undying One, The Nethercaller (Class VI)

Other Deities acknowledged: All

Leader of the Church: Arch-Necromancer Izul, pure elven lich

Hierarchy of the Church: There are 16 Vile Chants, each of which controls a temple. There has only been one Arch-Necromancer, thus there is no accession procedure for that position. When a follower reaches a suitable level of devotion and power, they are elevated to the rank of Vile Chant and tasked with creating a new Boneyard (temple) for the veneration of The Dark Speaker.

Headquarters: The Sepulchrum, Erian'Tier'Ol'Efferian, A'Lanthas.

Members: There are 16 Boneyards (temples) worldwide with approximately 6,000 number of worshippers.

Geographic area covered: The Dark Speaker is almost unknown in most nations. His church is hidden and the name Zanatose is spoken only by the criminally insane or the doomed penitents to find their way to the blackened doors of a Boneyard seeking absolution, power and everlasting life.

Symbol: A blood red fanged skull crowned by 4 black and 4 purple tentacles.

Alignment: Neutral Evil

Motivation and goals: Creation of the perfect life-form, which is undead (Private).

Recruiting: The church observes those who already engage in necromancy and Infernal magic. Those deemed worthy are either tricked or intimidated into joining the church.

Allies: Citadel of Night, Womb of Corruption

Enemies: The Word of Purity

Cult of Kar Tula

Philosophy: This is the largest of the myriad cults which exist on Vhraeden. This cult is built upon the belief that when the stars are right, Kar Tula will rise his sunken city above the waves and exterminate all life in the Multiverse. Exactly where his city is, and what it means for the stars to be "right" are sources of major contention within this cult.

The members of this cult are very active in all manner of temporal affairs such as business and government, and they work tirelessly in the shadows to discern the time of the prophesied return of their god. That he will exterminate all life in the multiverse is not well known throughout the cult, but the high priests are perfectly willing to sacrifice their minions to their god when he returns secure in the knowledge that they will become gods themselves.

This cult is composed of four disparate elements, the Priests, the Faithful, the Redeemed and the Acolytes. Priests are only chosen from among the most dedicated of ancient Families that have Worshiper Kar Tula since the defeat of the Darkness, several thousand years in the past. The Faithful are the remaining members of those ancient families that lack the power to commune directly with their sleeping god. The Redeemed are influential members of society who have been seduced into the cult for one reason or another. The Redeemed are kept very distant from the actual operation of the cult are more properly understood as those who support the cult on the promise of great rewards when the Rising of Kar Tula occurs. Acolytes are the foot soldiers of the cult and know only that they serve a great and powerful god. That most of them are criminals who were in some way rescued by the cult escapes them. They are chosen and inducted only in the most paltry of ceremonies and their continued loyalty is insured by a combination of psionic domination and dependent relationship with their Master of the Veil, or local cult leader.

Deity Worshiped: Kar Tula, The Dead God, The Sleeping Nemesis, The Dread Master of All (Class VII)

Other Deities acknowledged: Hestu, Kar Tula's half brother who sleeps in a dead city on a dead planet, light years away.

Leader of the Church: The Faceless.

Hierarchy of the Church: The Faceless leads through mystical messages to the heads of the Thirteen Families. Each Family has a singular Priest, who leads that Family. Each Family has between 8 and 20 Cults that are under their control. Each Cult is controlled by one or more Faithful, who are known as Master to those Redeemed and Acolytes that they control. Each Cult has its own particular rituals that it observes under the direction of the Priest. Thus each Family worships Kar Tula in a particular way, and rituals are called Rings. Each Ring has a particular segment of the Cult that participates. The Ring of Power is led by a Master and is for the Acolytes. The Ring of the Redeemed is led by a Master and includes the Redeemed. The Ring of Becoming is led by a Master and has both Acolytes and Redeemed. The Ring of the Faithful is led by a Priest and includes only the Faithful. The Ring of Eternity is led by the Faceless and includes all Priests.

Headquarters: None. No one knows where the Faceless resides.

Members: Unknown, although it is suspected to be at least 25,000 strong, including all ranks, although there are only 13 Priests at a time, and perhaps 200 Faithful at most.

Geographic area covered: Worldwide.

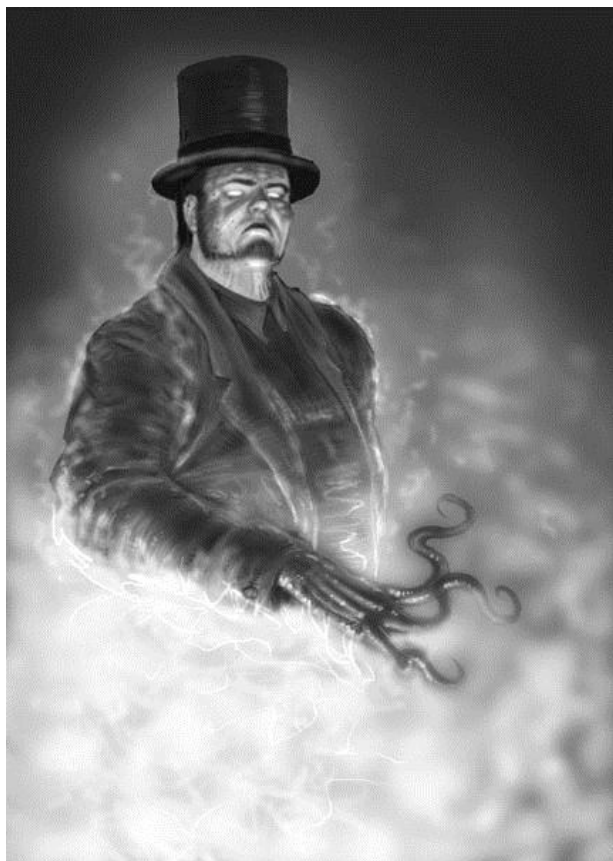
Symbol: An oval with thirteen wavy lines descending from it.

Alignment: CE

Motivation and goals: Resurrection of their god and the destruction of all life in the Multiverse.

Recruiting: All family members in the Thirteen Families are automatically inducted into the cult at birth. Redeemed are selected from the richest and most powerful segments of society, while Acolytes are chosen from the criminally

insane, convicts, homeless and the most desperate members of society.
 Allies: None
 Enemies: All other churches are their enemies, although the Cult of Hestu is their most hated foe.



Other Religions

For definitional purposes, the pantheonic systems for Spiritualists will not be covered here, but will instead be explained in further detail under their own section in the Character Creation area since their powers and abilities come directly from their belief systems, in a similar manner to Clerics but sufficiently different from a typical Cleric that they merit more attention in another section. The reason that Clerics' and Druids' belief systems and pantheons are explained here is that the religions of the world are much more widely utilized by the majority of the world population who derive no abilities other than inspiration, happiness and confidence. This is in contrast to those who follow Elemental, Shamanic or Spiritual systems, where the ideal is that study will lead to power and those systems are simply not well known outside those who study them. Another reason is that Elementalists, Shamans and Spiritualists do not necessarily worship their sources of power. It is entirely possible that there is a storm giant shaman who is a devout In Vidic, although his personal pantheonic belief system would not necessarily coincide with that of the In Vidic Church.

Rank, Class and Species of Spiritual entities

Spiritual entities are identified in three separate, but interlinked ways. These are Rank, Class and Species. Spiritual Rank is a measure of the amount of power that a being possesses within **its own** pantheon. That is the

respect and authority that it among others of its own kind and may be used as a rough approximation of its "reputation" in the spiritual realms.

Class is a measure of the beings innate power to change reality to its own liking. This is basically a rating of their magical power. Species is simply that, what breed of spirit they are. These three ratings are usually interconnected, which is to say that most beings of a particular species are of a certain Class and usually hold a certain rank.

<u>Class</u>	<u>POWER</u>
Class 0	Less than 99 PWR
Class I	100-199 PWR
Class II	200-299 PWR
Class III	300-399 PWR
Class IV	400-499 PWR
Class V	500-599 PWR
Class VI	600-699 PWR
Class VII	700-799 PWR
Class VIII	800-899 PWR
Class IX	900-9,999 PWR
Class X	10,000 - Infinite PWR

In the table below, the -- denotes that the being possesses a Word. In this context, a Word is the over riding resonance of that being, or its destiny. For example, a being with the Word of Strife means that in any instance where the word strife can be used to describe it, they gain a corresponding increase in ability. The Word of a being is also sometimes called its portfolio, meaning that aspect of reality that they are attuned to. These bonuses ARE transferable to worshipper of that being (but a being can only be the recipient of ONE bonus at a time...If at any time, a being receives a second bonus, then that being is killed instantly) at an automatic one quarter value. If they succeed in a Divine Favor, Infernal Corruption or Abyssal Insanity roll, then that bonus increases to half value.

Anytime that the Word of being is invoked, they gain a bonus to ALL rolls pertaining to that word as denoted on the following chart:

<u>Class</u>	<u>Bonus</u>
Class 0	0%
Class I	+10%
Class II	+20%
Class III	+30%
Class IV	+40%
Class V	+50%
Class VI	+60%
Class VII	+70%
Class VIII	+80%
Class IX	+90%
Class X	+100%

For example, a Succubus is *usually* a Devil, a Monk of Lust in the Infernal Legion and a Class VI spiritual being. While this is the usual state of affairs, this is not always the case. Beings get promoted, ascend, fall, rebel and quit all the time and thus it is a good idea to know the rank of the being you are talking to before assuming they are a Master of Justice, without knowing they Fell two years ago and are now a Friar of Murder.

Usually Rank is based on Class and Class is based on Species.

CLASSES OF SPIRITUAL BEINGS

The chart below gives the usual ranking of a being based on their class in six different hierarchies. Note that **The Source** is the same for both the Demons and the Devils.

	Infernal – Demon	Infernal -Devil	Celestial	Abyssal	Spiritual	Shamanic
Class X	The Source	The Source	The One	The Darkness	Over-deity	Grandmother/ Grandfather
Class IX	King of Hell	Cardinal of Hell	Principality	Elder God	Titan of --	Father Stars
Class VIII	Prince of --	Archbishop of --	Archangel of --	Dark God	Lord of --	Mother Vhraeden
Class VII	Duke of --	Bishop of --	Angel of --	Great Old One	Personification of --	Totem of --
Class VI	Lord of --	Abbott of --	Master of --	Greater Servitor	Master of --	Totem of --
Class V	Count of --	Deacon of --	Executor of --	Servitor	Executor of --	Totem of --
Class IV	Earl of --	Monk of --	Operative of --	Lesser Servitor	Operative of --	Totem of --
Class III	Baron of --	Priest of --	Agent of --	Cult Master	Agent of --	Totem of --
Class II	Captain of --	Friar of --	Guardian of --	Cult Leader	Lieutenant of --	Totem of --
Class I	Knight of --	Brother of --	Vassal of --	High Cultist	Soldier of --	Totem of --
Class 0	Servitor of --	Supplicant of --	Disciple of --	Cultist	Follower of --	Shaman of --

CHAPTER VIII RULES

In every role playing game rules set, there are two competing extremes. One of these is realism; the other is playability. Cops and Robbers, Cowboys and Indians or whichever variation of, "Bang! Bang! You're dead!" you play, is the most simple, but most playable role playing game. The rules are simple. You make them up as the situation arises, and it pretty much boils down to, "You're dead!" or "Am not!"

The other extreme is seen in some games that were released in the late 1980's and early 1990's by several game companies. These games stressed realism, especially in combat. While the games were very realistic, they also had a tendency to be slow, especially when modeling the wounding effects of every projectile in a 30 round burst. These extremes denote the limits within which a realistic and playable system can be found.

The following rules are my attempt at creating playable, realistic rules. You are the judge of my endeavors.

Notation

These rules use the following die notations:

d4 = four sided die

d6 = six sided die

d8 = eight sided die

d10 = ten sided die

d12 = twelve sided die

d20 = twenty sided die

d% = percentile dice

Die rolls are expressed in the format:

[#] die type [+/- modifiers]

Example: 3d6+2 means: "Roll 3 six sided dice. Add the result of the three dice together. Add 2."

The Rule of One:

A 01% is always a critical success and cannot be beaten in an opposed check except by another 01%.

Critical Success:

If a player rolls under 1/10th the modified skill percentile, the action is a critical success.

The Rule of a Hundred:

A 00% (a 100) is always a critical failure and cannot beat any number.

Maximum Skill Percentile:

There is no maximum skill percentile. The game mechanics will only allow a 99% chance of success on a D100 roll. There will always be a 01% chance of failure regardless of the skill or ability that a being wields. The benefit to having skills in excess of 100% is the greater chance of scoring critical successes and being much less likely to fail at extremely difficult tasks.

Actions:

Each round lasts approximately 3 seconds. The number of Actions that a character can perform at full percentage is a function of their Dexterity. For every full 20 points of Dexterity, a character can make 1 action.

0 Dexterity = no actions

1-20 Dexterity = 1 action

21-40 Dexterity = 2 actions

41-60 Dexterity = 3 actions

Skill Check:

Rolling a D100 against a skill is a skill check

Statistic Check:

Rolling a D100 against an ability is a statistic check.

Difficulty:

Each action has a difficulty modifier that is applied to skills. Once these modifiers are applied, the player has to roll equal to or UNDER their modified skill percentile to succeed. If that player rolls over the modified skill percentile, then the character has failed.

<u>Difficulty</u>	<u>Modifier</u>
Pathetic	+10%
Simple	-0%
Easy	-10%
Average	-20%
Tough	-30%
Challenging	-40%
Difficult	-50%
Hard	-60%
Ridiculous	-70%
Crazy	-80%
Impossible	-90%

Minimum Modified Skill:

A skill can never be modified below 1/10th the original value of the skill. Therefore a character with a skill level of 72 percent attempting to do an impossible task (-90%) would have his skill reduced to 7% and not -18%!! This also applies to saving throws.

Opposed Actions:

Each player rolls against their character's original, unmodified percentile. If they roll over their percentile, they fail. If they roll under their percentile, they succeed. If both characters succeed, the lower roll wins. As an example, Yarin the ork mercenary fires his MK 6 autopistol at an elfen infiltrator. Yarin rolls a d100 against his skill of 56%. The elf is aware of the attack and dodges, so he rolls a d100 against his skill of 45%. Yarin rolls 22 which is less than his skill of 56% and thus succeeds. The elf rolls a 34 which is less than his skill of 45, but it is more than the opposing roll of 22 and thus is hit by Yarin's rounds.

Roll bonuses:

A roll bonus beyond those gained by situational modifiers can be gained by burning unused Experience Points. Those XP are then permanently lost.

Rerolls:

There are two methods to gain a re-roll. The first is to permanently sacrifice 1 point of PWR. The reroll must be used, even if the result is worse and only 1 point of PWR can be used per round, even if the character wants to sacrifice 3 points of PWR to gain a better roll!!!!

The second method is to burn a Fate Point. A Fate Point is purchased with XP (1 Fate Point costs 100 XP). When a character uses a Fate Point, they can choose which of the two rolls they want to use, and a character may choose to burn multiple Fate Points in a round.

Equipment Ratings:

There are times where characters will have to make an opposed action against a thing, not another character or NPC. When this happens the character rolls against the items "rating" which functions exactly the same way as a skill for opposed actions. An example would be a computer with an encryption rating of 80, thus a character would have to roll against the computer rating of 80 in order to decrypt the information within the computer.

Self guided weapons (heat seeking missiles, smart bombs, "reflex weaponry") also have a rating that is used to roll it's attacks against.

Equipment ratings are a way to make characters oppose items instead of simply modifying the difficulty of the roll to succeed.

Skill Specializations:

Specialization is a situation, wherein a character may have a skill, but only within a defined area of expertise within that skill. As an example, think of a professional infantryman who possesses the skill of tactics. They would know a lot of things about small unit tactics, uses of artillery, armored vehicles and the importance of logistics. Place the same soldier on the deck of a battleship and some of their knowledge is still useful, but they would suffer a penalty since they are not familiar with concepts of combat air patrols, defensively ringing the ship with other ships, overlapping sensor coverage or the capabilities of the weapon systems available. If this were the case, simply add "(ground)" to the skill so that it would then be written Tactics (ground). The character will then suffer a penalty, assessed by the game master, when using his skill in any other environment. In contrast, the PC will gain a bonus, also assessed by the game master, when using his skill on the ground. The penalty and bonus should, in most instances be no more than 20% and should usually be equal in value.

As an option, the game master may allow the specialization and the modifier to be permanent. If that were the case, place the specialization and the modifier in parenthesis, so using the example above the skill would be written Tactics (ground, +/- 10%) or whatever the Game master decides is a fitting modifier. The penalty and bonus should, once again be no more than 20%, depending on circumstances and be equal in value.

Multiple Actions:

A player may wish his character to perform multiple actions in a round. This is done by one of two methods, which may be used interchangeably.

Method 1: The player determines which skill percentile is the lowest among the skills that they are wanting to use in the round. The player then makes a skill roll against that skill, modified for difficulty. If it is successful (rolled under the necessary percentile), the number rolled is subtracted from that modified skill percentile. The player may now roll again against that new percentile. If that roll is successful, the number rolled is subtracted from the new modified skill percentile. This continues until the player rolls over the skill percentile.

Method 2: The player determines which skill percentile is the lowest among the skills that they are wanting to use in the round. The player then divides up their skill percentile among the number of actions that they wish to perform (in the case of firing weapons, the maximum amount of actions is equal to the weapons rate of fire plus any movement actions the player wishes to attempt. In the case of melee weapons or movement, the maximum number of actions is equal to 1/2 the character's DEX.) The player then modifies each percentile by the difficulty then rolls. Each roll is a separate action and the success or failure of one or more of the rolls does not affect the others.

NOTE: Psionics and Magic may NOT be used in conjunction with multiple actions. The concentration necessary to perform these acts does not allow multiple actions to take

place. If multiple actions are attempted while casting a spell, conducting a ritual or using a psionic power, the spell, ritual or power automatically fails.

Definitions:

A statistic is one of the primary statistics of the game.

A statistic check is found by multiplying the statistic by 5%.

A skill is an area of knowledge represented by %.

Experience:

Gaining New Skills in Play:

If a character ever rolls a 01% (critical success) for a skill that they do not currently possess, then they will automatically gain +01% in that skill and will gain an additional d10% upon completion of the adventure.

Improving Skills Through Experience:

During a game, when a character successfully uses a skill, they will gain the opportunity to improve that skill at the conclusion of the adventure. After the game, the player will roll a d100. If the roll is less than or equal to the current percentile of the skill, then the character will gain +01% to the skill. If the roll is greater than the current percentile of the skill, then the character will gain +1d4+1% (+01% to +5%) to that skill.

For a more realistic campaign, if the roll is less than or equal to the current skill, the character DOES NOT gain any additional ability. If the roll is greater than the current skill, the character gains a +01% to that skill.

Experience Points:

In addition to improving skills through use, PC's also gain what are known as Experience Points. One Experience Point is equal to 1% in a skill, but they can be "saved" for later use in order to purchase a new skill at a high level initially, be used as "luck" to add a temporary amount to a skill so that it is successful, or used immediately to improve any skill or purchase a new skill. A PC gains a number of Experience Points equal to their INT at the conclusion of every complete adventure!

Experience Points may also be given as rewards for role playing, achieving campaign goals and other reasons chosen by the GM. Some examples of rewards are below:

Role playing + 10

Achieving a campaign goal +10

Achieving the main campaign goal +20

Improving Statistics:

When a character successfully makes a number of Statistic Checks EQUAL to the Statistic Score, roll the same amount of dice they did at character creation with all modifications that apply. If the roll is higher than the current statistic check, the statistic increases by +1. If the roll is less than or equal to the current check, the statistic does not increase and the character begins again. Thus a character with a DEX of 15 needs to make 15 successful dexterity checks. When they do, roll the same amount of dice they did at character creation with all modifications that apply (thus, to improve DEX a human would roll 3d6, while a Paka would roll 3d6 and add 2 to the roll. Age modifiers DO apply!) and if the new roll is HIGHER than their current score, they gain +1 to DEX permanently, if they roll lower, they do not gain any improvement. Statistic improvement is rare. Remember that only one successful check per game

session counts! Thus a character with a DEX of 15 will have to survive 15 adventures minimum before seeing if their stat improved.

Also note that the Statistic Score to be rolled against is the Base statistic (3d6) prior to any racial modifications being applied. The highest that a Base statistic can be modified to is 20.

Spousal Knowledge Rule:

If a character is intimately connected with someone (another character or an NPC) in a spousal relationship for more than one year, the character will gain one skill at 1/5th the percentile value per year. Please note that this is not the same as training, which will be covered later.

Perishable Skills Rule:

There are some skills which diminish over time when not used. To simulate this, for every year that a character does not use a skill, they may designate up to 05% from that skill and add those percentiles to any other skill that they desire. A skill may only be reduced to a minimum of 10% in this manner.

Training:

If a character wishes to be trained on a new or an old skill, they must first find an instructor and most likely pay a fee. Take the skill that the character wishes to learn at the instructor's value and add the instructor's Teaching skill and divide the total by two. This is the maximum percentile that the instructor may imbue in their student (although the result can not be any higher than the instructor's knowledge in that skill. A teacher can not teach what they do not know). For every full two weeks, (approximately six hours per day, or 30 hours per week, 60 hours total) that the student spends learning make an Idea Check, then have the instructor make a Teaching Check. If the check is successful the student gains +d5% on that skill (+01% to +05%). Please note that it is possible to expand the time necessary and take instruction in multiple skills. Each skill that is trained takes approximately 2 weeks before a learning check can be attempted. One skill requires two weeks, two skills requires four weeks and three skills requires 6 weeks, etc. Only one check can be made per each skill taught and only at the end of the entire training period. In this manner it is possible to simulate college or similar training/education. It is not possible to train and adventure. This is what smart characters do when not adventuring.

Initiative:

DEX is used as the initiative score, from highest to lowest.

Initiative requires some common sense, such as when caught in an ambush or when attacked unexpectedly, the character initiating the combat will have the initiative. Unless the other character can make a successful Alertness or Awareness roll, then they can do nothing for the first combat round, not even dodge. They are "surprised" and spend that round recovering.

The Combat Round:

A combat round last three seconds. This is enough time to perform one action at full percentile value or to perform several actions at greatly reduced potential for success. Typically, a player will elect to perform one of the five following actions: perform a skill, move, attack, dodge, or parry.

Attacking:

To attack, a character uses a skill roll modified for conditions. If the roll is less than or equal to the modified skill number,

the attack is successful. The target has the option of either parrying (for a melee attack) or dodging (for a ranged or a melee attack) to avoid the attack.

Moving:

A character may move up to 2 feet per point of SPD that a character possesses. There is no roll necessary.



A Trellanin Duellist

Dodging:

In order to successfully dodge, you roll against your dodge skill and the attacker's attack roll. If you roll under both your dodge skill and the attack roll, you successfully dodge. Dodging counts as one action and therefore you may usually either move, attack, parry or dodge during your turn in combat. You may also perform more than one action according to the rules above. In order to dodge, you must be aware of the attack. Attacks from ambush, from behind or from invisible enemies may not be dodged. Alternately, you can take

evasive action (pre-emptive dodging) and do nothing else. This means that you roll your dodge skill FIRST and the attacker has to roll under your Dodge skill to hit you.

Feinting

When attacking, you may use feints. To feint, the attacker chooses a certain amount to take off of their weapon skill, and the same amount is taken off the dodge or parry skill of the defender. For example a swordsman with Longsword 91% is fighting a character with Longsword 83% and Dodge 55%. The attacker chooses to feint for a -40% so now his skill is 51% and that 40% is taken off of the defender's Longsword (to parry) or his Dodge, defenders choice. The defender chooses to lose the -40% to his Longsword, so it is now only 43%, but the Dodge is still 55%.

Aiming (ranged weapons)

Aiming takes one action and does NOT modify the skill level or roll for an attack. What it does do is allow for a Damage Bonus (below). For a normal (unaimed) ranged attack, the attack is made and may be dodged as normal. For an aimed ranged attack, the attack and dodge roll is made as normal, but the DB is applied (if it penetrates armor).

Aiming takes one action.

Burst Value

Some weapons have a burst value, which determine how many submunitions of a burst actually hit a target. The way an item with a burst value is written is usually x/x where the first x is how many submunitions actually hit a target, whereas the second x is the amount of damage that each submunition does.

In order to hit, a successful weapons skill must be made. If successful, then the above rules apply, if the attack roll fails, then the attack is a miss.

Rate of Fire

There are several weapons that allow for more than one attack per round when using them such as machine guns or bolters. If a character is using one of these weapons to fire more than once at only one target then use the rules for Burst Value above with the first number being the number of rounds fired according to the following chart.

<u>Rounds fired</u>	<u>Rounds hit</u>
2	1d2
3	1d3
4	1d4
5	1d5
6	1d6
8	1d8
10	d10
12	2d6
16	2d8
20	2d10
24	3d8
30	3d10
40	4d10, etc.

If a character is firing at more than one target, they can fire at as many targets as the weapon has Rate of Fire, but the rules for Multiple Actions apply.

Range bands

Ranged weapons have a range listed. It is equivalent to one range band. As the range increases, the difficulty in hitting the target increases until it simply runs out of range. The Range Bands and the difficulty modifiers are listed below

<u>Range Bands</u>	<u>Range</u>	<u>Modifier</u>
1/2	close	+10%

1	very short	+0%
2	short	-10%
3	medium	-20%
4	long	-30%
5	long	-40%
6	very long	-50%
7	very long	-60%
8	extreme	-70%
9	extreme	-80%
10	maximum	-90%

Fully Automatic Weapons

Some weapons are capable of firing fully automatically. When using these weapons to fire at a singular target, the rules for rate of fire apply with the Burst Value equal to the total number of rounds fired. If you want to fire at multiple targets, you must first determine the total amount of area that you wish to fire into. This is done by first adding together the total amount of targets that you wish to engage, then adding in the amount of distance separating them from each other in meters. Then divide the amount of rounds fired by the total number of targets and the distance with the resulting number being the Burst Value to use on each target if a successful attack roll is made per target.

Parrying:

In order to successfully parry an attack, you roll against your melee or weapon skill and the attacker's attack roll. If you roll under both your weapon skill and the attack roll, you successfully parry the blow. Parrying counts as one action and therefore you may usually either move, attack, parry or dodge during your turn in combat. You may also perform more than one action according to the rules above. In order to parry, you must be aware of the attack. Ranged attacks, attacks from ambush, from behind or from invisible enemies may not be parried.

Melee Damage:

Punching and Kicking damage are based on strength. Damage is annotated in Light Damage Capacity. The damage bonus from is equal to 1/10th skill percentage as per normal. Thus a human with a strength of 12 has a punch of 2d6 LDC and a kick of 4d6 LDC...along with a punch skill of 72% and a kick skill of 42%. Thus he would do 2d6 + 7 LDC for a punch and 4d6 + 4 for a kick.

STR	Punch	Kick
1	1 LDC	1d2 LDC
2	1 LDC	1d2 LDC
3	1 LDC	1d2 LDC
4	1d2 LDC	1d4 LDC
5	1d3 LDC	1d6 LDC
6	1d4 LDC	1d8 LDC
7	1d5 LDC	1d10 LDC
8	1d6 LDC	2d6 LDC
9	1d8 LDC	2d8 LDC
10	1d10 LDC	2d10 LDC
11	2d6 LDC	4d6 LDC
12	2d6 LDC	4d6 LDC
13	2d8 LDC	4d8 LDC
14	2d10 LDC	4d10 LDC
15	2d10 LDC	4d10 LDC
16	3d8 LDC	6d8 LDC
17	3d10 LDC	6d10 LDC
18	3d10 LDC	6d10 LDC
19	6d6 LDC	12d6 LDC
20	1d4 DC	2d4 DC
25	1d6 DC	2d6 DC
30	9d10 LDC	18d10 DC

35	2d6 DC	4d6 DC
40	2d8 DC	4d8 DC
45	2d10 DC	4d10 DC
50	4d6 DC	8d6 DC
60	6d6 DC	12d6 DC
70	1d5x10 DC	1d10x10 DC
80	1d6x10 DC	2d6x10 DC
90	1d8x10 DC	2d8x10 DC
100	1d10x10 DC	2d10x10 DC

Damage Bonus:

The Damage Bonus is applied to all melee weapons and ranged weapons (only if aimed). The DB is equal to 1/10th of the melee or ranged weapons skill being used (including bows, crossbows and guns). This symbolizes the factor that skill and ability has in combat. A professional boxer will cause much more damage per punch than a normal person.

The DB is only added to damage that penetrates armor, it does represents the effect skill plays in hitting for maximum damage, but it does not add miraculously to the physical attack. **Once again, DB is only added to attacks that actually penetrate the armor of the target!!**

Reducing Damage:

There are times when a character may not want to kill their target, merely disable them. In these instances, the character merely has to make a successful attack once to hit the target, then has to make a second roll under their skill level to reduce the damage to any value less than the normal rolled. For example, Heren, a dwarf bouncer is breaking up a bar fight. He is a very experienced fighter (punch 82%, kick 74%) but his job does not include killing those who violate the rules of the Gun Runner Bar. Marlis, a rather hot headed gnomish decides to punch Heren when asked to leave. Marlis is not very skilled, having a 26% punch skill. Marlis rolls a 55 to hit Heren, a miss. Heren wants to slam Marlis' snout against the bar to get his attention. Heren rolls a 07, a critical success. Marlis tries to dodge (skill 45%, but rolls 87 and fails). Heren grabs the back of Marlis' head and pulls him forward and down, slamming him snout first into the hard oak bar.

Heren is pretty strong Dwarf, with a STR of 17, doing 2d8 LDC and a damage bonus of +8 LDC for his skill for a combined total of 2d8+8 LDC. Heren rolls a 14 and adds 8 for a total of 22 damage, but he rolled a Critical Success for a total of 44 LDC damage... a bit more than he wants to do. Heren decides that he wants to try and reduce that to 30 LDC (equal to 3 DC). Heren rolls against his skill of 82% and gets a 34, success. When Marlis face smashes into the bar, he takes 3 DC, which is enough to bloody his nose, tear his eyes and loosen a few teeth. Shocked, woozy and bloody, Marlis decides to take the warning and walks unevenly out of the bar.

Damage Capacity:

Determining Damage Capacity for beings and objects.

A beings Damage Capacity is equal to its CON x its Size Class Modifier. The minimum DC for any object is its' SIZ. There are three builds within each size class, with the exception of Colossal. The three builds are Light, Medium and Heavy. The following list is a description of each Size Class by its' SIZ.

Size Class	Damage Capacity	Weight (in pounds)	Height (inches)	CON / STR Mod
Fine, light	CON/20	0 - 1/8	1" - 2"	-16

Fine, medium	CON/15	1/7 - 1/6	3" - 4"	-15
Fine, heavy	CON/10	1/5 - 1/4	5" - 6"	-14
Diminutive, light	CON/10	1/2 - 3/4	6" - 8"	-12
Diminutive, medium	CON/10	1	9" - 10"	-11
Diminutive, heavy	CON/10	1 1/2	11" - 1'	-10
Tiny, light	CON/5	2	1'	-8
Tiny, medium	CON/4	3 - 5	1 1/2'	-7
Tiny, heavy	CON/3	6 - 8	2'	-6
Small, light	CON/3	9 - 10	2'	-4
Small, medium	CON/2	11 - 30	3'	-3
Small, heavy	CON/2	31 - 60	4'	-2
Medium, light	CON/2	61 - 120	4' - 5'	-2
Medium, Medium	CON	121 - 300	5' - 7'	0
Medium, heavy	CON x 2	301 - 500	7' - 8'	+2
Large, light	CON x 3	501 - 1500	8' - 10'	+4
Large, medium	CON x 4	1501 - 2500	10' - 14'	+5
Large, heavy	CON x 5	2501 - 4000	14' - 16'	+6
Huge, light	CON x 10	4001 - 9000	16' - 24'	+8
Huge, medium	CON x 15	9001 - 18000	24' - 30'	+10
Huge, heavy	CON x 20	18001 - 32000	24' - 32'	+14
Gargantuan, light	CON x 25	32001 - 50,000	32' - 40'	+16
Gargantuan, medium	CON x 35	50,001 - 100,000	41' - 50'	+22
Gargantuan, heavy	CON x 45	100,001 - 250,000	51' - 64'	+30
Colossal	CON x SIZ/10	250,001 +	64' +	+32 +

SIZE Classes

Fine	SIZ: less than 1
Diminutive	SIZ 1
Tiny	SIZ 2-3
Small	SIZ 4-8
Medium	SIZ 9-22
Large	SIZ 23-63
Huge	SIZ 64-179
Gargantuan	SIZ 180-500
Colossal	SIZ 501+

An objects' Damage Capacity is equal to its SIZ multiplied by 1/10th its' stopping power (minimum is 1). This means that a 200-pound refrigerator is SIZ 14, and

its' construction material is metal sheeting with a SP of 3. Its' DC is equal to 14 x 1 (since .3 is less than 1, it is rounded up to 1) which is 14, therefore the refrigerator has 14 DC and a SP of 3, or 6 as cover.

Object's SIZ Object's Weight

1	1
2	4
3	9
4	16
5	25
6	36
7	49
8	64
9	81
10	100
11	121
12	144
13	169
14	196
15	225
16	256
17	289
18	324
19	361
20	400
25	625
30	900
35	1225
40	1600
45	2025
50	2500
60	3600
70	4900
80	6400
90	8100
100	10,000

Damage Classes

There are five damage classes used in this game in varying rarity. The first is known as Light Damage Capacity and is abbreviated LDC. The second is known as Standard Damage Capacity and is used for over 90% of all combat and is abbreviated DC. Vehicular Damage Capacity is equal to 10 DC and is used for Vehicular Combat and may be used as shorthand for some types of combat, usually vehicular, hence it's name. The third class of damage is known as Heavy Damage and is used for very tough and hearty machines and beings such as tanks and avatars. 1 HDC is equal to 100 DC or 10 VDC. The fifth class is known as Ultra Damage and is equivalent to 1000 HDC and is primarily used for nuclear weapons and deities. Below is a chart that shows the correlation of these classes of damage to each other.

LDC	SDC	VDC	HDC	UDC
1	-	-	-	-
10	1	-	-	-
100	10	1	-	-
1,000	100	10	1	-
1,000,000	100,000	10,000	1,000	1

Damage class is an exceptionally important concept in the game, since each damage class effectively makes itself immune to lower class weapons.

This is vitally important for vehicles and non-organic items. For instance, an object with 2 VDC and a stopping power of 5 becomes IMMUNE to all damage below 15 SDC...first it has 5 Stopping Power which means that any damage or five or less can not damage it, and the fact that the object is Vehicular

Damage means that it can not be damaged by anything less than 10 SDC in a single blow. Therefore, this object with a paltry 5 SP and a mere 2 VDC is actually immune (for all intents and purposes) to all one handed melee weapons wielded by humans, 90% of two handed weapons, most pistols and about half of submachineguns.

The SP represents the ability of the weapon to shrug off damage while the damage class represents the ability of the object to resist the effects of penetrating damage. Thus, even though a weapon does 14 damage to the object, all that happens is there is now a hole in it (SP was exceeded = hole, but not more than 10 SDC penetrated to do 1 VD, thus no damage of any effect occurred).

Please note that if a weapon has a damage rating and is not followed by damage class, assume that it means Standard Damage Class.

To assign Damage Classes to objects the following guidelines apply:

For unarmed Melee Damage, use LDC

For armed Melee Damage, use SDC

For most portable weapons use SDC

For most vehicles use VDC

For objects with over 100 DC convert to VDC

For objects with over 10,000 DC use HDC

For objects with 100 SP use HDC (rare)

Designers Note

Since the concept of "damage" in a role playing game is by necessity both approximate and simplified. To use real world equivalents 1 point of "damage capacity" is approximately 1 inch of penetration in organic material (flesh), 1 millimeter of penetration in iron and .5mm penetration in rolled homogenous armor plate.

Stopping Power:

Stopping Power is a function of density and thickness. Some beings, due to thick hide, extraterrestrial biology or magic possess stopping power, but most do not.

Below is a partial list of construction materials and armor, and the Stopping Powers that they provide.

It must be noted that these values are derived from the average ability to stop a variety of attack forms. Although it is possible to list each material and it's resistance to each type of attack such as penetrating, thermal, impact, cutting and electrical, the combat sequence would slow down dramatically thus diminishing the dramatic effect of combat. These values represent the best compromise between reality and simplicity possible.

Example	SP/DC per inch
Padded armor	1
Glass	1/inch
Paper	1/inch
Rope	1/inch
Thick padded armor	2
Thin leather armor	2
Plastic, soft	2/inch
Ceramic	2/inch
Ice	2/inch
Metal sheeting	3
Studded leather armor	3
Unarmored car (Class 0)	3
Plastic, hard	3/inch
Heavy studded leather armor	4

Chainmail	5
Bronze cuirass	5
Splint mail	6
Wood	7/inch
Aluminum	8/inch
Heavy chain mail	6
Steel cuirass	7
Light plate armor	8
Concrete	9/inch
Field plate armor	9
Plate armor	10
Class I personal ballistic armor	10
Class II-A personal ballistic armor	12
Super Light Armored Vehicle (Class I-A)	10
Concrete/Masonry	12/inch
Class II personal ballistic armor	14
Stone	15/inch
Class IIIA personal ballistic armor (soft)	16
Class III personal ballistic armor (hard)	20
Very lightly armored vehicle (Class I)	20
Class VI personal ballistic armor (hard)	50
Iron	20/inch
lightly armored vehicle (Class II-A)	30
light/medium armored vehicle (Class II)	40
Medium armored vehicle (Class III-A)	50
medium/heavy armored vehicle (Class III)	60
heavy armored vehicle (Class IV-A)	70
very heavy armored vehicle (Class IV)	80
super heavy armored vehicle (Class V-A)	90
ultra heavy armored vehicle (Class V)	100

When using the above table for determining the cover value of an object, remember that the SP refers to the damage that is needed to penetrate one side of an object in order to inflict damage to the interior of the object. When an object is being used as cover, the damage must penetrate TWO sides of an object in order to damage what is on the far side of the intervening cover. This means that SP is multiplied by TWO when determining the Cover Value.

Armor Coverage:

As an optional rule, you may roll to determine if the armor worn by a target has been effective in intercepting an attack.

To determine the amount of surface area covered by armor use the following:

Area Covered	% protection
Head (NOT incl. face)	4%
Face	4%
Neck	1%
Chest	9%
Back	9%
Abdomen	9%
Lower Back	9%
Groin	1%
Upper Arm	4% each
Lower Arm	4% each
Hands	1% each
Upper Leg	9% each
Lower Leg	8% each
Foot	1% each

Total Body 100%

Now then add all of it up and that is the percentage of the body protected by armor.

To determine if the armor was hit, the attacker rolls a D00 (without any skill modifiers, this is NOT the same as a called shot/attack). If the result of the D00 is LESS than the

amount of % covered, the attack **hits the armor** and damage is resolved normally. If the result of the D00 is GREATER than the amount of % covered, the armor **did not** intercept the attack and damage is resolved normally.

Please note that some weapons do area damage (such as fire, explosives, etc.) and if the body is not 100% covered, then they target will very likely take damage regardless.

Blunt Force Trauma:

Blunt force trauma is a type of damage that occurs even when armor is able to stop an attack from penetrating. The force of the impact travels through the armor and affects the character wearing the armor. Each weapon has a Blunt Trauma Modifier (BTM). For every multiple of the BTM, one point of damage is taken by the character wearing the armor, regardless of whether the damage actually penetrated or not. This is one reason why impact weapons are so effective against armored characters.

Staged Penetration:

Every time that an attack physically penetrates armor, it weakens. To simulate this, every time an attack penetrates armor, the armor loses 1 SP.

Armor Piercing Attacks:

Some weapons do armor piercing attacks. An armor piercing attack cuts the SP of any armor in 1/2 (sometimes 1/4). There are two types of armor piercing attacks, attenuating and non-attenuating. Attenuating attacks cut the penetrating damage by 1/2, non-attenuating attacks do not. For example, a knife is a non-attenuating AP weapon. It makes its attacks against only 1/2 the SP of any armor and the penetrating damage is the remainder.

An armor-piercing bullet however, is an attenuating AP attack. It makes its attack and only 1/2 the targets SP applies. The penetrating damage is also halved.

Falling

A being takes 1d6 + 1/10 SIZ damage per ten feet fallen. This is not jumping or rolling or even tripping. This is falling on your head or your face or something similar. Jumping 10 feet, feet first will cause 1 damage. The fall itself counts as an attack with a 100% chance of hitting. A character with Tumbling or some other skill can attempt to roll with the fall to take 1/2 damage if they roll under the "attack". If the attack roll is 10% or less, then it is a critical fall and does double damage!

Falling damage will max out at approximately 570m for humans.

Feet fallen	Damage
10	1d6+1/10 SIZ
20	2d6+1/10 SIZ
30	2d6+1/10 SIZ
40	3d6+1/10 SIZ
50	3d6+1/10 SIZ
60	4d6+1/10 SIZ
70	4d6+1/10 SIZ
80	5d6+1/10 SIZ
90	5d6+1/10 SIZ
100	5d6+1/10 SIZ
200	6d6+1/10 SIZ
300	6d6+1/10 SIZ
400	7d6+1/10 SIZ
500	7d6+1/10 SIZ

600	8d6+1/10 SIZ
700	8d6+1/10 SIZ
800	9d6+1/10 SIZ
900	9d6+1/10 SIZ
1000	9d6+1/10 SIZ
1100	10d6+1/10 SIZ
1200	10d6+1/10 SIZ
1300	10d6+1/10 SIZ
1400	11d6+1/10 SIZ
1500	11d6+1/10 SIZ
1600	11d6+1/10 SIZ
1700	12d6+1/10 SIZ

Humans reach "terminal velocity" at approximately 570m (1700 feet) which is roughly 120mph. This will do 1/10 SIZ + 12d6 damage.

Impacts

Every 10 SIZ of an object does 1d6 damage for every full ten miles per hour. Thus a SIZ 70 object traveling at 90 mph inflicts ((70/10) + (90/10) = 7 + 9) = 16d6 damage to whatever it hits.

Objects or characters inside an another object take 1/2 damage. Seatbelts reduce the damage to 1/4, a full body harness or airbags reduce the damage to 1/8, which allows characters to walk away from severe impacts with minimal injuries, if they utilize their safety equipment.

Saving Throws:

There are some forms of attack, which allow a character the opportunity to reduce or negate the effect of the damage. There are several types of saving throws, which can be attempted. The most commonly used saving throws are Dexterity, Constitution and Willpower checks.

Save versus Magical/Psionic Effects.

The attacker makes his attack roll. The defender rolls against his willpower. If the defender rolls under both his willpower and the attack roll, the psionic attack has no effect. This is only for attacks that affect the mind, not psionic effects such as telekinesis, pyrokinesis or cryokinesis. Those attacks are dodged as normal attacks are.

Save versus Poison.

Roll against the character's Constitution Check MINUS the potency (POT) of the poison x 5%. If the defender rolls under their constitution check minus the potency (POT) of the poison x 5%, then the poison will have the minimum effect. Otherwise the poison will have the maximum effect.

Countering Magical/Psionic Effects.

The attacker makes his attack roll. The defender makes his Dispel magic roll. Low roll wins, but only if the defender has enough PWR to successfully counter the incoming spell, thus you have to have some PWR in reserve. Yet another reason to have lots of prepared spells and keep your PWR reserve high to counter magic and psionics.

Death and Dying

A character has a certain amount of Damage Capacity (DC). When a character's DC is reduced to 0, they are unconscious. When a character is reduced to -1/2 DC they are dead. There are also various levels of injury between healthy and dead. As an optional rule, use the following.

Full DC	Healthy	No Modifiers
3/4 DC	Bruised	-1 all Stats, -5% all skills
1/2 DC	Injured	-2 all Stats, -10% all skills
1/4 DC	Seriously Injured	-5 all Stats, -25% all skills
0 DC	Unconscious	-10 all Stats, all skills 0%
-1/4 DC	Critically Injured	Critically Injured

-1/2 DC Dead

Dead

Amputation

If a character with SDC takes 10 points of SDC to a limb, it is severed. If a character with SDC takes 100 points of damage to a limb, it is vaporized and CAN NOT be reattached.

If a character with VDC takes 10 points of VDC to a limb it is severed. If a character with VDC takes 100 points of VDC to a limb it is vaporized and CAN NOT be reattached.

If a character with MDC takes 10 points of MDC to a limb it is severed. If a character with MDC takes 100 points of MDC to a limb it is vaporized and CAN NOT be reattached.

When this occurs, a character PERMANENTLY loses 1/10th of their DC!

Broken and Destroyed

Objects have several levels of damage just like characters and beings.

Full DC	Fully Functional
3/4 DC	Lightly Damaged
1/2 DC	Damaged
1/4 DC	Heavily Damaged
0 DC	Broken (will no longer work)
-1/2 DC	Critically Damaged (repairable)
-Full DC	Destroyed (can not be repaired)

Critical Injury and Massive Damage

There are times when characters and objects are subject to large amounts of damage, due to either large weapons or critical strikes. When that occurs, then these rules apply. If a character takes more than 1/2 of their DC in damage in one round, they are assumed to have suffered a critical injury. Critical injury also applies when a character drops below -1/4 their DC. It is possible for a character to take so much damage that they take over 1/2 their normal DC and drop below -1/4 DC in the same round. If that occurs, roll twice on the Critical Injury chart.

The Massive Damage Chart is used in the same way as the Critical Injury chart, but for objects instead of characters or creatures. The Massive Damage Chart assumes the object in question is a vehicle of some sort.

Critical Injury Chart

- 01-10 Lose a partial limb (hand, foot, below the knee, below the elbow) (01-50) or a complete limb (above the elbow, above the knee) (51-00)
- 11-20 Lose an eye (01-50) or an ear (51-00)
- 21-30 -1d6 STR loss of muscle tissue and damage to tendons, ligaments, etc.
- 31-40 -1d6 CON loss of a lung or damaged heart, liver, etc.
- 41-50 -1d6 DEX scar tissue doesn't stretch
- 51-60 -1d6 INT brain damage
- 61-70 -1d6 CHA scarring and you hate people now
- 71-80 -1d6 PWR massive tissue loss
- 81-90 -1d6 WIS brain damage
- 91-00 -1d6 SPD damaged tendons and joints

Massive Damage Chart

- 01-10 Sluggish, -20% to all rolls
- 11-20 Mobility impaired, -50% to speed
- 21-30 Overheating, will take 1d6 damage per round until vehicle is shut down.
- 31-40 Lose all targeting systems.

41-50 Lose communications

51-60 Lose all sensors

61-70 Pilot stunned for 1d4 rounds

71-80 Weapons systems damaged, lose 1d4 weapons.

81-90 Power failure for 1d4 rounds

91-00 Internal fire, -20% to all rolls and speed due to smoke and pilot irritation.

Healing Rates

Healing rates vary according to the amount of damage a character has taken. If the character is "Healthy" they heal 1 DC per day. If they are "Bruised" they heal 1 DC every 3 days. If they are "Injured", they heal 1 DC per week. If they are "Seriously Injured", "Unconscious" or "Critically Injured" they heal 1 DC per month. The level of damage that they were at when they sought medical attention determines the amount of time needed to heal. Thus a character who is bruised and needs to heal 4 DC will need 12 days to completely heal, while a character who is unconscious and needs to heal 17 DC will need 17 months to return to 100%. Please note that "Critically Injured" is a level of damage that is so profound that a character stands a very good chance of never returning to 100% even if "magically", "technologically", "inferentially" or "divinely" cured.

Fatigue

In life and death combat, combatants do not have the luxury of rest and pacing. Battles and melees are ferocious affairs, with characters constantly moving. Hesitation is certain death. As battles lengthen from seconds into minutes, the weight of weapons and armor wear a character down. A large amount of energy is expended striking, dodging, blocking, casting, and this will wear a character down, to say nothing of excitement, fear, panic or pain.

For every ten minutes of constant combat or extreme exertion (GM's call on "constant"), a character will take 1 CON damage. This is can either be healed by magic or by 8 hours of deep sleep (8 hours of sleep = 1 CON).

Looting

Looting bodies is a favorite pastime of adventurers. While this has the potential to be profitable, it has its drawbacks as well. First off the dead body will have voided itself and thus be rather smelly, moist and soiled. Also, the body will most likely be covered in blood and dirt. This means that handling dead bodies without protection gives a flat 5% of contracting a disease, usually a blood borne or skin disease, though minor infections are also a possibility.

Looting bodies from the recently deceased is sometimes a waste of time since the damage that killed them usually has the effect of destroying many of the items they were carrying. There is a flat 10% chance that every item carried by the victim will be completely destroyed, and an additional 25% (11-35%) that each item will be damaged in some way. Also, any armor the victim was wearing at the time will need to be repaired since it will have taken damage during the combat.

Power and its game mechanics

Power (PWR) is one of the most changing statistics in the game. The easiest way to think of it is as fuel that powers supernatural effects. Power is burned as PC's cause magical effects. Power flows back into the character so that after 24 hours, the entire natural amount of PWR a character possessed is regenerated.

When a character's Power reaches 0, they fall unconscious, immediately. There are times when a character needs more Power. The route to getting more Power is called "after burning". By trading in points of CON to use as PWR, they

can effectively burn more power than they have. This is very dangerous since it lowers their DC, which makes it easier to die, and if they reduce their CON to 0, they will die, immediately. An example would be if Serissa, the elfen combat mage has 2 PWR left, but needs to cast a 6 PWR fireball. She can do this by using her 2 PWR and spending 4 CON, which drops her DC. At the end of the round, Serissa can either fall unconscious (since she has 0 PWR left) or spend an additional 1 CON to remain conscious, with a PWR of 1.

CON used in this way returns at a rate of 1 CON per day! This is very dangerous. Dropping to 0 PWR is also bad because it causes the character to fall deeper into the grasp of Arcane Affective Disorder.

Another use of PWR is to for re-rolls. If a very bad roll occurs, then a character can PERMANENTLY sacrifice 1 PWR for a re-roll. The REROLL MUST BE USED, you can not burn more than 1 PWR in this way.

Starvation and Thirst

In normal climates, Medium-size characters need at least a gallon of fluids and about a pound of decent food to avoid starvation. (Small characters need half as much.) In very hot climates, characters need two or three times as much water to avoid dehydration.

A character can go without water for 1 day plus a number of hours equal to his Constitution score. After this time, the character must make a Constitution check each hour (-5% for each previous check) or sustain 1d4 points of damage.

A character can go without food for 3 days, in growing discomfort. After this time, the character must make a Constitution check each day (-5% for each previous check) or sustain 1d4 points of damage.

Characters who have taken subdual damage from lack of food or water are fatigued. Subdual damage from thirst or starvation cannot be recovered until the character gets food or water, as needed-not even magic that restores hit points heals this damage.

Radiation

Radiation exposure is measured in rads. Once a character has absorbed a certain number of rads, he will suffer certain effects. One problem with radiation exposure is that while physical symptoms can be treated and may heal, the radiation never goes away. The character's rads must be tracked. Further exposure adds to what the character is already carrying around until a deadly level is reached. Each exposure adds its dose to the existing level of radiation in the body and the effect is for the higher amount. Accumulated rads can be removed using anti-rad drugs.

Name: The name of the radiation

Type: Type of radiation

Delay: The time between the exposure to the radiation, to the time its effect takes hold.

RADs: The dose measured in RADs (or REMs)

Potency: This is a number between 10 and 1000 that measures the strength of the radiation. A character must make an opposed Resilience test versus the radiation's Potency test in order to avoid or mitigate the damage of the poison.

Stage One Effect: The typical effects of the radiation in its first stage

Latent Period: Many doses of radiation have a latent period where symptoms seem to die down before a second set of symptoms appear.

Stage Two Effect: The typical effects of the radiation in its second stage

Recovery Period: The time taken to recover if not fatal

Fatality: The percentage of people who die after a certain number of days. Use this for NPCs and if you want a fast resolution to the poisoning. This is the chance of the person dying of the radiation poisoning.

Characters must make the Constitution Check upon exposure to the radiation, after the Latent Period and at the end of the Fatality period. If the character succeeds all rolls, and the radiation fails all rolls, then the character has been lucky and will suffer no serious ill effects. For high doses of radiation, this event is highly unlikely.

Radiation Succeeds, Character Fails: If the radiation succeeds its Potency test and the character fails his Resilience test, the radiation has its full effect.

Character Succeeds, Radiation Fails: If the character succeeds his Resilience test and the Radiation fails its Potency test, the Radiation has no effect.

Both Radiation and Character Succeed: Whoever rolled the highest in their test wins.

Both Radiation and Character Fail: Whoever rolled the lowest in their test wins.

Medical Treatment

Anyone exposed to Light radiation or higher requires immediate medical treatment otherwise the ill-effects will be permanent. TLs 1-5 cannot treat Radiation Poisoning, TLs 6 can treat the symptoms but can do little for acute cases, TLs 7 can keep acute cases from dying and have a chance to reverse the damage, given good enough equipment and TL 8 can completely treat and cure any level of radiation poisoning, with great expense and time.

Gamma-Ray Bursts

Name: Low Level Gamma-Ray Burst

Stage One Effect: Mild burn (1 point to each exposed location)

Latent Period: None

Stage Two Effect: Low Level Radiation Exposure

Name: Mild Gamma-Ray Burst

Stage One Effect: Mild burn (1D2 point to each exposed location)

Latent Period: None

Stage Two Effect: Mild Radiation Exposure

Name: Light Gamma-Ray Burst

Stage One Effect: Light burn (1D3 points to each exposed location)

Latent Period: None

Stage Two Effect: Low Level Radiation Exposure

Name: Moderate Gamma-Ray Burst

Stage One Effect: Moderate burn (1D4 points to each exposed location)

Latent Period: None

Stage Two Effect: Moderate Level Radiation Exposure

Name: Severe Gamma-Ray Burst

Stage One Effect: Severe burn (1D6 points to each exposed location)

Latent Period: None

Stage Two Effect: Severe Level Radiation Exposure

Name: Sub-Lethal Gamma-Ray Burst

Stage One Effect: Extreme burn (1D8 points to each exposed location)
Latent Period: None
Stage Two Effect: Sub-Lethal Level Radiation Exposure

Name: Lethal Gamma-Ray Burst
Stage One Effect: Mild burn (1D10 points to each exposed location)
Latent Period: None
Stage Two Effect: Lethal Level Radiation Exposure

Name: Hyper-Lethal Gamma-Ray Burst
Stage One Effect: Mild burn (1D12 points to each exposed location)
Latent Period: None
Stage Two Effect: Hyper-Lethal Level Radiation Exposure

Ionising Radiation

Name: Negligible Level Radiation
Potency: 5-10
Stage One Effect: Potential for genetic mutations

Name: Low Level Radiation
RADs: 20-50
Potency: 11-25
Stage One Effect: As above plus temporary decrease in red blood cells

Name: Mild Radiation
RADs: 50-100
Potency: 26-50
Stage One Effect: Headaches, increased risk of infection (Resilience skill reduced by POT / 5), temporary male sterility

Name: Light Radiation
RADs: 100-200
Delay: 3-6 hours
Potency: 51-100
Stage One Effect: Mild to moderate nausea (-20% to all skill rolls), increased risk of infection (Resilience skill reduced by POT / 2), temporary male sterility
Latent Period: 10-14 days
Stage Two Effect: Spontaneous abortion/stillbirth for pregnant women, depressed immune system (Resilience skill halved)
Fatality: 10% after 30 days

Name: Moderate Level Radiation
RADs: 200-300
Delay: 1-6 hours
Potency: 101-150
Stage One Effect: Nausea (-20% to all skill rolls), vomiting, increased risk of infection (Resilience skill reduced by POT / 5), temporary male sterility
Latent Period: 10-14 days
Stage Two Effect: 50% chance of losing hair, fatigue (Wearied), general illness, loss of white blood cells (Resilience skill halved), possible permanent female sterility
Recovery Period: 1-several months
Fatality: 35% after 30 days

Name: Severe Level Radiation
RADs: 300-400
Delay: 1-6 hours
Potency: 151-200
Stage One Effect: Nausea (-20% to all skill rolls), vomiting, increased risk of infection (Resilience skill reduced by POT / 5), temporary male sterility

Latent Period: 7-14 days
Stage Two Effect: As above plus fatigue (Exhausted), bleeding under the skin, from the mouth and from the kidneys (take 1D2-1 Hit Points of damage per location per day)
Recovery Period: Several Months
Fatality: 50% after 30 days

Name: Acute Level Radiation
RADs: 400-600
Delay: 1-2 hours
Potency: 201-300
Stage One Effect: Nausea (-20% to all skill rolls), vomiting, increased risk of infection (Resilience skill reduced by POT / 5), temporary male sterility
Latent Period: 7-14 days
Stage Two Effect: As above plus fatigue (Exhausted), bleeding under the skin, from the mouth and from the kidneys (take 1D3-1 Hit Points of damage per location per day), infections (Resilience skill halved)
Recovery Period: Several months to a year
Fatality: 60%-90% after 30 days

Name: Sub-Lethal Level Radiation
RADs: 600-1000
Delay: 15-30 minutes
Potency: 301-500
Stage One Effect: Nausea (-20% to all skill rolls), vomiting, increased risk of infection (Resilience skill reduced by POT / 5), temporary male sterility, permanent loss of bone marrow (requires a transplant or Resilience loss is permanent)
Latent Period: 5-10 days
Stage Two Effect: As above plus fatigue (Exhausted), severe internal bleeding (take 1D4-1 Hit Points of damage per location per day), infections (Resilience skill halved)
Recovery Period: Several years but never complete
Fatality: 100% after 14 days

Name: Lethal Level Radiation
RADs: 1000-5000
Delay: 5-30 minutes
Potency: 500-2500
Stage One Effect: Nausea (-40% to all skill rolls), Fatigue (Exhausted), increased risk of infection (Resilience skill reduced by POT / 5), permanent male sterility, permanent loss of bone marrow (requires a transplant or Resilience loss is permanent)
Latent Period: None
Stage Two Effect: Gastric and intestinal cell death and severe diarrhoea (lose 1D3 HP from abdomen every day), severe internal bleeding (take 1D4-1 Hit Points of damage per location per day), infections (Resilience skill halved), delirium (lose 1D3-1 INT per day), coma (if INT reduced to 0), then death
Recovery Period: None
Fatality: 100% after 7 days

Name: Hyper-Lethal Level Radiation
RADs: 5000+
Delay: 5 minutes
Potency: 2500+
Stage One Effect: Nausea (-60% to all skill rolls), Fatigue (Exhausted), increased risk of infection (Resilience skill reduced by POT / 5), permanent male sterility, permanent loss of bone marrow (requires a transplant or Resilience loss is permanent)
Latent Period: 1-2 days
Stage Two Effect: Gastric and intestinal cell death and severe diarrhoea (lose 1D4 HP from abdomen every day), severe internal bleeding (take 1D4 Hit Points of damage per

location per day), infections (Resilience skill halved), delirium (lose 1D6 INT per day), coma (if INT reduced to 0), then death

Recovery Period: None

Fatality: 100% after 2 days

Sound

<u>Decibels</u>	<u>Example</u>
10	Whisper
20	Speaking quietly
30	Conversation
40	Light traffic
50	Loud conversation
60	Shouting
70	Heavy traffic
80	Loud noise, subway, concert
90	Very loud noise, explosion
100	Jet take-off, deafened 2d6 seconds
140	flash-bang grenade, deafened 2d4

Weight

The maximum that a character can lift is equivalent to their Strength x Strength in pounds. Three quarters of that is a heavy load, one half is a medium load and one quarter is a light load.

Atmospheric Re-entry

EVERY point of damage taken by a vehicle is magnified by 100 when that vehicle attempts re-entry (due to shearing and thermal effects)...thus it would take 2 (only 2) points of damage to completely destroy the space shuttle upon atmospheric re-entry...but since the damage occurred to the wing, only 1 point of damage translated to 100 points during the re-entry and traveling at several mach minus a wing apparently leads to catastrophic disintegration of the vehicle.

Good Days, Sick Days, Bad Days and Worse Days

The default "status" for an adventurer is a "good day", which means that the character is not sick, irritated, pre-occupied, depressed, injured or otherwise reduced from an optimum status. The penalties for injury have already been covered in the combat sections, but there are other times when a character is not one hundred percent.

A Bad Day occurs for lots of different reasons, but the penalty is that the character is -2% on everything during the Bad Day, regardless of the reason for the Bad Day occurring. Sometimes, however, the character may have a Worse Day, and that worse day is a -5% on everything for the duration of the Worse Day. The only thing that can remove a Bad Day or a Worse Day is sleep. Until the character gets sleep, the Bad/Worse Day will simply continue on and on and on.

Characters also can get sick at various levels. They can be sick (-2%), really sick (-5%) or "deathly ill" (-10%). It is up to GM's to determine how often characters get sick or have Bad Days...one way is to roll 2D6. On 2-9, the character will have a good day. On a 10 or 11, they have a Bad Day, and on a 12 they have a Worse Day.

Sickness should be either be completely random or something the GM afflicts a character with instead of it being something determined by dice.

The downside of adventuring, Going Crazy:

Ancient mages in their towers, old mercenaries in their bases, old soldiers going insane from boredom, reclusive king-makers paranoid of their closest friends and ancient

masters who live like poor hermits in caves, what do they all have in common? Varying degrees of mental illness. Why do these highly skilled, vastly experienced people act so bizarrely? Power and experience have their price. The sentient mind is a very delicate thing. Everything that it experiences becomes another datum for the mind to build upon. When the mind experiences a certain amount of traumatic experiences, it begins to engage its coping mechanisms. While the average sentient will experience a certain amount of tragedy, joy and other emotional stimulus in their lifetime, those who choose to enter the shadows and live a life of adventure, power, and yes, violence, they will gain an amazing amount of emotional and psychological baggage. Thus is the price of their experiences.

True understanding of the darkest aspects of sentient nature, a true vision of the horror that is war, insight into the nature of the reality, communion with a deity, death and resurrection; all of those scar the mind. Those scars do not easily fade. Antisocial behavior, suicidal tendencies, talking to yourself, survivors guilt, lack of empathy, cynicism, paranoia and a host of other mental disorders are the reward for a lifetime spent in the darkest corners of the world.

There are a few general categories of stimulus that seem to trigger these mental disorders. They are magic, augmentation (cybernetic and bio-magical), violence, power, resurrection and expertise.

Magic is addictive. The reason for the stereotype of the wizard's tower is that older psions, elementalists, bio-mages, empaths, clerics, mages, shamans, cultists, alchemists, spiritualists and druids have tasted the seductive sweetness of raw Power firsthand, and they begin to need it. It starts out slowly, imperceptibly. During their youth, it is a physical sensation, the feeling of power flowing through them, into them, filling them. Casting spells causes exertion, but the endorphins released are addictive, giving them a "magic high".

This often manifests itself as mages who cast larger spells than necessary. That is a sure sign of a growing problem. That is stage one of what is commonly called Arcane Affective Disorder.

As time passes and mages, as well as other magic users, continue to use Power, they often begin to gain items that grant them more Power than they typically would have access to. Naturally the quest to gain more Power and hoarding magic items is yet another step on the road to addiction. This is stage two Arcane Affective Disorder.

The next stage is the need to have spells active at all time. Protective spells that are cast obsessively, healing potions that are imbibed for no reason and a need to have magic items on one's body at all times is stage 3 of Arcane Affective Disorder.

When a character fails to curb their appetite for magic, they will eventually fall to Arcane Affective Disorder and one of two things will occur. They will either die, or they will undergo a transformation, which will change them forever. This is stage 4 Arcane Affective Disorder. If they do not die, one of the following will occur; a complete metamorphosis, possession, vampirism, cannibalism, becoming a lich, or becoming a ritualistic sacrificial mass murderer.

Arcane Affective Disorder has different symptomology for Shamans than it does for others. A shaman with Stage 1 AAD will sometimes begin to act like one of their totems, sniffing

the air, pawing objects, etc. at random times, though with a successful Willpower roll, they can maintain control.

Stage 2 AAD is when the shaman will begin to become noticeably more atavistic, preferring uncooked food, spending more time outside, and when they speak, about 50% of the time, they will make animal noises instead of humanoid speech.

When Stage 3 AAD is reached, the shaman will often simply run away and live in the wild as if they were an animal of a type they are a shaman of. Thus a Stage 3 AAD Bear Shaman will simply run away and be a bear, albeit in other skin. A Stage 3 AAD Shaman is called "feral", and they are.

A Stage 4 AAD Shaman becomes something else entirely. These are actually quite rare, since the majority of feral shamans simply become animals and never perform willworking again. A Stage 4 AAD Shaman is called a Wendigo, however. A Wendigo is almost the karmic opposite of a feral shaman. While a feral behaves like a natural animal of a type determined by his totem, a Wendigo operates like an evil version of that totem. Thus a Wendigo Dog shaman would hunt children, assault humanoids, steal food, etc., while a Wendigo Bear shaman will hunt and kill almost anything operating in it's "territory", which can be a city park or a cave complex. Wendigo Shamans are hunted and killed wherever they are found.

Augmentation is another stimulus that causes beings that gain excessive amounts of cybernetic/ biomagical enhancements to gain a mental axis. Although some of these are beneficial, most of them are not. The reason that they are so harmful is that it reduces a characters ability to empathize with fellow biological beings.

The root of these problems is that as a being transcends their original limits, they begin to feel less and less like they used to. This is especially true for those who gain sensory, neurological or musculature enhancements. The issue is that they can no longer interact with the world in the same way.

For example, when a being gains thermal vision, they lose the ability to see colors as others of their race can. Within a few years they will forget what colors really are. They typically have horrible fashion sense, since a shirt is a shirt, and whether it is day glow pink or black will have no impact on whether they wear it or not. Thus, their manner of dress is comical or they have someone pick their clothes for them or they have lots of clothes in the same color.

Auditory boosts typically have a tendency to make beings much more cynical since they can hear people whisper under their breath, or what they whisper to each other behind their backs. Those with sensitive auditory systems usually have very few friends. The same can be said for those beings with naturally good hearing such as the Sheng'po or Lupines. Auditory boosts also turn beings into insomniacs, since every small sound interrupts their sleep.

Tactile boosted beings have a tendency to be fastidious about their cleanliness and their apparel. Rough fabrics drive them crazy, irritants such as poison ivy, sunburn, bug bites, extreme heat or extreme cold are debilitating to them. In addition they cannot sleep unless under very

fine fabrics such as silk. Other fabrics are too scratchy and too heavy to sleep under.

Beings who have boosted smell have a tendency to sniff the air. There is a huge amount of information carried by scents and those who can gather that information need to collect it, and sadly, sniffing does that. This is a disconcerting behavior when done by those races that it is not common practice to do so. Those with boosted smell also typically have a hatred of spicy food. They seem to prefer extremely bland meals.

Gustatory boosted individuals have many of the same proclivities, although they have to lick surfaces to gain information. This is a drawback for social as well as safety reasons. Nothing quite like licking some nerve agent droplets.

Neurological systems make people move fast, faster than they want to sometimes. For instance, the time it takes to stop an impulse, such as punch your boss when he is pissing you off is far too slow when you have boosted reflexes. The nature of the enhancement makes those who possess it seem to be twitchy. They constantly have to force themselves to not do things. A stimulus causes a reaction, and there is rarely enough time to "stop" yourself from doing something stupid.

Those with neurological upgrades also have a tendency to have a very short attention span. Constantly needing stimulus, they are commonly insomniacs, and are extremely fidgety. Always tapping fingers, gnawing on pencils, tapping their feet and bouncing around, they are not the people you need on an ambush line or conducting surveillance. They lack the ability to just be still.

Adrenaline boosters are even worse. Everything makes you overreact, then you are tired. Constantly switching between adrenaline fueled mania and exhaustion; a boosted individual is not good company. They have a tendency to be moody and emotional wrecks.

Musculature boosts come in two types...permanent and temporary. Temporary boosts are caused by chemical infusion throughout the body, typically testosterone, endorphins and adrenaline, all of which cause an individuals' mental state to become unbalanced. Becoming freakishly strong, rage filled and immune to pain is a good thing when engaged in covert operations gone bad and you are alone, outnumbered and behind enemy lines. It is not a good thing when you are meeting your soon to be in-laws for the first time and their dog annoys you by biting you heels!

A permanent muscle boost causes its own set of problems. With more muscle tissue, a being has to eat a lot of protein. For a human who gains a small boost, it is not that much of an issue, just eat another meal. For a troll who gains a large boost...they eat constantly. Not snacks, but full meals. Expect to triple or quadruple the cost of food every month as they eat, and eat, and eat. If a being lives with other beings in a sort of "safe house", then there will likely be arguments about who drank all the milk, ate all the dog food, and made a huge mess in the kitchen.

Permanently strength boosted beings are also notorious for breaking things. Glasses, dishes, sensitive electronic or mechanical or magical items are not built to be handled by overly strong beings, and they break easily.

Violence has a tendency to produce mental issues in those exposed to it for long periods of time. Paranoia, flashbacks, sadism, fearlessness, delusions of grandeur, solipsism, lack of

sympathy, lack of empathy, violent reactions to minor stimulus, callousness, disregard for life, fatalism, cynicism and survivors guilt are all possible outcomes of long exposure to violence.

Power corrupts, and absolute power corrupts absolutely. Those who rule nations, churches, cults, corporations and clans quickly begin to see everyone and everything else as something to use for some end. Sacrificing a few low level flunkies is done without thinking if it will bring about larger gains later. Those in these positions are typically lonely, somewhat paranoid, disconnected from the normal world, and callous. If those traits are not present, then they are usually wracked by guilt and have a tired look about them. Whether they are good, evil, self-serving or neutral, large amounts of power will warp your view of the world.

Death is separate from violence, in that violence is something that happens around you, is caused by you and sometimes is focused on you. Death is an experience that few beings experience more than once. Those few beings who have died, and come back are not normal in any sense of the word. Visions, hallucinations, curses, supernatural phenomenon, spirits and the bizarre follow them around for the rest of their days. Delusions of grandeur, solipsism, paranoia, claustrophobia, agoraphobia, fear of the dark, and a fear of death make those who have risen from death, as a collective, stark raving mad.

Extremely high levels of skill in a discipline has its' own set of drawbacks as well. As a character gains expertise in a skill, they begin to relate almost everything to that one skill. For example, if a being is highly skilled in mathematics, they begin to see angles, equations and formula in everything. A teacup becomes a collection of surface area formulas, volume equations and all manner of other "mathematical" things.

A sword master begins to see everything in terms familiar to him. Everything becomes an allegory for the purity of the duel. A cleric sees everything as a piece of his god. A pyromancer sees everything as potential fuel.

Although these quirks can be easily ignored, the fact that experts love to talk about their theories, and then try to write books and show others that their views of the world are valid simply is too much to deal with by those who are not their closest friends and associates.

Gaining abilities, powers, and experiencing extreme trauma is not something that should just be forgotten about. Friends dying, sustaining severe injuries, confronting monsters and killing other sentient beings is not something that can just be put away and ignored. Those experiences will always be there and although they might not have a detrimental effect upon a PC, they will be noticeable. The anniversary of big battles, friends deaths, or their exile will be touchy for PC's. Other oddities can be related to experiences PC's have lived through. For example, if a PC has ever run out of ammunition in battle, they may carry 10, 15, or 20 magazines of ammunition when others feel that five or seven is acceptable. They may have run out of food before, and become irritated to see others waste food. PC's who live through large battles will get upset when they hear others relate tales of battle, war and killing by those who have never had to experience those things.

Quirks are also appropriate for characters who possess either the highest or lowest possible value for their race in any stat to reflect how much that stat has come to influence the character. Also, each skill above 90% should also cause a quirk to manifest for the reasons explained previously.

Mindset and Sanity

It is often assumed in role playing games that characters and NPC's are usually expecting combat at the drop of a hat. This is most certainly not the case, especially when the rules of the game make violence a generally losing proposition for the majority of the world's population.

These rules assume a veteran character that is highly resistant to mental and emotional trauma as the baseline for skills and combat, but since the vast majority of the population are not, the following modifiers should give some guidance on how NPC's, and PC's if the GM decides, may react to varying situations that arise during play.

Closely related to Mindset is Sanity. A character's beginning sanity is closely related to their experiences and ability to learn from them. When a major stressful event occurs, it may cause Sanity loss, either Permanent or Temporary. Temporary Sanity loss recovers at a rate equal to the character's WIS score per day. Permanent Sanity loss is lost permanently.



Arcane Affective Disorder stage IV is always highly noticeable

The difference between Temporary Sanity loss and Permanent Sanity loss is based on a character's current Sanity. When Sanity loss occurs, the player rolls a D100 versus the Current Sanity score of the character. This is called a Sanity Check. If the roll is lower than their Sanity score, the loss is Temporary, but if the roll is higher than their Sanity, the loss is permanent.

Below are some examples of traumatic events and the amount of Sanity loss induced as well as other effects.

A situation causing profound confusion (waking up in jail, being chased for an unknown reason, etc) causes 1d2 Sanity loss.

Using Power to fuel skills and abilities or touching an object with imbued Power costs Sanity. Using or touching an object containing 1-5 Power costs 1d2 Sanity.

Loss of a hand or a foot will cause 1d3 Sanity loss.

During a "fight" where a PC/NPC does not think they will be killed, all damage inflicted by that character is reduced by one. When, or if, they realize that someone is actually trying to *kill* them, all skills are reduced by 5% due to the mental shock of misreading the situation. 1d3 Sanity.

Closely related to this is when characters (player or non-player) are involved in their first "real" combat where their opponent is trying to kill them, all skills are reduced by 10% due to mental shock and fear. 1d4 Sanity.

Once a character has been exposed to life and death combat a few times (GM call, usually no more than 3 times is sufficient), they will no longer be subject to those penalties once they are aware of the potential for violence.

A situation causing a character to feel disgust, fear, disorientation and loathing can cost a character 1d4 Sanity.

Using or touching an object containing 6-10 Power to fuel a skill or ability costs 1d4 Sanity.

Dying in one's sleep costs 1d4 Sanity.

Achieving 90+% in a skill costs 1d5 Sanity for each one.

An event causing nausea or stupefaction causes 1d6 Sanity.

Losing half of a limb will cause 1d6 Sanity loss.

Minor neurological modifications will cause 1d6 Sanity loss, each.

Achieving 99%+ in a skill costs 1d6 Sanity for each one.

Using or touching an object containing from 11-20 Power costs 1d6 Sanity.

Loss of a full limb or a complete sense (sight, smell, touch including pain dampeners) will cause 1d8 Sanity loss.

Mental shock is cause for a 1d8 Sanity loss.

Using or touching an object containing 21-30 Power costs 1d8 Sanity.

Complete mental shutdown causes 1d10 Sanity loss.

Completely random violence, such as ambushes, car bombs or other incidents that could not be predicted or failed to be noticed (such as failed observation, detect ambush or danger sense rolls) will cause a -10% penalty for the first round, -5% for the second and no penalty afterward. Sanity loss is 1d10.

Using or touching an object containing 31 or more points of Power costs 1d10 Sanity.

Dying in pain costs 1d10 Sanity.

Being brought back to life (by whatever means, magic, deific intervention, etc.) costs 1d10 Sanity.

Adrenaline boosters cost 1d10 Sanity.

For incidents of extreme devastation (city wide violence with hundreds/thousands of casualties, natural disasters, large plane crashes, huge train wrecks and other massive events, it is usual for characters to suffer penalties from -10% the first round (for incidents which they have no personal interest in) to -50% (if they lose close family members, or several acquaintances at once) and it can take minutes to weeks to recover from that shock and relieve those penalties. 2d8 Sanity loss.

Observing a mind damaging horrific act or abyssal creature costs 2d8 Sanity.

Loss of two limbs or each major neurological modification will cause 2d8 Sanity loss.

Dying by violence costs 3d6 Sanity.

Being forcefully brought back to life costs 3d6 Sanity.

A major horrific being from the abyss can cause 3d6, 2d10 or 1d20 Sanity loss.

Loss of all limbs causes 1d20 Sanity loss.

A full body cybernetic (or biomagical) conversion (such as a permanent polymorph) will cause 3d10 Sanity loss.

Observing an abyssal deity's form can cause 3d10 Sanity loss.

Dying by extreme violence and torture causes 5d10 Sanity loss.

Witnessing an Ultimate Cosmic Evil causes 1d100 Sanity loss

Please note that some abyssal creatures will always cause permanent Sanity loss. In the creature write up it will have a Sanity Loss entry written as x/y. If there is a slash there, the first number is the amount of permanent sanity loss if the character rolled a successful Sanity check, the second is the permanent sanity loss if the character failed their Sanity check. Observing the horrors of the Abyss is an act that will always end in death or permanent mental incapacitation.

CHAPTER IX

CHARACTER CREATION

The first step in creating a character is to come up with a character concept. This may be as easy as a race or a career, or perhaps both, such as human police officer or Lycaon assassin. This concept becomes the basis of your character, it is the essence of what they are. The second step is to determine the country of origin and personal history. That will determine the race that your character may be. The third step is the nuts and bolts of character creation, dice rolling.

For step one, character concept, let your imagination fly. Vhraeden is an open setting and the improbable is commonplace. Goblin police officers, dwarven medics, bugbear military attaches, all of these are possible. As always, check with the GM to see if the character concept is acceptable for their campaign before going any further. Most games want to create the stats and have the character fit the stats, although this method usually allows for little creativity since strong characters become fighters, smart characters become mages and fast characters become thieves. Although acceptable, this method has the tendency to create very similar characters. For the sake of creativity, it is much more interesting to make the stats fit the concept. This allows the players to come up with reasons why this character is the way he is.

The Concept for a character is the single most important facet of character creation. It is, in essence, the character. There are hundreds of possible concepts. A concept is a combination of the character's emotional state, history and current occupation/profession.

A Concept is basically a combination of Ability Level, Demeanor, Nature and Profession. A sample concept is "average reluctant traumatized hacker". That tells you his emotional state, his history and what he does. With that concept, it is easy to build upon to create a well defined character.

Nature and Demeanor

Nature is a one or two word description of the character with respect to the way that character actually is. Demeanor is a one or two word description of the character with respect to the way other beings see that character. These descriptors will usually be nouns, but adjectives and adverbs will sometimes be used. Nature and Demeanor with often be used in conjunction with the character concept to create a short phrase that outlines in the most basic terms what that character is.

A small list of example Natures and Demeanors follows: Judge, Child, Imposter, Poseur, Authority, Teacher, Healer, Seeker, Criminal, Psycho, etc.

The second step is to determine the nation of origin. Some races only hail from one nation such as the giants, but other races such as humans are widespread which allows for characters of the same race to be wildly different depending on which land the character was reared.

Random Race Generator

01-15 Human
16-17 Halfling
18-20 Dwarf
21-22 Gnome
23-24 Bugbear
25-32 Ork
33 Troll

34 Ogre
35 Merfolk
36 Bariaur
37 Centaur
38 Chital
39 Kaikka
40 Equine
41 Minotaur
42 Nymph
43 Pixie/Sprite
45 Dryad
46 Draconic
47-48 Elf
49 Deep Elf
50 Pure Elf
51 High Elf
52-53 Sea Elf
54 Snow Elf
55 Gargoyle
56 Satyr
57 Hag
58 Harpy
59 Chamek
60 O'shas
61 Chosen of Ss'vash
62-63 Ele'mu
64-65 Ptyrex
66-67 Feth
68-69 Alein
70-71 Hu'thas
72 Sserin
73-75 Kobold
76 Troglodyte
77 Naga
78 Lizardfolk
79 Veridus
80 Zeteki
81 Lycaon
82 Lupines
83 Sheng'po
84 Koyl'te
85 Abaga
86 Chara
87 Rayn
88 Tlachol
89 Paka
90 Kraken
91 Cestaleth
92 Bettaleth
93 Phydorah
94 Cistrus
95 Mur-Jan
96 Stone Giants
97 Fire Giants
98 Frost Giants
99 Storm Giants
00 Cloud Giants

Country of Origin and Races Available and EDU Modifier

Trellanin Empire - Human, Dwarf, Halfling, Elf, +0
Momano Eastern Economic Expansion District - Ork, Halfling, Gnome, +4 (orks and gnomes), -2 Halfling
Volksung - Snow Elf, +2
Humanoid Republic of Mountain Home - Bugbear, any humanoid, +2
Kingdom of Anjia - Human, +0
Second Founding of the Elvish Empire - High Elf, +2

A'Lanthas - Pure Elf, +4
 Ulusia - Humans, Draconic, +2
 Kalasian - Stone giant, +0
 K'Keb'rebah - Human, +0
 Jenesai - Fire Giant, +0
 D'Geizen - Storm Giant, +0
 Keskan - Human, +0
 Sov'fein'a - Ice Giant, +0
 Korkania - Cloud Giant, +0
 Emerald Empire of the Chosen of Ss'vash - Chosen of Ss'vash, +0
 Urrak Vit - Veridus, +0
 Brill Epps - Zeteki, +0
 Maklar - Abaga, +0
 He'sh - Tlachol, +0
 Lekhis - Paka, +0
 Khess region - Chara, Rayn, Naga, -4
 Centaur Confederacy - Bariaur, Centaur, Equine, Chital, Minotaur, Nymph, Dryad, Satyr, Pixie, Sprite, Kaikka, +0
 Momano - Ork, Gnome +4
 Yakkis - Troll, Gnome +0
 Dreadryth region - Kobold -4
 Korvalis - Chamek +0
 Gavik - Human +0
 Morathis - Chamek +0
 Herathis - Troglodyte +0
 Issery - Hag, Harpy +2
 Lurkhite - Ogre, Gnome +2
 Nyall - Lycaon, +0
 Urrykya - Goblin, Gnome +2
 Sentak - Lizardfolk, +0
 Hardlands - Human, +0
 Northern Kalemia - Lupines, Koyl'te, +0
 Southern Kalemia - Sheng'po, Koyl'te, +0
 Ko Galia - Kaikka, +0
 Ghyla - Gargoyle, +2
 Lanthas - Deep Elves, +4
 Wraakaar - Phydorah, +0
 Syltean - Cestaleth, Bettaeth, Kraken, +2
 Hyong-Do - Mur-Jan, +0
 Selshanis - Cistrus, +0
 Sepenerais - Sea Elves, +2
 Sankara Lees - Human, Ork, Dwarf, Halfling, Sea Elf, Elf, Gnome, Mer, any humanoid, +0
 Idyllys - Mer, +2
 Sky Kingdoms - O'shas, +0

Once the nation of origin and race has been chosen, the dice are rolled to determine the character's statistics. The Shadow System uses nine statistics that are randomly rolled using d6's. The Statistic Score is the number rolled. The Statistic Check is the Score x 5%.

There are nine rolls that are made, and those nine rolls determine what your character can and cannot do. All rolls used for character creation are interchangeable allow for a player to customize the character according to their vision of who they should be.

There are 9 different statistics that cover every aspect of the character from their strength to their speed, their charisma to their education. The method used to derive these statistics is to roll 4d6, taking only the highest three results, nine times and to place each number wherever the player wishes. This allows the player some method of customization. With nine rolls, it is easy to see that there is a good likelihood of at least one very good roll and one very bad roll. This is consistent with reality whereas people usually have a strong point (a good roll) and some aspect of themselves that is simply weaker (a bad roll).

Once the nine primary statistics have been rolled, it is time to add in the social and racial modifiers. Each nation and race influences their own in many ways, some subtle and some dramatic. It is now time to determine a character's age. In most games it is unimportant, but in Vhraeden, a character's age heavily influences their skills and abilities.

Once the national, racial and age modifiers are placed, it is time to figure out the four derived statistics. The derived characteristics will allow you to see how many skill points your character has and with those, you enter into the next stage of character creation, skills and abilities.

<u>Primary Statistics:</u>	<u>Statistic Check:</u>
STR Strength	x 5% Strength Check
CON Constitution	x 5% Constitution Check
DEX Dexterity	x 5% Dexterity Check
PWR Power	x 5% Willpower Check
CHA Charisma	x 5% Interest Check
INT Intelligence	x 5% Idea Check
EDU Education	x 5% Knowledge Check
WIS Wisdom	x 5% Intuition Check
SPD Speed	x 5% Sprint Check

As an aid to roleplaying, adjectival modifiers should be used for the statistics given. For Strength such words could be muscular, solid, brawny or powerful. For Constitution; tireless, enduring, tough and hale. For Dexterity, words such as lithe, nimble, quick or adroit are applicable. For Power adjectives such as mystical, powerful, spiritual or forceful are appropriate. Charisma can be expounded by captivating, outgoing, attractive or charismatic. Intelligence can be described as sharp, bright, perceptive or creative. Education brings forth images such as eloquent, knowledgeable, bookish and scholarly. Wisdom can be expounded upon by reference to words such as cunning, wise, deep thinking or practical while Speed is described by such adjectives as swift, agile, speedy and fleet. It is important to remember that high, as well as low scores in any attribute should be further described by use of adjectives.

Score	Description
1	Inept
2-3	Infant
4-5	Child
6-7	Significantly below adult human average; youth
8-9	Below adult human average; teenager
10-11	Adult human average
12-13	Above human average
14-15	Significantly above human average
16-17	Highly capable
18-19	Extremely capable
20-21	Best in the region
22-23	Best in the country
24-25	World-class ability; maximum human potential
26-27	Above human achievement
28-29	Significantly above human achievement
30+	(and up) Legendary ability

<u>Descriptor</u>	<u>Base Value</u>	<u>Check Percentage</u>	<u>Population</u>
Terrible	3	1-15%	.1%
Poor	4	16-20%	1%
Challenged	5	21-25%	2%
Mediocre	6-7	26-35%	7%
Fair	8-9	36-45%	15%(14.89%)
Average	10-11	46-55%	50%
Above Average	12-13	56-65%	15%(14.89%)
Good	14-15	66-75%	7%
Talented	16	76-80%	2%

Great	17	81-85%	1%
Superb	18	86-90%	.1%

3d6 is the **Base Value** without racial modifications. For other races, just add or subtract the modifiers, thus a race with STR +3 would place simply add 3 to all values in the Default Value, and the percentage will remain the same. Make sure that you record the Base Value before you apply any modifiers in the character sheet.

A character's Ability Score can never drop below 0.
 Str 0 means that the character cannot move at all. He or she lies helpless on the ground.
 Dex 0 means that the character cannot move at all. He or she is motionless and helpless.
 Con 0 means that the character is dead.
 Int 0 means that the character cannot think and is in a coma-like stupor, helpless.
 Wis 0 means that the character is withdrawn in a deep sleep filled with nightmares, helpless.
 Cha 0 means that the character is withdrawn into a catatonic, coma-like stupor, helpless.
 Pow 0 means the character is completely without connection to reality, in a coma like sleep.
 Edu 0 means the character has never been taught/shown anything by any other being.
 Spd 0 means the character cannot move at all.

Strength is a measure of a character's strength. STR x STR equals the maximum weight that a character can bench press. This is a physical attribute.

Strength is equal to STRxSTR in pounds able to lifted via bench press.

STR	Object's Weight
1	1
2	4
3	9
4	16
5	25
6	36
7	49
8	64
9	81
10	100
11	121
12	144
13	169
14	196
15	225
16	256
17	289
18	324
19	361
20	400
25	625
30	900
35	1225
40	1600
45	2025
50	2500
60	3600
70	4900
80	6400
90	8100
100	10,000

Constitution is a measure of characters toughness, fitness and health. This is a physical attribute.

Dexterity is a measure of a character's eye_hand

coordination and gross motor skills. This is a physical attribute

Power is a measure of a character's connection will. This is a mental attribute.

Charisma is a measure of a character's social skills. This is a mental attribute. Please note that this is NOT a measure of attractiveness since the standards of appearance are species specific and do not cross cultural and genetic lines.

Intelligence is a measure of a character's logic and creativity. This is a mental attribute. Intelligence also determines the maximum number of spells that a character can have prepared for use.

Education is a measure of a character's education and experience. This is a mental attribute. Education also determines the number of skills that are not subject to the maximum skill percentage.

Education is the number of years a being has spent purely in education:

1-8	Primary education
9-12	Secondary education
13	1 year college
14	2 years college, Associates
15	3 years college
16	Baccalaureate
17	Working on a Masters
18	Masters, Multiple Baccalaureates
19	Doctorate, Multiple Masters
20	Multiple Doctorates

Wisdom is a measure of a character's intuition and common sense. This is a mental attribute.

Speed is a measure of character's movement speed. This is a physical attribute.

A character can run at ½ SPD in MPH for a number of minutes equal to CON. A Character can sprint at SPD in MPH for a number of rounds equal to CON (1 round equals only 3 seconds).

Rate	MPH	Time	Sprint Check Attribute	Run Check (Skill)
Sprinting	SPD	CON rnds	+1 rnd	CONx2 rnds
Running	¾ SPD	CON mins	+1 min	CONx2 min
Jogging	½ SPD	CONx5 mins	+1 hr	CON hrs
Marching	4/10 SPD	CON hrs	+2 hrs	CONx2 hrs
Walking	¼ SPD	CONx2 hrs	+5 hrs	CONx4 hrs

Age

The default age for a character is considered to be an "adult" in most Humanoid societies. To create a younger or older character, you need to determine the character's age category. The actual age in years that corresponds to an age category is different for each species. The age categories and the attribute modifiers for each are:

<u>Age Category</u>	<u>Usual Activity</u>	<u>Age (Skill) Multiple</u>
---------------------	-----------------------	-----------------------------

Child	Primary Education	x 10%
Adolescent	Secondary Education	x 20%
Young Adult	Higher Education, job	x 30%
Adult	First steady work	x 40%
Professional	Married, Steady job	x 50%
Middle Age	Married, Kids, good job	x 60%
Old	Retirement	x 70%
Venerable	Grandchildren	x 80% -
Elderly	Outlived your friends	x 90%
Ancient	Waiting for death	x 100%

There are also 5 derived statistics:

EDU x Age multiple equals a character's Career Skill Points. This is a measure of a character's education and training. A character will usually have some sort of documentation as proof of learning these skills.

INT x Age multiple equals a character's Secondary Skill Points. This is a measure of a character's interests and experience.

CON x Size Modifier (1/10th SIZ) equals the character's Damage Capacity.

SPD/2 equals a character's speed in miles per hour.

WIS x 5 equals a character's Sanity (SAN)

Size Class

There are nine size classes based upon the size of a creature. Each Size Class confers certain benefits corresponding to the physical attributes of a creature, which means CON and STR. The first number is the modifier for a creature of slight build, while the second number is for a creature of average build and the last number is for a creature of heavy build. The minimum DC for any object is its' SIZ.

Determine Skills:

The determination of skills occurs by adding a character's Intelligence and Education together and multiplying it by the Age Multiple in the chart above to determine the character's beginning skill points.

Maximum Skill Percentages:

There are some players who feel that their job is to subvert a rules system by deliberately finding flaws and exploiting them in order to create ridiculously overpowered characters. While it is sad and they are pathetic, as well as highly annoying, this rule is specifically for them. The maximum skill percentage that a character can possess is directly related to the PC's Age Multiple. The highest percentage is the age multiple, which means that a newly created Old character cannot have any skill higher than 70%. This applies only to newly created PC's (not NPC's, the GM has free reign). As a new character gains experience, they will obviously no longer be bound by this rule, but newly created PC's cannot have any skill higher than their Age Multiple!

The exception to this is skills that a character has been trained in. A character's EDU determines the number of trained skills that a character possesses. For example, a character with an EDU of 9 has 9 skills that may be raised higher than their age multiple. The skills that a character has that have been trained, and thus not subject to the maximum skill percentage should fit into the concept for the character.

There is no maximum attribute value; however, it is extremely difficult to raise an attribute during play through experience. There are ways to increase almost any attribute, but as the attributes increase beyond their original values and towards the upper end of their racial maximum, there is great potential for mental, emotional,

physical and spiritual difficulties. Read the section on the costs of high experience.

Maximum skill levels and attribute checks will influence game play immensely. As attribute values increase, the associated attribute checks will as well. As a GM, there are some choices to make. The first is what level of realism you want in your games. Check the GM section for some ideas on realism and genre selection for a campaign. The level of realism will determine which option you choose to pursue with regard to maximum skill level.

For a "realistic" game, skills and attribute checks will have a maximum value of 99% and difficulty modifiers are consistently applied so that successful checks are more the exception than the rule. This is appropriate for *film noir* and horror style campaigns. While this is the most realistic, it is also the most difficult since PC's will almost never become as powerful as those in other games, which may turn many players off.

The typical level of realism encountered in most role playing games would be described as "cinematic". This can be modeled by allowing skills to increase past 100% (although a 00 is still a critical failure) and maintaining the difficulty modifiers. This will allow characters to excel in some skills and be relatively successful in most others. As characters increase in skill, they will have the ability to literally do the impossible with increasing regularity.

The final level of realism available is typically encountered in superhero comics and other forms of obviously unrealistic stories that fall into the "anime" genre. When PC's can lift cars, take massive damage and their abilities are far superior to those around them (or alternately, the entire setting is overpowered), then you are playing in an anime style game. This can be modeled by allowing skills to progress beyond 100% (although a 00 is still a critical failure) and difficulty modifiers are ignored. This will allow unrealistic feats to be accomplished easily and the impossible is probable, unless actively opposed by NPC's.

If the GM wants to emphasize the PC's importance to the campaign world and, in effect, turn them into superheroes, then NPC's can still be subject to Cinematic or Realistic rules. The villains in the story can similarly be free of the constraint of maximum skill percentages and difficulty modifiers, turning them into supervillains.

By manipulating the two variables of Maximum Skill Values and Difficulty Modifiers, the realism level of the campaign will change. Since it does not involve changing powers, abilities, or player influenced variables, the GM can have great latitude in changing the realism level of the campaign at will.

Cross Cultural Skills and Counter Cultural Skills:

When determining what nation a character comes from, it is important to realize that each nation has its own culture that is unlike those of other nations, even those that border it. For this reason, residents of some cultures find learning certain skills difficult. These difficult to learn skills are called cross-cultural skills and it takes more time to learn them than would another skill. There are some skills that run against the cultural values of a nation and these are even more difficult to learn, due to the fact that it requires seeing the world in a totally different way. These skills are known as counter cultural skills.

In game terms, this means that each character can pick ONE skill set from his national write up as his focus (in

addition to the Universal Skills). All skills in this skill set are purchased at 1 point for 1%. If he wants to learn skills in another skill set, he can, at a cost of 2 points for 1%. If he wants to learn a third, he can at a cost of 3 points for 1%. This progression occurs everywhere, thus a character can conceivably learn a skill in each of the technologies, but it would be absolutely pointless to do so. The costs would be prohibitive. This occurs for ALL characters. Even though some nations have a choice of technologies, the sentient mind can only see the world in a certain way. The rising point costs represent the fact that a character has to "translate" the technology into what he understands in order to utilize it.

While the national descriptions give the technological paradigm that is the overwhelmingly most common in that nation, it is possible to choose a totally different paradigm, but the background for the character must support the choice. The character will also be considered to be very odd, bizarre, scary or a traitor. This must be remembered when considering what skill set a character will have. Although there is no rule stating that an elf can't learn technology, he will be an outcast, a pariah, and will be viewed with suspicion and hatred wherever he roams. The player must also explain why an elf would make such a decision.



Ilya Jeska Bair, the only human female graduate of the Temple of the Serene Blade

Starting Money and Social Class

1d12 to determine social status. The age category of the PC plays some roll in this as well.

Child	-3
Adolescent	-2
Young Adult	-1
Adult, Professional and Middle Age	no modifiers
Old and Venerable	-1
Elderly	-2

Ancient

-3

If you don't work, you possess no money. Hope your family does.

NPC's can use this table, and for Rich or Elite NPC's, they should be created as such...not just some random dude with a couple of thousand IM in his pocket.

<u>1d10</u>	<u>Lifestyle</u>	<u>Starting money</u>	<u>Monthly upkeep</u>
-2-0	street	1d4 x 1000	0
1	Squatter	1d6 x 1000	600
2-4	Poor	2d6 x 1000	1000
5-9	Average	1d4 x 10,000	1600
10-11	Well off	1d10 x 10,000	3500
12	Affluent	1d4 x 50,000	7000
-	Rich	1d10 x 50,000	20,000
-	Elite	1d4 x 500,000	75,000+

This is the amount of money and assets that a character has access to. Any money not spent on equipment is cash or other assets. The Monthly Upkeep is the amount of money that it takes every month in order to maintain the lifestyle of the character. This includes rent, utilities, groceries and other sundry bills.

Alignment

The concept of alignment and allegiance is more important for character development than actual game mechanics, with the exception of Druidic magic, which is heavily influenced by alignment. There are 9 possible alignments and they determine how the world at large sees's them. It must be stressed that these alignments are also very subjective in that certain societies' morality may be vastly different from other nations ethics and morality. A character's or creature's general moral and personal attitudes are represented by their alignment: lawful good, neutral good, chaotic good, lawful neutral, neutral, chaotic neutral, lawful evil, neutral evil, and chaotic evil.

Good vs. Evil

Good characters and creatures protect innocent life. Evil characters and creatures debase or destroy innocent life, whether for fun or profit.

"**Good**" implies altruism, respect for life, and a concern for the dignity of sentient beings. Good characters make personal sacrifices to help others.

"**Evil**" implies hurting, oppressing, and killing others. Some evil creatures simply have no compassion for others and kill without qualms if doing so is convenient. Others actively pursue evil, killing for sport or out of duty to some evil deity or master.

People who are neutral with respect to good and evil have compunctions against killing the innocent but lack the commitment to make sacrifices to protect or help others. Neutral people are committed to others by personal relationships. A neutral person may sacrifice himself to protect his family or even his homeland, but he would not do so for strangers who are not related to him.

Animals and other creatures incapable of moral action are neutral rather than good or evil.

Law and Chaos

Lawful characters tell the truth, keep their word, respect authority, honor tradition, and judge those who fall short of their duties. Chaotic characters follow their consciences,

resent being told what to do, favor new ideas over tradition, and do what they promise if they feel like it.

"Law" implies honor, trustworthiness, obedience to authority, and reliability. On the downside, lawfulness can include close mindedness, reactionary adherence to tradition, and a lack of adaptability.

"Chaos" implies freedom, adaptability, and flexibility. On the downside, chaos can include recklessness, resentment toward legitimate authority, arbitrary actions, and irresponsibility.

People who are neutral with respect to law and chaos have a normal respect for authority and feel neither a compulsion to obey nor to rebel. They are honest, but can be tempted into lying or deceiving others.

Animals and other creatures incapable of moral action are neutral.

Questions

1. Do you:

- (A) Always keep your word of honor?
- (B) Keep your word of honor to other good people, but not necessarily bad people?
- (C) Keep your word of honor and have a high regard for life and freedom?
- (D) May or may not keep your word of honor?
- (E) Not necessarily keep your word of honor to anyone?
- (F) Rarely keep your word of honor (or you have no honor at all)?

2. Do you:

- (A) Avoid lying?
- (B) Lie only to selfish or evil people?
- (C) Lie and cheat if necessary (especially to evil people)?
- (D) Lie and cheat if you feel it's necessary?
- (E) Lie and cheat to anyone, good or evil?
- (F) Lie to and cheat those not worthy of your respect?
- (G) Lie and cheat to anyone?

3. Will you:

- (A) Never kill or attack unarmed foes?
- (B) Not kill unarmed foes (but you will take advantage of one)?
- (C) Not likely kill an unarmed foe, but certainly knockout, attack or beat one?
- (D) Most definitely attack and unarmed foe (those are the best kind)?
- (E) May or may not kill an unarmed foe?
- (F) Most certainly attack and kill an unarmed foe?

4. Do you:

- (A) Never harm innocents?
- (B) Never kill innocents (but may harm or kidnap)?
- (C) Use or harm innocents?
- (D) Not kill innocents, particularly children (but may harm, kidnap others)?
- (E) Use, hurt, and kill an innocent without a second thought?
- (F) Kill for pleasure?

5. Do you:

- (A) Never torture for any reason?
- (B) Never torture for pleasure, but will extract information forcefully if the situation requires?
- (C) Not use torture unless absolutely necessary?
- (D) Use torture to extract information (but not for pleasure)?

(E) Use torture to extract information and also for pleasure?

(F) Never torture for pleasure, nor resort to inhumane treatment of prisoners, but as a necessary means of extracting information?

6. Will you:

- (A) Never kill for pleasure?
- (B) Never kill for pleasure (but always attempt to bring the villain to justice)?
- (C) Seldom kill for pleasure, but in revenge is ok?
- (D) Possibly kill just for the hell of it?
- (E) Kill for sheer pleasure?

7. Will you:

- (A) Always help others?
- (B) Help those in need most of the time?
- (C) Help those in need as, but only with some ulterior motive (even it's only showing off)?
- (D) Help those in need only if there is some kind of material reward?
- (E) May or may not help those in need?
- (F) Most likely help someone only to kill or rob them yourself?

8. Do you:

- (A) Work well in a group?
- (B) Work with groups, but dislike bureaucratic red tape and confining laws?
- (C) Work with groups, especially if it's profitable?
- (D) Not work well in groups (you're a bit loud-mouthed and do as you please)?
- (E) Work with others if it will help you obtain personal goals, otherwise screw it?
- (F) Not work well in groups because you always ignore orders?

9. Do you:

- (A) Never break the law unless you are desperate?
- (B) Attempt to work within the law if possible, but you are willing to bend the rules and manipulate the law to work for you?
- (C) Dislike authority?
- (D) Have little respect for self-discipline or authority?
- (E) Have no deference to laws or authority, but will work within the law if it serves your purpose?
- (F) Respect and honor self-discipline?
- (G) Despise honor, authority, and self-discipline?

10. Will you:

- (A) Never betray a friend?
- (B) Possibly betray a friend?
- (C) Betray a friend if it serves your needs or keeps you alive?
- (D) Betray a friend at the drop of a hat?

Finishing Touches

Once the character has been created, there is still a lot of secondary information that may be added to flesh the character out. Some of these are simple, some require some thought, but here is a list of questions to get your players thinking in the right direction.

What was the population and climate of the area the character grew up in?

What was their home-life like? How many brothers and sisters did they have?

Are their parents still alive and do they approve of the character's life choices, such as choice of spouse/lover, domicile or profession?

What is the current relationship with the character's siblings?

What is the character's most important goal in life? What would happen if the character achieved that goal?
 Does the character have a family or plan to have a family of their own? What does the character's family think about that?
 Who is the character romantically involved with? What are the issues with that relationship?
 What is the character's darkest secret?
 What does the character think is their best and/or worst feature?
 Who is the character's best friend? What do they do and what sort of influence do they exert on a character?
 Who does the character consider to be their primary rival or enemy, or just hate for no reason?

Players and DM's must be aware of the characters' personal history for two reasons. The first is that a character's history is why a character is the way they are. Their history is why they chose to be a mercenary or a bodyguard and explains why they have a scar across their left cheek.

The second reason is that a character's history should never be static. That means that the history is part and parcel of a character and should be used to come up with ideas for further adventures. Relatives, friends, rivals and other people from a character's past can and should be used in adventures, as well as places. The more full a character's history is, the more vibrant and fun that character will become.

Honor, Loyalty and Connections

All characters have a connection to something be it a person, a friend, an item, an idea whatever, and this is a way to represent that. What follows is an easy way to determine that level of connection to things and it's effects on game play.

Here is how you use it: You have 100 points of connection and you "buy" connection to different things, any thing. These are your motivations, your connections, etc.

This is different than alignment, nature, demeanor or concept, but it plays an important role in determining how a character acts and why.

Concept: How your character sees themselves
 Nature: How your character actually is
 Alignment: Your character's moral limits, what they will and will not do
 Demeanor: How others see your character
 Loyalties/Motivations: What is your character loyal/connected to and their impetus for actions.

Things to be loyal to and/or motivated by include, but are not limited to: Family, Friends, Others people, Organizations, Nations, Belief Systems (religious, ethical, cult, etc.), material objects, survival, money, etc.

Each thing you have is "bought" with % points which is the base chance that the character will respond to despite the players wishes!! This is a GM tool to control players...beware.

If the player is not doing what you want, have them roll for motivation/loyalty and if they roll under their motivation, they will do what the roll says they will do, NOT what the player wants. In conflicts, you figure out Motive #1 value, then Motive #2's value then add them together to get: 0-X% Motive 1, X-Y Motive 2, Y-00 Players choice...

Use this OFTEN to keep players honest. What follows is a few ways to use Loyalty and Motivation. This genre tries to avoid the Action Movie cliché of the good guy saving the day and riding off into the sunset with the girl by using another cliché. That cliché being "SHIT HAPPENS"...to everyone! The good guy may save the day, but get killed doing so. The bad guy may get away and kill the good guy's family (which is dramatic motivation for the good guy to hunt down the bad guy). You see, there's motive, drama and plot all tying together to make things happen, and possibly make unexpected things happen as well.

But why? Well, in true pulp/action, the emphasis lies on honor and loyalty rather than getting rich and saving the day.

In real pulp/action, characters must make tough choices of honoring their duty, family, friends and such forth, whether a "good guy" or a "bad guy". And, like real life, this tends to blur the lines between right and wrong, good and bad. So we can now end up with a "bad guy" hitman who actually has a heart of gold, a code of honor that disallows hits on women and children, and is going to retire after he just does a few more hits to get enough money to help out an innocent victim from one of his former hits whom he also happens to love. Or we can get a "good guy" police officer who's actually on the "take" and into all sorts of dirty business, but does so because he knows how things really work, and not always the way the law prescribes. Good and bad is all relative to the situation. It ultimately comes down to what the character's more loyal to that drives their motivation on achieving certain goals more than others, thus Loyalties/Motivations.

Basically, list what's important to your character, usually things from your character's background if you're just drawing them up. Then, you rank them in order from 1 (most important) to X. The obvious ones would be Family, Friends and Organization/Duty, but you may think of others, so feel free to increase your characters personal honor/loyalty. In doing so, you are listing in what order your character will hold things dear. These loyalties are not static, nor are they one way (though some are), and they are often reciprocated. When they are reciprocated, it becomes known as an allegiance. An allegiance can create an empathic bond with others of the same allegiance. With the GM's permission, the character gains up to a 10% bonus on skill checks when dealing with someone of the same allegiance—as long as the character has had some interaction with the other character to discover the connections and bring the bonus into play.

While loyalty will usually remain fairly static, there may be dramatic times when the GM allows a character's honor and loyalty to be swapped around. In doing so, something else may become a top priority while something may slip in standing. Remember that this option is best used as a role-playing enhancement tool for the player.

Allegiances include, but are not limited to, the following examples.

Family: This describes the people who are your own flesh and blood. Since you're related, you tend to show more respect, honor and loyalty to them to uphold the family name and keep outsiders from taking advantage of inner family turmoil. This may give you a high ranking for family. But sometimes your own flesh and blood is your worst enemy. You may be nothing like your family, and either they or you have disowned the other due to differences.

This may make them low ranking on your list of honor and loyalty.

Friends: This is obviously dealing with close-relations and other loved ones (besides family) who help you out in many ways. In pulp/action, friends may just be people who happen to be there to lend a hand every once in a while and expect favors in return. This would probably rank friends lower on your list. But if you have friends who seem to always be there for you, always manage to keep you going, and always seem to take the bullet without (directly) asking anything in return except the honor of having a true friendship, then friends may rank higher on your list.

Person or Group: This includes a leader or superior, a group of linked individuals (such as a band of adventurers or a cell of secret agents), or a discrete unit within a larger organization (such as members of the character's squad or platoon, or individuals whose safety the character is responsible for).

Organization: This may be a company or corporation, a gathering of like-minded individuals, a fraternal brotherhood, a secret society, a branch of the armed forces, a local, state, or national government, a university, an employer, or an otherwise established authority. Characters belonging to an organization will usually have duties put on them by the organization in order to be useful. And if they go out of their way to excel at those duties, they are indirectly going out of their way to support the organization. And if they go out of their way to try and help the organization, they'd probably first try to excel at their duties to show the organization they support it. And the same goes for neglecting duties or an organization, except negative things happen. Characters going out of their way to do a good job or improve the organization would value the honor/loyalty of it more than characters who cared little about their duties or organization.

Nation: This may or may not be the nation that the hero currently resides in. It may be where the individual was born, or where the hero resides after emigrating to a new home.

Belief System: This is usually a particular faith or religion, but can also be a specific philosophy or school of thought. Belief systems could also include political beliefs or philosophical outlooks.

Other: They're basically things not covered in the above three categories. For instance, a character may hold a love memento given to them by a relative as the most precious thing they have, thus they'd have a high rank in that honor/loyalty. The ideas are only limited to what you feel your character would cherish.

Random Tables

You can use these random tables to either answer the questions above or just to gain a bit more insight into your character. If you don't like any of the rolls, you can either ignore it, roll again or pick an option you like. This is your character and it is no fun to play a character that you hate on a visceral level.

1) You grew up in a:

- 1-5 small clan
- 6-10 small compound
- 11-15 homestead
- 16-20 small farm
- 21-25 hamlet
- 25-30 village

- 30-40 small town
- 40-50 small city
- 50-60 large city
- 60-75 metropolis
- 75-90 megalopolis
- 91-92 solitary single family
- 93-94 prospecting camp
- 95-96 small mining town
- 97-98 large mining town
- 99-00 nomadic tribe

2) You grew up:

- 1-5 an orphan of the state
- 6-10 an orphan living with your grandparents
- 11-15 an orphan living with other relatives but you were ignored
- 16-20 an orphan living with other relatives and loved
- 21-25 with your parents and traveled a lot
- 26-30 with your parents and a large extended family
- 31-35 as a ward of the government
- 36-40 with your mother or father after a nasty divorce
- 41-45 with your mother or father and are illegitimate
- 46-50 with relatives, your parents gave you up to them
- 51-55 with your parents in an abusive home
- 56-60 with your parents and were pampered
- 61-65 with your mother or father, the other parent is a criminal
- 66-70 with the people who kidnapped you as a child
- 71-75 with your adoptive parents
- 76-80 as a slave
- 81-85 in an institution (monastery, hospital, etc.)
- 86-90 on the streets
- 91-00 with your parents in a normal family

3) As a child you were interested in:

- 1-5 outdoors
- 6-10 agriculture
- 11-15 books/literature
- 16-20 history
- 21-25 religion
- 26-30 natural history
- 31-35 language
- 36-40 police/firemen
- 41-45 the arts
- 46-50 math
- 51-55 cultures
- 56-60 philosophy
- 61-65 business
- 66-70 etiquette
- 71-75 politics
- 76-80 fighting
- 81-85 science/magic/psionics/etc.
- 86-90 sports
- 91-95 cooking
- 96-00 the military

4) Parents are:

- 1-5 Alive
- 6-10 One or both are dead or missing
- What happened to them:
 - 1-2 Parents died in an accident
 - 3-4 Parents died by violence
 - 5-6 You never knew your parents
 - 7-8 Parents disappeared
 - 9-10 Parents are in hiding

- 5) You get/got along with your parents:
 1-4 Well
 5-8 With one of them
 9-10 With neither of them
- 6) Your family reputation is/was:
 1-2 Good
 3-8 Neutral
 9-10 Evil
 Your family is remembered as evil because:
 1-2 Family was imprisoned
 3-4 Family vanished and left large amounts of debt
 5-6 Family was exiled
 7-8 Family lost everything and supports itself through crime
 9 Family squanders all wealth on depraved hobbies
 10 Family was murdered for some unknown reason
- 7) Family Wealth
 1-2 Poor
 3-4 Lower class
 5-8 Average
 9 Upper class
 10 Rich
- 8) How many siblings do you have:
 1-7 is how many siblings you have
 8-10 you are an only child
 Roll a 1d10 for each sibling, odd they are male, even they are female. Roll a 1d10 for each sibling:
 1-2 They dislike you
 3-4 They hate you
 5-6 Neutral
 7-8 They worship you
 9-10 They like you
- 9) You have 1d4 "friends" (+1 for CHA 11-19, +2 for CHA 20-29, +3 for CHA 30-39, etc.). These are your closest friends in the world, though they are not much use "in game". Roll a 1d10 for each one. Odd they are male, even they are female.
 Your relationship:
 1 Grew up with you
 2 Is a childhood friend
 3 An old family friend
 4 Is like a big brother or sister to you
 5 Is like a kid brother or sister to you
 6 Is a teacher or mentor
 7 Is like a parent to you
 8 Is a partner or co-worker
 9 Is a old lover
 10 Is an old enemy
- 10) You have 1d4 "enemies", +1 if the character is "Chaotic", +1 if the character is "Evil". Roll a 1d10 for each one. Odd they are male, even they are female. Roll an additional d10 for each enemy. Even numbers you know they are your enemy, odd numbers mean you don't even know they hate you! Your enemy is:
 1-3 They are an enemy agent
 4 They are an ex-friend
 5 They are an ex-lover
 6 They are a relative
 7 They are a childhood enemy
 8 They are your boss
 9 They are a subordinate
- 10 They are a co-worker or partner
- 11) Your enemy dislikes you because:
 1 Caused the other to lose status or reputation
 2 Caused the other to lose a lover, relative or friend
 3 Caused the other humiliation
 4 Accused the other of cowardice or other flaw
 5 Caused the other a physical disability
 6 Deserted or betrayed the other
 7 Turned down an offer (romantic, job, partnership)
 8 Caused the exile/imprisonment of the other
 9 Is/was a romantic rival
 10 Foiled the other's plan(s)
- 12) Roll a 1d10 for each enemy:
 1-3 They hate you
 4-6 You hate them
 7-10 The feeling is mutual
- 13) If the two of you met, the injured party would:
 1-2 Try to kill the other
 3-4 Avoid each other
 5-6 Cause indirect injury
 7-8 Ignore them
 9-10 Verbally attack
- 14) Are you involved in a relationship?
 1-3 Yes
 4-7 No
 8-10 No, because you are traumatized from a bad relationship.
- 15) If you are in a relationship, how is it going?
 1 Your lovers relatives/friends hate you
 2 Your lovers relatives/friends want to get rid of you
 3 Your friends/relatives hate your lover
 4 There is a rival for your/their affection
 5 You are separated for some reason
 6 You fight constantly
 7 One of you is insanely jealous
 8 One of you is cheating
 9 One of you wants out but doesn't want to hurt the other.
 10 Everything is great, for now.
- 16) If you are not involved in a relationship:
 1-2 You date everything that moves
 3-4 You're waiting for the "right one"
 5-6 You don't have time for romance
 7-8 You don't want to get serious with anyone
 9-10 You can't get a date to save your life!
- 17) If you were in a bad relationship, what happened:
 1 They died
 2 They were in an accident
 3 They disappeared
 4 It just didn't work out
 5 You dumped them
 6 They dumped you
 7 They went insane
 8 Relatives/friends came between you
 9 A rival stole them
 10 It ended violently and one of you went to jail.
 Although it's over:
 1 They still love you
 2 You still love them
 3 You still love each other
 4 You hate them

- 5 They hate you
- 6 You hate each other
- 7 You are good friends
- 8 You are both glad it's over
- 9 You like them, they hate you
- 10 They like you, you hate them

- 18) Your hair is: And:
- | | |
|----------|----------------------|
| 1 Red | 1 Neat |
| 2 Blue | 2 long and straight |
| 3 Green | 3 short and straight |
| 4 Blonde | 4 short with bangs |
| 5 Black | 5 swept over one eye |
| 6 Orange | 6 long and curly |
| 7 Purple | 7 long bangs |
| 8 Silver | 8 wild all over |
| 9 White | 9 frizzy |
| 10 Brown | 10 short and curly |

- 19) Eye color:
- 1 Blue
 - 2 Green
 - 3 Grey
 - 4 Silver
 - 5 Amber
 - 6 Brown or black
 - 7 Gold
 - 8 Violet
 - 9 Ruby
 - 10 different colors

- 20) Personality traits: (d20)
- 1 Shy and secretive
 - 2 Rebellious and antisocial
 - 3 Arrogant and aloof
 - 4 Moody and rash
 - 5 Friendly and outgoing
 - 6 Picky and fussy
 - 7 Stable and serious
 - 8 Silly and absentminded
 - 9 Sneaky and deceptive
 - 10 Intellectual and detached
 - 11 Sullen and morose
 - 12 Stubborn and obstinate
 - 13 Uncaring and cruel
 - 14 Docile and cooperative
 - 15 Nervous and apprehensive
 - 16 Tolerant and open minded
 - 17 Fatalistic and pessimistic
 - 18 Forceful and determined
 - 19 Loyal and faithful
 - 20 Practical and pragmatic

- 21) You most valued concept:
- 1 Money
 - 2 Honor
 - 3 Loyalty
 - 4 Honesty
 - 5 Knowledge
 - 6 Vengeance
 - 7 Power
 - 8 Love
 - 9 Excitement
 - 10 Friendship

- 22) Your most valued possession:
- 1 A weapon/tool
 - 2 A pet/plant
 - 3 An article of clothing
 - 4 A photograph
 - 5 A book

- 6 A recording
- 7 A musical instrument
- 8 An article of jewelry/family heirloom
- 9 A toy
- 10 A letter

- 23) The person you value most in the world is:

- 1 A parent
- 2 A sibling
- 3 A lover
- 4 A friend
- 5 Yourself
- 6 A pet
- 7 A teacher/mentor
- 8 A public figure
- 9 A personal hero
- 10 No one

- 24) Overall view towards others

- 1 Every person is a valuable individual
- 2 You like nearly everyone
- 3 Indifferent to others
- 4 Feel misunderstood by others
- 5 You are born, you live, you die
- 6 Others must earn your respect
- 7 People are scum
- 8 People are sheep, use them
- 9 My family/friends are all that I care about
- 10 There are two kinds of people, those that agree with me and those that need to get out of my face

- 25) Motivation

- 1 Remorseful for past wrongs
- 2 Seeking a new life
- 3 Revenge
- 4 Seeking respect/fame
- 5 Mercenary
- 6 Protect others
- 7 Protect a way of life
- 8 Seeking knowledge/object
- 9 Excitement
- 10 Idealistic

Ability Levels

Because Vhraeden has no level system, it is somewhat challenging for a novice GM to set the appropriate amount of challenge for a group of characters. This is easily remedied by use of Ability Levels. There are 10 Ability Levels, and they are appropriate for characters as well as NPC's. A beginning character is usually considered Average or Above Average. *The Ability Level is determined by adding together all of the percentages of a beings skills, abilities, and statistic checks. That number is the Ability Level for that being.*

Ability Level	Rank	Random 1d10
0% - 1000%	Novice	1
1000% - 1200%	Rookie	2
1201% - 1400%	Green	3
1401% - 1600%	Trained	4
1601% - 2000%	Average	5
2001% - 2500%	Above Average	6
2501% - 3000%	Experienced	7
3001% - 3500%	Elite	8
3501% - 4000%	Expert	9
4501% - 5000%	Awesome	10
5001%+	World Class	--

By using this you can see how a world class character is at least 5 times as powerful as a novice or a rookie, but remember that this is only as an individual...a world class

character will almost never be alone, they will usually have at least one Awesome cohort and several Experts or at the very least Elites in tow. They also have huge amounts of resources which allow them access to all sorts of ability boosting goodies. This is important to remember, since many RPG's have the idea that a "major character" must have freakish ability scores and ridiculous amounts of "power" in order to be important.

That theory is utterly ridiculous. If an enemy warlord has a high leadership skill and actually delivers on his promises to his subordinates, there is no reason why a very "low level" NPC can not command the undying loyalty of some very high level cohorts. This is essential to understand when creating NPC's for you characters to interact with. A major foil does not need to be an insanely old, ridiculously powerful warlord or wizard, but it could simply be their neighbor who knows somebody that owes them a favor or two.

Alternate Character Creation using Ability Levels

If a GM wishes to create characters of a higher or a lower ability level than usual, there is a way in which a character can be created using Ability Levels instead of randomly. Each point of a statistic is 5 points, and each percentage point of a skill or an ability is 1 point.

NPC Generator

This list is a good start point for NPC's such as patrons or relatives. This is a list of jobs and events and as such gives a good overview of what major influences have occurred in a beings' life.

To use this an NPC generator, simply roll a d2 (1=01-100, 2=101-200) then a d100 to get the job/description, a d10 to determine the ability level and another d10 for the personality description and you are done.

It is a good idea to know what your character used to do earlier in life. You can either make it up or use the following list to help you. To use the list for past activities simply roll a d2 (1=01-00, 2=101-200) then a d100 to get the job/description and that is what your character used to do. Please note that this list should be used when making a character completely randomly or to give an idea of what the character did before they became an adventurer.

Please note that although some of the professions are similar, the connotation drawn from the title are somewhat different. After each job is a short description of how that profession fits into the world of Vhraeden.

1. Activist
2. Actor (professional, psionic, stage, etc.)
3. Addict
4. Administrator/Manager/"suit"
5. Adventurer/Daredevil/Thrill Seeker
6. Air Traffic Controller/Aircraft Groundcrew
7. Aircrewman/Pilot
8. Alienist/Psychiatrist
9. Ambassador/Diplomat/Politician
10. Apprentice (roll again)
11. Archelologist
12. Archer/Yeoman
13. Architect
14. Aristocrat/Royalty
15. Armored Vehicle Crewman/Cavalier
16. Armorer
17. Armsman
18. Artificer/Craftsman
19. Artillerist

20. Artist/Painter/Sculptor
21. Ascetic/Monk
22. Assassin
23. Athlete (sport, individual, etc.)
24. Attorney/Lawyer/Solicitor
25. Bail Enforcement/Bounty Hunter
26. Barbarian/Berserker
27. Bard/Battle Bard/Musician
28. Bartender
29. Battle Brother/Maiden
30. Beast Rider/Animal Trainer
31. Beggar/Unemployed
32. Black Guard/Heretic
33. Black Marketeer/Fence
34. Bodyguard/Guard/Security Professional
35. Brawler/Brick/Strongman/Rowdy
36. Brigand/Highwayman/Outlaw
37. Buccaneer/Pirate
38. Cavalry Scout
39. Chaplain/Cleric/Priest
40. City Guard/Police/Cop/Law Dog/Law Enforcement
41. City Rat
42. Civil Affairs/Aid Worker
43. Club Owner
44. Club-goer
45. Commando/Elite Soldier/Operator
46. Commoner/Everyman
47. Communications Technician
48. Con Artist/Huckster/Trickster
49. Constable/Jailer
50. Construction Worker
51. Convict/Prisoner
52. Corporate/Guild/Government Official
53. Courier
54. Courtier
55. Covert Ops Specialist
56. Cowboy/Rancher
57. Crime Scene Investigator
58. Criminal/Thief/Rogue
59. Cult Investigator
60. Cult Leader
61. Cultist/Disciple
62. Data Worker
63. Demolitionist/Explosive Ordnance Disposal
64. Designer
65. Desperado
66. Detective
67. Dilettante/Idle Rich
68. Diviner/Prophet/Oracle
69. Diver
70. Doctor
71. Driver/Rigger/Wheelman
72. Drug Dealer
73. Druid
74. Duellist
75. Educator/Teacher/Professor
76. Electronic Warfare
77. Electronics Repair
78. Emergency Medical Technician
79. Engineer (Combat, Civil, Mechanical, Electrical, etc.)
80. Entertainer
81. Entrepreneur
82. Explorer
83. Extortionist
84. Face man/Fixer/Thirdman
85. Factory Worker
86. Fallen Paladin
87. Fan/Groupie
88. Farmer

89. Film Crew/Cameraman
90. Firefighter
91. Fisherman
92. Forger
93. Gambler
94. Gang Leader/Member
95. Gentleman
96. Ghost Hacker/Hacker
97. Gladiator/Pugilist
98. Government Agent/Special Agent
99. Gunslinger/Gunfighter/Pistolero/Rifleman
100. Gunsmith
101. Hardman/Thug
102. Hedonist
103. Hermit
104. Homeless/Vagabond
105. Hospitality Industry
106. Household Officer/Champion
107. Hunter/Monster Hunter
108. Infantry/Grunt (Airborne, Motorized, Mechanized, Mountain, Light, Scout)
109. Infiltrator
110. Information Dealer
111. Inquisitor/Internal Affairs/Counter-Intelligence
112. Intelligence Analyst/Intelligence Specialist
113. Interrogator/Torturer
114. Justicar
115. Knife Fighter/Swordsman
116. Knight/Cavalier
117. Loan Shark
118. Locksmith
119. Loremaster
120. Lurker
121. Machinist
122. Mad Scientist/Mad Mage
123. Marksman/Sharpshooter/Sniper
124. Marshal
125. Martial Artist
126. Mechanic
127. Medic/EMT
128. Mercenary
129. Merchant/Trader
130. Merchant Marine
131. Military Academy Cadet
132. Miner/Prospector
133. Mountain Climber
134. Musketeer
135. Natural Healer
136. Naval Infantry/Marine
137. Navigator
138. Necromancer
139. Negotiator
140. News Hound/Reporter/Journalist
141. Noble
142. Nomad/Wanderer
143. Nurse
144. Office Worker
145. Officer/Knight/Paladin
146. Organized Crime Member/"Soldier"
147. Outdoorsman
148. Outrider
149. Philosopher/Thinker
150. Photoanalyst
151. Photographer
152. Private Investigator
153. Producer (art, music, theater, etc.)
154. Professional Tradesman (carpenter, mason, etc.)
155. Psychological Warfare Specialist
156. Raider
157. Recon/Ranger/Wilderness Scout
158. Repo Man
159. Researcher
160. Retail worker
161. Revolutionary
162. Saboteur
163. Sage
164. Sailor
165. Scavenger
166. Scholar
167. Scientist
168. Scout
169. Sculptor
170. Search and Rescue
171. Seducer
172. Serial Killer
173. Sex Worker/Pimp
174. Shadow Op
175. Ship's Captain (Pirate, Charter, Naval, etc.)
176. Shock Trooper/Heavy Infantry/SWAT
177. Shopkeeper/Store Owner
178. Slave/Slaver
179. Smuggler
180. Snitch
181. Soldier/Warrior/Fighter
182. Spy
183. Stage Hand
184. Student (College, University, Law, Medical, Graduate, Technical, etc.)
185. Stuntman
186. Surgeon
187. Survivalist
188. Swashbuckler
189. System Operator
190. Tattoo Artist
191. Taxi Driver/Rickshaw Runner
192. Technician/Tech
193. Terrorist
194. Thrall/voluntary slave
195. Treasure Hunter
196. Undercover Policeman/Operative
197. Vigilante
198. Wage Slave/corporate/guild employee
199. Weapons Master/Weapons Specialist
200. Writer



A job is what you do, including "Evil Folk Singer"

Skills

Skills are the livelihood of a character. Although attributes and statistics are useful for describing a character, it is the characters skills that determine what a character can actually do. Skills are purchased at character creation on a one for one basis with Skill Points. The average adult Human character will have approximately 880% total in various skills. They may purchase any skill with those points that are not restricted by race, culture or the Game Master.

There are literally many more skills available and the game master should not be constrained by this rather limited list. If a character or NPC needs the skill of multidimensional physics, make the skill up. There is also the issue of specialization, wherein a character may have the skill Animal Empathy, but the only animals that the PC has ever been around are large felines. If this is the case, simply add (felines) to the skill. The character will then suffer a penalty, assessed by the game master, when using his skill on anything other than felines. In contrast, the PC will gain a bonus, also assessed by the game master, when using his skill on felines. The penalty and bonus should, in most instances, be no more than 20% and should usually be equal in value.

The skill percentage that a character possesses is a measure of their level of ability in a particular area, and certain strata of knowledge within a skill. The following should be used as a rough guideline of what a character with a particular skill rating can accomplish.

A skill denotes the entirety of ability within the realm of that skill, which means that a character with a skill of Knife 73% represents more than a 73% chance of hitting their target with a slash or a stab, it means that the character knows, literally 73% of the entirety of knife fighting knowledge including when to slash, when to stab, how to conceal a knife, which type of knife to use to kill which creature, how to inflict less damage with the weapon, how to sharpen them, how to care for them, the value of different blades, the history of knife fighting, first aid for knife wounds, how and when to feint, how to parry a knife and when getting cut is inevitable how to take the hit in a non critical portion of their anatomy, etc.

This is to reduce the number of skills to a more manageable level as well as make the skills available more useful for general use, while still being able to be specialized.

Universal Skills

Absolute Direction
 Absolute Timing
 Accounting
 Gymnastics
 Acting
 Administration
 Aerial Navigation
 Alcohol Tolerance
 Alertness
 Ally
 Alternate Identity
 Ambidexterity
 Ambush
 Anatomy - various
 Animal Behavior
 Appraise
 Architecture
 Argumentation/Debate
 Armor Use- Archaic Light, Archaic Medium, Archaic Heavy,
 Art Appreciation
 Art History
 Arts and Crafts
 Athletics - various
 Awareness
 Balance
 Bargain/Barter
 Bartender
 Beg
 Beverage Making
 Blacksmith
 Blind Fighting
 Bluff
 Business
 Cadre
 Calligraphy
 Carpentry
 Choreography
 Climb
 Combat Conditioning
 Camouflage
 Comedy
 Conceal
 Concentration
 Conducting
 Conspiracy Theory
 Construction

Contact
 Cooking - various
 Cooperage
 Cosmetics
 Courtesan
 Credit Rating
 Cryptography
 Current Events
 Dancing - various
 Deflect Projectiles
 Design - various...ships, sets, costumes...etc
 Diagnosis
 Diplomacy
 Directing
 Disable Device
 Disarm
 Disguise
 Dodge
 Dowsing
 Drawing
 Dream Interpretation
 Dyeing
 Escape Artist
 Etiquette
 Experimentation
 Falling
 Farming
 Fashion
 Fast Talk
 Favor
 Fearless
 Fire making
 First Aid
 Fishing-fly, ocean, fresh water, net
 Forgery
 Gamble
 Games; strategy, card, board, computer, arcade, fighting, etc.
 Gardening
 Gather Information
 General Knowledge
 Glass Blowing
 Grand Strategy
 Grooming
 Hairdressing
 Handle Animal - various
 Heraldry
 Herbalism
 Hiking
 Hide
 History-Natural, nations, etc.
 Hold Breath
 Horticulture:
 Hunting-by environment type
 Hypnotism
 Improvise
 Innuendo
 Intelligence Analysis
 Interrogate
 Intimidate
 Investigate
 Iron Will
 Jeweler
 Juggling
 Jump
 Jury Rig
 Laboratory Research
 Law; Corporate, International, Tournament, Religious (specific religions), Business, Guild, Criminal, Civil
 Law Enforcement
 Leadership

Library Use
 Lip Reading
 Listen
 Literature-various
 Lockpicking
 Lore - various
 Lucid Dreaming
 Marksman (any ranged weapon)
 Mathematics
 Mechanics
 Medicine
 Meditation
 Merchant
 Midwifery
 Military Intelligence
 Mnemonics
 Music
 Naturalist
 Navigation - Aerial, nautical, land
 Needlecraft
 Netmaking
 Occult
 Open Non-Mechanical Locks
 Organized Crime
 Pain Resistance
 Painting
 Panhandling
 Patron
 Performance
 Persuade
 Philosophy
 Photography
 Pick Pocket
 Play Instrument - various
 Poetry
 Poisons
 Politics
 Pottery
 Public Speaking
 Pressure Points
 Prospecting
 Professional Knowledge-various
 Proselytize
 Punning
 Quick Draw - various
 Rage
 Ranching
 Rapelling
 Read/Write Language - various
 Religious Doctrine - specific religion
 Repair
 Research
 Ride Animal - various
 Rope Use
 Rowing
 Running
 Sacrifice
 Safe Cracking
 Satire
 Sa voir-Faire (various)
 Sculpting
 Seamanship
 Sex Appeal
 Search
 Seduce
 Sense Motive
 Shipbuilding
 Shadowing/Avoid Pursuit
 Singing
 Skating
 Skiing - snow, water

Sleight of Hand
 Smell
 Sniper (longbow, crossbow, rifle only)
 3-D Spatial Perception
 Speak Language - various
 Spot Hidden
 Statecraft
 Stealth
 Stone Knapping
 Strategy
 Streetwise
 Style
 Surgery
 Surveying
 Survival-various
 Swimming
 Tactics-various; Siege, Guerilla, Naval, Aerial, Infantry, Cavalry, Armored, Terrorist, etc.
 Tanning
 Tattoo Artistry
 Taste
 Tax Evasion
 Teaching
 Teamster
 Thanatology
 Theology
 Torture
 Trade
 Tracking/Counter-Tracking
 Traps
 Train-animal
 Training
 Trivia
 Tumbling
 Urban Design
 Ventriloquism
 Veterinary-Aquatic, vertebrate, invertebrate, reptile, mammal, exotic
 Wardrobe
 Weather Watching
 Weaving
 Woodworking
 Writing (various) creative, technical, etc..

Technological Skills

Armor Use - Modern Light, Modern Medium, Modern Heavy
 Abnormal Psychology
 Advertising
 Aeronautics
 Aerospace Engineering
 Agriculture
 Anatomy
 Anthropology
 Archeology
 Architecture
 Artificial Intelligence
 Astronomy
 Astrophysics
 Ballistics
 Biochemistry
 Bioengineering
 Biology
 Bionics
 Botany
 Chemical Engineering
 Chemistry
 Civil Engineering
 Communications Intelligence (COMINT)
 Computer Engineering
 Cybernetics
 Data-NET Hacking

Data-NET Use
 Demolitions
 Dentistry
 Drafting
 Ecology
 Electrical Engineering
 Electronic Counter Measures(ECM)
 Electronic Counter-Counter Measures (ECCM)
 Electronic Warfare
 Electronics Intelligence (ELINT)
 Electronics Repair
 Electronics Use
 Explosive Ordnance Disposal
 Forensics
 Forward Observer
 Genetic Engineering
 Gunsmith
 Hydraulic Engineering
 Interface
 Internal Medicine
 Laboratory Construction
 Laser Communications
 Mathematics
 Measures and Signals Intelligence (MASINT)
 Mechanical Device Use
 Mechanical Engineering
 Mechanical Repair
 Medicine
 Meteorology
 Nuclear Engineering
 Nuclear, Biological and Chemical (NBC) Warfare
 Oceanography
 Operate Sail boat
 Operate Bulldozers
 Operate Car
 Operate Helicopters
 Operate Large Ship
 Operate Low Altitude Vehicle
 Operate Motorcycles
 Operate Multi Engine Jet
 Operate Multi Engine Propeller
 Operate Ship
 Operate Single Engine Jet
 Operate Tanks
 Operate Tracked APC's
 Operate Tricycles
 Operate VTOL Aircraft
 Operate Yacht
 Operate Single Engine Propeller
 Pathology
 Pharmacology
 Physics
 Physiology
 Political Science
 Powered Armor Use
 Psychology
 Radio Communications
 Robot Construction
 Robotics
 Science
 SCUBA (Self Contained Underwater Breathing Apparatus)
 Security Systems
 Sensory Equipment
 Signals Intelligence (SIGINT)
 Social Engineering
 Sociology
 Surgery
 Systems Engineering
 Wire Communications
 Wireless Communications

Magic

Operate Magical Device
Golem Construction
Sanctum Construction
Spellcraft
Anchored Navigation
Antimagic Field
Arcane Eye
Arcane Sight
Arcane Sight, Greater
Astral Construct
Astral Traveler
Aura Sight
Baleful Teleport
Bend Reality
Blink
Blur
Bolt
Burst
Call Weaponry
Catapsi
Chameleon
Clairaudience/Clairvoyance
Clairtangent Hand
Claw of Energy
Color Spray
Concealing Amorpha
Concealing Amorpha, Greater
Concussion Blast
Control Light
Control Sound
Create Sound
Crystal Shard
Crystallize
Dancing Lights
Darkness
Deceleration
Detect Magic (by type)
Detect Teleportation
Dimension Slide
Dimension Swap
Disguise Self
Dispel Magic
Dispel Magic, Greater
Displacement
Dissipating Touch
Duodimensional Claw
Energy Adaptation
Energy Adaptation, Specified
Energy Ball
Energy Bolt
Energy Burst
Energy Cone
Energy Conversion
Energy Current
Energy Missile
Energy Push
Energy Ray
Energy Retort
Energy Stun
Energy Wall
Energy Wave
Eradicate Invisibility
Escape Detection
Evade Burst
Faerie Fire
Far Hand
Fate of One
Flare
Fly
Force Screen

Forcecage
Forceful Hand
Genesis
Ghost Sound
Glitterdust
Globe of Invulnerability
Globe of Invulnerability, Lesser
Grasping Hand
Hallucinatory Terrain
Haste
Hypnotic Pattern
Identify
Illusory Script
Illusory Wall
Implosion
Imprisonment
Inertial Armor
Inertial Barrier
Interposing Hand
Invisibility
Invisibility, Greater
Invisibility, Mass
Invisibility Purge
Invisibility Sphere
Jump
Knock
Leech Field
Legend Lore
Light
Lightning Bolt
Mage Hand
Mage's Disjunction
Mage's Lucubration
Mage's Magnificent Mansion
Mage's Private Sanctum
Mage's Sword
Magic Aura
Magic Missile
Magic Mouth
Major Image
Matter Agitation
Maze
Mental Barrier
Minor Image
Mirage Arcana
Mirror Image
Misdirection
Mislead
Null Psionics Field
Open/Close
Permanency
Permanent Image
Persistent Image
Phantasmal Killer
Phantom Steed
Phantom Trap
Plane Shift
Polymorph Any Object
Power Leech
Power Resistance
Precognition
Precognition, Defensive
Precognition, Greater
Precognition, Offensive
Prescience, Offensive
Prestidigitation
Prismatic Sphere
Prismatic Spray
Prismatic Wall
Programmed Image
Project Image

Protection from Arrows
 Protection from Energy
 Protection from Spells
 Prowess
 Prying Eyes
 Prying Eyes, Greater
 Pyrotechnics
 Quintessence
 Rainbow Pattern
 Ray of Enfeeblement
 Read Magic
 Reality Revision
 Reddopsi
 Refuge
 Remote View Trap
 Remote Viewing
 Resilient Sphere
 Resistance
 Resist Energy
 Retrieve
 Reverse Gravity
 Rope Trick
 Scintillating Pattern
 Screen
 Sculpt Sound
 Searing Light
 Second Chance
 See Invisibility
 Seeming
 Sepia Snake Sigil
 Sequester
 Shades
 Illusion (Shadow)
 Shadow Body
 Shadow Conjunction
 Shadow Conjunction, Greater
 Shadow Evocation
 Shadow Evocation, Greater
 Shadow Walk
 Shatter
 Shield
 Shield Other
 Shocking Grasp
 Shout
 Shout, Greater
 Silence
 Silent Image
 Simulacrum
 Slow
 Sound Burst
 Spell Immunity
 Spell Immunity, Greater
 Spell Resistance
 Spell Turning
 Spiritual Weapon
 Steadfast Perception
 Stomp
 Stoneskin
 Sunbeam
 Sunburst
 Sympathetic Vibration
 Synesthete
 Telekinesis
 Telekinetic Force
 Telekinetic Sphere
 Telekinetic Thrust
 Teleport
 Teleport Object
 Teleport, Greater
 Teleport Trigger
 Teleportation Circle

Temporal Acceleration
 Temporal Stasis
 Thought Shield
 Time Hop
 Time Hop, Mass
 Time Regression
 Time Stop
 Timeless Body
 Tiny Hut
 Trace Teleport
 True Strike
 Unseen Servant
 Veil
 Ventriloquism
 Wail of the Banshee
 Wall of Force
 Weapon of Energy
 Web
 Weird
 Whispering Wind
 Wish
 Word of Recall
 Zone of Silence
 To create a new Magic Protocol, the skill is Spellcraft.

Psionics

Nexus Construction
 Avatar Creation
 Discipline Forging
 Psionic Engineering
 Operate Psionic Device
 PSI-NET Hacking
 PSI-NET Use
 PSI-NET Expansion
 Adapt Body
 Affinity Field
 Animal Trance
 Apopsi
 Assimilate
 Astral Caravan
 Astral Construct
 Astral Projection
 Astral Seed
 Astral Traveler
 Aura Alteration
 Bend Reality
 Bestow Power
 Body Adjustment
 Body Equilibrium
 Body Purification
 Bolt
 Brain Lock
 Breath of the Black Dragon
 Burst
 Call to Mind
 Catapsi
 Chameleon
 Clairaudience/Clairvoyance
 Clairtangent Hand
 Clairvoyant Sense
 Clenched Fist
 Cloud Mind
 Cloud Mind, Mass
 Command
 Command, Greater
 Comprehend Languages
 Compression
 Conceal Thoughts
 Concealing Amorpha
 Concealing Amorpha, Greater
 Concussion Blast

Confusion
 Confusion, Lesser
 Co-Opt Concentration
 Correspond
 Crushing Hand
 Danger Sense
 Death Urge
 Deep Slumber
 Déjà Vu
 Demand
 Detect Magic (by type)
 Detect Psionics
 Detect Remote Viewing
 Detect Scrying
 Detect Thoughts
 Disable
 Discern Lies
 Dismiss Ectoplasm
 Dispel Magic
 Dispel Magic, Greater
 Dispel Psionics
 Dispelling Buffer
 Distract
 Dominate Animal
 Dominate Monster
 Dominate Person
 Dream
 Dream Travel
 Ecto Protection
 Ectoplasmic Cocoon
 Ectoplasmic Cocoon, Mass
 Ectoplasmic Form
 Ectoplasmic Shambler
 Ego Whip
 Empathic Transfer
 Empathic Transfer, Hostile
 Empty Mind
 Energy Adaptation
 Energy Adaptation, Specified
 Entangling Ectoplasm
 Enthrall
 Escape Detection
 Evade Burst
 Expansion
 False Sensory Input
 Far Hand
 Fate Link
 Fate of One
 Feat Leech
 Feeblemind
 Forceful Hand
 Form of Doom
 Geas/Quest
 Geas, Lesser
 Grasping Hand
 Grip of Iron
 Hammer
 Helping Hand
 Hold Person
 Hold Person, Mass
 Hustle
 Hypercognition
 Hypnotism
 Id Insinuation
 Identify
 Immovability
 Inertial Armor
 Inertial Barrier
 Inflict Pain
 Intellect Fortress
 Interposing Hand

Irresistible Dance
 Know Direction and Location
 Leech Field
 Levitate
 Low Light Vision
 Mage Hand
 Mage's Lucubration
 Matter Agitation
 Mental Barrier
 Mental Disruption
 Metaconcert
 Metafaculty
 Metamorphosis
 Metamorphosis, Greater
 Metaphysical Claw
 Metaphysical Weapon
 Microcosm
 Mind Blank
 Mind Blank, Personal
 Mind Fog
 Mind Probe
 Mind Seed
 Mind Switch
 Mind Switch, True
 Mind Thrust
 Mind Trap
 Mindlink
 Mindlink, Thieving
 Mindwipe
 Missive
 Missive, Mass
 Mnemonic Enhancer
 Modify Memory
 Moment of Prescience
 My Light
 Neutralize Poison (self)
 Nightmare
 Nondetection
 Null Psionics Field
 Open/Close
 Painful Strike
 Permanency
 Personality Parasite
 Phantasmal Killer
 Power Leech
 Power Resistance
 Power Word Blind
 Power Word Kill
 Power Word Stun
 Precognition
 Precognition, Defensive
 Precognition, Greater
 Precognition, Offensive
 Prescience, Offensive
 Prowess
 Psionic Blast
 Psionic Lion's Charge
 Psionic Lock
 Psionic Scent
 Psychic Crush
 Psychic Reformation
 Psychic Vampire
 Psychofeedback
 Ray of Enfeeblement
 Read Thoughts
 Reality Revision
 Recall Agony
 Recall Death
 Remote View Trap
 Remote Viewing
 Repulsion

Retrieve
 Schism
 Sending
 Sense Link
 Sense Link, Forced
 Sensitivity to Psychic Impressions
 Share Pain
 Share Pain, Forced
 Shatter Mind Blank
 Shield
 Shield Other
 Shout
 Shout, Greater
 Sleep
 Solicit Psicrystal
 Sound Burst
 Spectral Hand
 Spiritual Weapon
 Steadfast Perception
 Status
 Stomp
 Strength of My Enemy
 Suggestion
 Suggestion, Mass
 Suspend Life
 Sustenance
 Swarm of Crystals
 Synesthete
 Telekinesis
 Telekinetic Force
 Telekinetic Maneuver
 Telekinetic Sphere
 Telekinetic Thrust
 Telepathic Bond
 Thought Shield
 Timeless Body
 Touch of Idiocy
 Touchsight
 Tower of Iron Will
 Transformation
 True Metabolism
 Truevenom
 Ubiquitous Vision
 Ultrablast
 Vigor
 Wall of Ectoplasm
 Wall Walker
 Zone of Truth
 To create a new Psionic Discipline the skill is Discipline Forging.

Empathy

Haunt Construction
 Manifestation Creation
 Empathic Affinity
 Affinity Field
 Aid
 Animal Trance
 Antipathy
 Astral Construct
 Atonement
 Attraction
 Aversion
 Bane
 Calm Animals
 Calm Emotions
 Cause Fear
 Charm Animal
 Charm Monster
 Charm Monster, Mass
 Charm Person

Confusion
 Confusion, Lesser
 Crushing Despair
 Daze
 Daze Monster
 Death Urge
 Deep Slumber
 Demoralize
 Detect Hostile Intent
 Detect Magic (by type)
 Detect Remote Viewing
 Disable
 Discern Lies
 Dispel Magic
 Dispel Magic, Greater
 Distract
 Dominate Animal
 Dominate Monster
 Dominate Person
 Doom
 Dream Travel
 Ego Whip
 Empathic Feedback
 Empathic Transfer
 Empathic Transfer, Hostile
 Empathy
 Empty Mind
 Enthrall
 Escape Detection
 Fear
 Feeblemind
 Form of Doom
 Geas/Quest
 Geas, Lesser
 Glibness
 Good Hope
 Heroism
 Heroism, Greater
 Hideous Laughter
 Id Insinuation
 Identify
 Insanity
 Intellect Fortress
 Lullaby
 Mental Barrier
 Metaconcert
 Microcosm
 Mind Blank, Personal
 Mind Probe
 Mind Seed
 Mind Switch
 Mind Switch, True
 Mindlink
 Mindwipe
 Nightmare
 Painful Strike
 Permanency
 Personality Parasite
 Psychic Crush
 Psychic Vampire
 Rage
 Read Thoughts
 Recall Agony
 Recall Death
 Remove Fear
 Repulsion
 Scare
 Schism
 Sense Link
 Sense Link, Forced
 Sensitivity to Psychic Impressions

Share Pain
 Share Pain, Forced
 Shatter Mind Blank
 Sleep
 Song of Discord
 Suggestion
 Suggestion, Mass
 Sympathy
 Telepathic Projection
 Telepathic Bond
 Thought Shield
 Tower of Iron Will
 Ubiquitous Vision
 Zone of Truth
 To create a new Empathic Effect, the skill is Empathic Affinity.

Elementalism

Elemental Decree
 Synod Construction
 Elemental Summoning
 Acid Arrow
 Acid Fog
 Acid Splash
 Blade Barrier
 Burning Hands
 Call Lightning
 Call Lightning Storm
 Chain Lightning
 Chill Metal
 Cloudkill
 Cone of Cold
 Continual Flame
 Control Air
 Control Flames
 Control Water
 Control Winds
 Create Water
 Crystal Shard
 Crystallize
 Delayed Blast Fireball
 Detect Magic (by type)
 Dispel Magic
 Dissolving Touch
 Dissolving Weapon
 Earthquake
 Elemental Swarm
 Endure Elements
 Energy Adaptation (Acid, Cold, Electricity and Fire only)
 Energy Adaptation, Specified (Acid, Cold, Electricity and Fire only)
 Energy Ball (Cold, Electricity, Fire only)
 Energy Bolt (Cold, Electricity, Fire only)
 Energy Burst (Fire, Cold, Electricity only) Energy Cone (Fire, Cold, Electricity only)
 Energy Conversion (Fire, Cold, Electricity, Acid only)
 Energy Current (Fire, Cold, Electricity only)
 Energy Missile (Fire, Cold, Electricity only)
 Energy Push (Fire, Cold, Electricity only)
 Energy Ray (Fire, Cold, Electricity only)
 Energy Retort (Fire, Cold, Electricity only)
 Energy Stun (Fire, Cold, Electricity only)
 Energy Wall (Fire, Cold, Electricity only)
 Energy Wave (Fire, Cold, Electricity only)
 Exhalation of the Black Dragon
 Fiery Discorporation
 Fire Seeds
 Fire Shield
 Fire Storm
 Fire Trap

Fireball
 Flame Arrow
 Flame Blade
 Flame Strike
 Flaming Sphere
 Flesh to Stone
 Fly
 Float
 Fog Cloud
 Freezing Sphere
 Gaseous Form
 Grease
 Gust of Wind
 Hail of Crystals
 Heat Metal
 Horrid Wilting
 Ice Storm
 Identify
 Immovability
 Imprisonment
 Incendiary Cloud
 Iron Body
 Ironwood
 Lightning Bolt
 Magic Stone
 Matter Agitation
 Meld into Stone
 Message
 Metamorphosis (Elemental only)
 Metamorphosis, Greater (Elemental only)
 Meteor Swarm
 Move Earth
 Obscuring Mist
 Overland Flight
 Passwall
 Permanency
 Planar Ally (Elementals only)
 Planar Ally, Greater (Elementals only)
 Planar Ally, Lesser (Elementals only)
 Planar Binding (Elementals only)
 Planar Binding, Greater (Elementals only)
 Planar Binding, Lesser (Elementals only)
 Polar Ray
 Produce Flame
 Protection from Energy (Acid, Cold, Electricity and Fire only)
 Pyrotechnics
 Quench
 Ray of Frost
 Repel Metal or Stone
 Scorching Ray
 Shocking Grasp
 Skate
 Sleet Storm
 Soften Earth and Stone
 Solid Fog
 Spider Climb
 Spike Stones
 Statue
 Stinking Cloud
 Stomp
 Stone Shape
 Stone Tell
 Stone to Flesh
 Tornado Blast
 Transmute Mud to Rock
 Transmute Rock to Mud
 Wall of Fire
 Wall of Ice
 Wall of Iron
 Wall of Stone

Water Breathing
Water Walk
Whirlwind
Whispering Wind
Wind Walk
Wind Wall
To create a new Elemental effect, the skill is Elemental Decree.

Druidism

Druidic Tradition
Glade Purification
Ideal Summoning
Align Weapon
Animate Plants
Antiplant Shell
Augury
Aura Alteration
Awaken (plant only)
Barkskin
Call Lightning
Call Lightning Storm
Chameleon
Changestaff
Chaos Hammer
Cloak of Chaos
Command Plants
Commune with Nature
Consecrate
Control Air
Control Plants
Control Weather
Death Ward
Detect Animals or Plants
Detect Chaos
Detect Evil
Detect Good
Detect Law
Detect Magic (by type)
Dictum
Discern Location
Dispel Chaos
Dispel Evil
Dispel Good
Dispel Law
Dispel Magic
Divination
Earthquake
Entangle
Entropic Shield
False Vision
Find the Path
Fire Seeds
Fog Cloud
Foresight
Freedom of Movement
Goodberry
Gust of Wind
Ice Storm
Identify
Ironwood
Know Direction
Liveoak
Longstrider
Magic Circle against Chaos
Magic Circle against Evil
Magic Circle against Good
Magic Circle against Law
Mark of Justice
Metamorphosis (Plant only)
Metamorphosis, Greater (Plant only)

Neutralize Poison
Nondetection
Oak Body
Order's Wrath
Pass without Trace
Permanency
Plant Growth
Power Word Kill
Power Word Stun
Protection from Chaos
Protection from Evil
Protection from Good
Protection from Law
Purify Food and Drink
Quench
Reincarnate
Repel Wood
Sanctuary
Scrying, Greater
Secure Shelter
Shambler
Shield of Law
Shillelagh
Sleet Storm
Snare
Speak with Plants
Spellstaff
Spike Growth
Stone Tell
Storm of Vengeance
Sustenance
Thicken Skin
Tornado Blast
Transmute Metal to Wood
Transport via Plants
Tree Shape
Tree Stride
Undetectable Alignment
Wall of Thorns
Warp Wood
Whirlwind
Wood Shape
Word of Chaos
Zone of Truth
To create a new Druidic effect the skill is Druidic Tradition.

Alchemy

Alchemical Knowledge
Zone Construction
Fabrication Construction
Theory of Alchemical Engineering
Read Runes
Operate Alchemical Device
Ether-NET Hacking
Ether-NET Use
Ether-NET Expansion
Acid Arrow
Air Walk
Alarm
Align Weapon
Analyze Dweomer
Antimagic Field
Arcane Lock
Arcane Mark
Astral Construct
Blade Barrier
Break Enchantment
Call Weaponry
Changestaff
Chaos Hammer
Chill Metal

Cloak of Chaos
 Contingency
 Control Object
 Crystal Shard
 Crystallize
 Detect Magic (by type)
 Detect Scribing
 Detect Secret Doors
 Detect Snares and Pits
 Detect Teleportation
 Dimension Door
 Dimensional Anchor
 Dimensional Lock
 Discern Location
 Dispel Magic
 Dispel Magic, Greater
 Disrupting Weapon
 Dissipating Touch
 Dissolving Touch
 Dissolving Weapon
 Duodimensional Claw
 Entropic Shield
 Erase
 Ethereal Jaunt
 Explosive Runes
 Fabricate
 Feather Fall
 Find Traps
 Fire Trap
 Flame Arrow
 Flame Blade
 Floating Disk
 Forbiddance
 Freedom
 Gate
 Glitterdust
 Globe of Invulnerability
 Globe of Invulnerability, Lesser
 Glyph of Warding
 Glyph of Warding, Greater
 Graft Weapon
 Grease
 Guards and Wards
 Heat Metal
 Hold Portal
 Identify
 Illusory Script
 Ironwood
 Keen Edge
 Knock
 Legend Lore
 Levitate
 Locate Object
 Mage Armor
 Mage's Disjunction
 Mage's Magnificent Mansion
 Mage's Private Sanctum
 Magic Mouth
 Magic Vestment
 Magic Weapon
 Magic Weapon, Greater
 Major Creation
 Make Whole
 Matter Agitation
 Matter Manipulation
 Mending
 Message
 Metamorphosis (Construct only)
 Metamorphosis, Greater (Construct only)
 Metaphysical Weapon
 Nondetection

Object Reading
 Obscure Object
 Open/Close
 Passwall
 Permanency
 Phase Door
 Polymorph Any Object
 Prevenom Weapon
 Protection from Arrows
 Protection from Energy
 Psionic Lock
 Psionic Repair Damage
 Pyrotechnics
 Quintessence
 Read Magic
 Refuge
 Repel Metal or Stone
 Resist Energy (Acid, Electricity and Sonic only)
 Retrieve
 Reverse Gravity
 Rope Trick
 Rusting Grasp
 Secret Chest
 Secret Page
 Secure Shelter
 Sepia Snake Sigil
 Shatter
 Shocking Grasp
 Shout, Greater
 Shrink Item
 Skate
 Stinking Cloud
 Stone Shape
 Strength of My Enemy
 Summon Instrument
 Swarm of Crystals
 Symbol of Death
 Symbol of Fear
 Symbol of Insanity
 Symbol of Pain
 Symbol of Persuasion
 Symbol of Sleep
 Symbol of Stunning
 Symbol of Weakness
 Sympathetic Vibration
 Teleport Object
 Teleportation Circle
 Tiny Hut
 Transmute Metal to Wood
 Transmute Mud to Rock
 Transmute Rock to Mud
 True Creation
 Truevenom Weapon
 Unholy Aura
 Vampiric Blade
 Wall of Iron
 Warp Wood
 Weapon of Energy
 Web
 Wood Shape
 To create a new Alchemical effect, the skill is Alchemical Knowledge.

Spiritualism

Spiritual Channeling
 Anchor Construction
 Undead Construction
 Animate Dead
 Animate Objects
 Animate Rope
 Antilife Shell

Astral Caravan
 Astral Construct
 Astral Projection
 Astral Seed
 Astral Traveler
 Aura Sight
 Banishment
 Binding
 Chill Touch
 Circle of Death
 Command Undead
 Contact Other Plane
 Control Undead
 Create Undead
 Death Knell
 Detect Animals or Plants
 Detect Undead
 Dismiss Ectoplasm
 Dismissal
 Dispel Magic
 Dispel Magic, Greater
 Ecto Protection
 Ectoplasmic Cocoon
 Ectoplasmic Cocoon, Mass
 Ectoplasmic Shambler
 Ethereal Jaunt
 Etherealness
 False Life
 Forbiddance
 Gate
 Genesis
 Gentle Repose
 Hail of Crystals
 Halt Undead
 Hide from Undead
 Identify
 Mage's Faithful Hound
 Magic Jar
 Metamorphosis (Undead only)
 Metamorphosis, Greater (Undead only)
 Planar Ally
 Planar Ally, Lesser
 Planar Binding
 Planar Binding, Greater
 Planar Binding, Lesser
 Plane Shift
 Psychic Vampire
 Raise Dead
 Reincarnate
 Resurrection
 Soul Bind
 Speak with Dead
 Spectral Hand
 Spiritual Weapon
 Summon Monster I-IX
 Symbol of Death
 Trap the Soul
 Undeath to Death
 Wall of Ectoplasm
 To create a new Spiritual effect, the skill is Spiritual Channeling.

Divine Magic

Faith
 Temple Consecration
 Paragon Construction
 Aid
 Atonement
 Augury
 Banishment
 Bestow Power

Binding
 Bless
 Bless Water
 Bless Weapon
 Body Purification
 Commune
 Comprehend Languages
 Contact Other Plane
 Cure Critical Wounds
 Cure Critical Wounds, Mass
 Cure Light Wounds
 Cure Light Wounds, Mass
 Cure Minor Wounds
 Cure Moderate Wounds
 Cure Moderate Wounds, Mass
 Cure Serious Wounds
 Cure Serious Wounds, Mass
 Daylight
 Death Ward
 Déjà Vu
 Delay Poison
 Destiny Dissonance
 Detect Evil
 Detect Hostile Intent
 Detect Magic (by type)
 Detect Undead
 Dispel Evil
 Dispel Magic
 Disrupt Undead
 Disrupting Weapon
 Divination
 Divine Favor
 Divine Power
 False Vision
 Fate Link
 Fate of One
 Flame Strike
 Forbiddance
 Foresight
 Freedom
 Gate
 Geas/Quest
 Geas, Lesser
 Gentle Repose
 Goodberry
 Good Hope
 Guidance
 Hallow
 Halt Undead
 Heal
 Heal, Mass
 Heal Mount
 Heroes' Feast
 Heroism
 Heroism, Greater
 Hide from Undead
 Holy Aura
 Holy Smite
 Holy Sword
 Holy Word
 Imbue with Spell Ability
 Limited Wish
 Magic Circle against Evil
 Mark of Justice
 Metafaculty
 Metamorphosis
 Metamorphosis, Greater
 Miracle
 My Light
 Nondetection
 Planar Ally

Planar Ally, Greater
 Planar Ally, Lesser
 Planar Binding
 Planar Binding, Greater
 Planar Binding, Lesser
 Plane Shift
 Power Word Blind
 Power Word Kill
 Power Word Stun
 Prayer
 Precognition
 Precognition, Defensive
 Precognition, Greater
 Precognition, Offensive
 Prescience, Offensive
 Protection from Evil
 Psionic Revivify
 Purify Food and Drink
 Raise Dead
 Reality Revision
 Remove Blindness/Deafness
 Remove Curse
 Remove Disease
 Remove Fear
 Remove Paralysis
 Resistance
 Restoration
 Restoration, Greater
 Restoration, Lesser
 Resurrection
 Righteous Might
 Sanctuary
 Scrying
 Scrying, Greater
 Searing Light
 Second Chance
 Sending
 Shield of Faith
 Shield Other
 Spiritual Weapon
 Storm of Vengeance
 Summon Monster I-IX
 Sunbeam
 Sunburst
 Tongues
 Transformation
 True Resurrection
 Undeath to Death
 Virtue
 Vision
 Water Walk
 Wish
 Zone of Truth
 To create a new Divine Magic effect the skill is Faith.

Infernal Magic

Infernal Corruption
 Altar Desecration
 Vessel Construction
 Antilife Shell
 Antipathy
 Augury
 Bane
 Banishment
 Bestow Curse
 Bestow Power
 Binding
 Blasphemy
 Blight
 Blindness/Deafness
 Cause Fear

Circle of Death
 Claws of the Vampire
 Commune
 Comprehend Languages
 Contact Other Plane
 Contagion
 Control Undead
 Create Greater Undead
 Create Undead
 Creeping Doom
 Curse Water
 Darkness
 Death Knell
 Deathwatch
 Deeper Darkness
 Déjà Vu
 Demoralize
 Desecrate
 Destiny Dissonance
 Destruction
 Detect Good
 Detect Magic (by type)
 Detect Undead
 Dispel Good
 Dispel Magic
 Divination
 Doom
 Energy Drain
 Enervation
 Eyebite
 False Life
 False Vision
 Fate Link
 Fate of One
 Fear
 Feat Leech
 Finger of Death
 Flame Strike
 Forbiddance
 Foresight
 Form of Doom
 Gate
 Geas/Quest
 Geas, Lesser
 Ghoul Touch
 Halt Undead
 Harm
 Hide from Undead
 Horrid Wilting
 Imbue with Spell Ability
 Inflict Critical Wounds
 Inflict Critical Wounds, Mass
 Inflict Light Wounds
 Inflict Light Wounds, Mass
 Inflict Minor Wounds
 Inflict Moderate Wounds
 Inflict Moderate Wounds, Mass
 Inflict Serious Wounds
 Inflict Serious Wounds, Mass
 Insect Plague
 Leech Field
 Limited Wish
 Magic Circle against Good
 Magic Circle against Law
 Metafaculty
 Metamorphosis
 Metamorphosis, Greater
 Miracle
 My Light
 Nondetection
 Planar Ally

Planar Ally, Greater
 Planar Ally, Lesser
 Planar Binding
 Planar Binding, Greater
 Planar Binding, Lesser
 Plane Shift
 Power Leech
 Power Word Blind
 Power Word Kill
 Power Word Stun
 Prayer
 Precognition
 Precognition, Defensive
 Precognition, Greater
 Precognition, Offensive
 Prescience, Offensive
 Protection from Good
 Protection from Law
 Psionic Revivify
 Psychic Vampire
 Raise Dead
 Reality Revision
 Recall Agony
 Recall Death
 Resistance
 Scare
 Scrying
 Scrying, Greater
 Second Chance
 Sending
 Slay Living
 Soul Bind
 Spiritual Weapon
 Storm of Vengeance
 Summon Monster I-IX
 Summon Swarm
 Symbol of Death
 Thicken Skin
 Tongues
 Touch of Fatigue
 Transformation
 Unhallow
 Unholy Aura
 Unholy Blight
 Vampiric Blade
 Vampiric Touch
 Vision
 Wall of Ectoplasm
 Waves of Exhaustion
 Waves of Fatigue
 Wish
 Word of Chaos
 To create a new Infernal Magic effect the skill is Infernal Corruption.

Biomagic

Biomancy
 Womb Construction
 Homunculi Construction
 Biomagical Grafting
 Adapt Body
 Alter Self
 Apopsi
 Arcane Eye
 Arcane Sight
 Aura Sight
 Awaken
 Baleful Polymorph
 Barkskin
 Bear's Endurance
 Bear's Endurance, Mass

Bestow Power
 Biofeedback
 Blindness/Deafness
 Body Adjustment
 Body Equilibrium
 Body Purification
 Breath of the Black Dragon
 Bull's Strength
 Bull's Strength, Mass
 Burst
 Catfall
 Cat's Grace
 Cat's Grace, Mass
 Chameleon
 Chill Touch
 Claws of the Vampire
 Clone
 Comprehend Languages
 Compression
 Contagion
 Control Body
 Co-Opt Concentration
 Crisis of Breath
 Crisis of Life
 Cure Critical Wounds
 Cure Critical Wounds, Mass
 Cure Light Wounds
 Cure Light Wounds, Mass
 Cure Minor Wounds
 Cure Moderate Wounds
 Cure Moderate Wounds, Mass
 Cure Serious Wounds
 Cure Serious Wounds, Mass
 Danger Sense
 Darkvision
 Daylight
 Death Knell
 Death Ward
 Deathwatch
 Decerebrate
 Deep Slumber
 Delay Poison
 Destruction
 Detect Animals or Plants
 Detect Magic (by type)
 Detect Poison
 Diminish Plants
 Disable
 Disguise Self
 Dismiss Ectoplasm
 Dispel Magic
 Dispel Magic, Greater
 Disrupt Undead
 Eagle's Splendor
 Eagle's Splendor, Mass
 Ectoplasmic Form
 Energy Adaptation
 Energy Adaptation, Specified
 Energy Conversion
 Energy Drain
 Enlarge Person
 Enlarge Person, Mass
 Entangling Ectoplasm
 Evade Burst
 Exhalation of the Black Dragon
 Expansion
 Expeditious Retreat
 False Life
 False Sensory Input
 Feat Leech
 Finger of Death

Fission
 Flesh to Stone
 Form of Doom
 Fox's Cunning
 Fox's Cunning, Mass
 Fuse Flesh
 Fusion
 Gaseous Form
 Gentle Repose
 Ghoul Touch
 Giant Vermin
 Goodberry
 Graft Weapon
 Grip of Iron
 Hail of Crystals
 Harm
 Hammer
 Haste
 Heal
 Heal, Mass
 Heal Mount
 Hold Animal
 Hold Monster
 Hold Monster, Mass
 Hold Person
 Hold Person, Mass
 Horrid Wilting
 Hustle
 Identify
 Imbue with Spell Ability
 Immovability
 Incarnate
 Inflict Critical Wounds
 Inflict Critical Wounds, Mass
 Inflict Light Wounds
 Inflict Light Wounds, Mass
 Inflict Minor Wounds
 Inflict Moderate Wounds
 Inflict Moderate Wounds, Mass
 Inflict Pain
 Inflict Serious Wounds
 Inflict Serious Wounds, Mass
 Irresistible Dance
 Jump
 Locate Creature
 Longstrider
 Low Light Vision
 Magic Fang
 Magic Fang, Greater
 Transmutation
 Metamorphosis
 Metamorphosis, Greater
 Metaphysical Claw
 Mindlink, Thieving
 My Light
 Neutralize Poison
 Nondetection
 Owl's Wisdom
 Owl's Wisdom, Mass
 Painful Strike
 Permanency
 Plant Growth
 Poison
 Polymorph
 Polymorph Any Object
 Power Word Blind
 Power Word Kill
 Power Word Stun
 Prevenom
 Psionic Revivify
 Psionic Scent

Purify Food and Drink
 Psychic Surgery
 Psychic Vampire
 Psychofeedback
 Ray of Enfeeblement
 Ray of Exhaustion
 Recall Agony
 Recall Death
 Reduce Animal
 Reduce Person
 Reduce Person, Mass
 Regenerate
 Remove Blindness/Deafness
 Remove Disease
 Remove Paralysis
 Repel Vermin
 Repulsion
 Restore Extremity
 Restoration
 Restoration, Greater
 Restoration, Lesser
 See Invisibility
 Sense Link
 Sense Link, Forced
 Shambler
 Shapechange
 Share Pain
 Share Pain, Forced
 Shout
 Slay Living
 Sleep
 Status
 Stone to Flesh
 Strength of My Enemy
 Suspend Life
 Sustenance
 Symbol of Death
 Symbol of Weakness
 Thicken Skin
 Tongues
 Touch of Fatigue
 Touch of Idiocy
 Touchsight
 Transformation
 True Metabolism
 True Seeing
 Ubiquitous Vision
 Vigor
 Wall of Ectoplasm
 Wall Walker
 Water Breathing
 Waves of Exhaustion
 Waves of Fatigue
 To create a new Biomagic effect, the skill is called Biomancy.

Abyssal Magic

Abyssal Insanity
 Dark Hold Construction
 Fosterling Summoning
 Cthulhu Mythos
 Antilife Shell
 Antipathy
 Antiplant Shell
 Augury
 Bane
 Banishment
 Bestow Curse
 Bestow Power
 Binding
 Black Tentacles

Blasphemy
 Blindness/Deafness
 Cause Fear
 Claws of the Vampire
 Commune
 Comprehend Languages
 Contact Other Plane
 Control Undead
 Create Undead
 Creeping Doom
 Crisis of Breath
 Crisis of Life
 Curse Water
 Darkness
 Death Knell
 Deathwatch
 Deceleration
 Decerebrate
 Deeper Darkness
 Déjà Vu
 Demoralize
 Desecrate
 Destiny Dissonance
 Destruction
 Detect Good
 Detect Law
 Detect Magic (by type)
 Detect Undead
 Disintegrate
 Dispel Law
 Dispel Magic
 Dispel Magic, Greater
 Dissipating Touch
 Dissolving Touch
 Dissolving Weapon
 Divert Teleport
 Divination
 Dream Travel
 Duodimensional Claw
 Ectoplasmic Cocoon
 Ectoplasmic Cocoon, Mass
 Ectoplasmic Form
 Ectoplasmic Shambler
 Enervation
 Entangling Ectoplasm
 Eyebite
 False Life
 False Vision
 Fate Link
 Fate of One
 Fear
 Finger of Death
 Flame Strike
 Forbiddance
 Foresight
 Form of Doom
 Gate
 Geas/Quest
 Geas, Lesser
 Ghoul Touch
 Halt Undead
 Harm
 Hide from Undead
 Horrid Wilting
 Identify
 Imbue with Spell Ability
 Inflict Critical Wounds
 Inflict Critical Wounds, Mass
 Inflict Light Wounds
 Inflict Light Wounds, Mass
 Inflict Minor Wounds

Inflict Moderate Wounds
 Inflict Moderate Wounds, Mass
 Inflict Serious Wounds
 Inflict Serious Wounds, Mass
 Insanity
 Insect Plague
 Leech Field
 Limited Wish
 Magic Circle against Good
 Magic Circle against Law
 Metafaculty
 Metamorphosis
 Metamorphosis, Greater
 Miracle
 My Light
 Nightmare
 Nondetection
 Permanency
 Planar Ally
 Planar Ally, Greater
 Planar Ally, Lesser
 Planar Binding
 Planar Binding, Greater
 Planar Binding, Lesser
 Plane Shift
 Power Leech
 Power Word Blind
 Power Word Kill
 Power Word Stun
 Prayer
 Precognition
 Precognition, Defensive
 Precognition, Greater
 Precognition, Offensive
 Prescience, Offensive
 Protection from Good
 Protection from Law
 Psionic Revivify
 Psychic Vampire
 Raise Dead
 Reality Revision
 Recall Agony
 Recall Death
 Resistance
 Scare
 Scrying
 Scrying, Greater
 Second Chance
 Sending
 Shades
 Shadow Body
 Shadow Conjuration
 Shadow Conjuration, Greater
 Shadow Evocation
 Shadow Evocation, Greater
 Shadow Walk
 Slay Living
 Soul Bind
 Spiritual Weapon
 Summon Monster I-IX
 Summon Swarm
 Symbol of Death
 Symbol of Insanity
 Thicken Skin
 Tongues
 Touch of Fatigue
 Transformation
 Unhallow
 Unholy Aura
 Unholy Blight
 Vampiric Blade

Vampiric Touch
 Vision
 Wall of Ectoplasm
 Waves of Exhaustion
 Waves of Fatigue
 Wish
 Word of Chaos
 To create a new Abyssal Magic effect, the skill is called
 Abyssal Insanity.

Shamanism

Shamanic Path
 Summon Totemic Strength
 Summon Totemic Ability
 Totemic Transformation
 Animal Affinity
 Animal Growth
 Animal Messenger
 Awaken
 Bear's Endurance
 Bear's Endurance, Mass
 Bite of the Wolf
 Bull's Strength
 Bull's Strength, Mass
 Calm Animals
 Catfall
 Cat's Grace
 Cat's Grace, Mass
 Chameleon
 Charm Animal
 Claws of the Beast
 Creeping Doom
 Detect Animals or Plants
 Detect Magic (by type)
 Dispel Magic
 Dispel Magic, Greater
 Dominate Animal
 Eagle's Splendor
 Eagle's Splendor, Mass
 Find the Path
 Giant Vermin
 Heal Mount
 Hide from Animals
 Hold Animal
 Hold Monster
 Hold Monster, Mass
 Identify
 Insect Plague
 Locate Creature
 Magic Fang
 Magic Fang, Greater
 Metamorphosis
 Metamorphosis, Greater
 Mount
 Nondetection
 Owl's Wisdom
 Owl's Wisdom, Mass
 Pass without Trace
 Permanency
 Poison
 Prevenom
 Psionic Lion's Charge
 Psionic Scent
 Purify Food and Drink
 Rage
 Reduce Animal
 Reincarnate (animal only)
 Repel Vermin
 Repulsion
 Sending
 Sense Link (animal only)

Sense Link, Forced (animal only)
 Shapechange
 Speak with Animals
 Spider Climb
 Summon Nature's Ally I-IX
 Summon Swarm
 Sustenance
 Thicken Skin
 Transformation
 Truevenom
 Wall Walker
 Web

To create a new Shamanism effect, the skill is called
 Shamanic Path.

01-05% is the same level that anyone might be able to guess or deduce about a particular skill. For this reason, every character and NPC has an effective 01% with every skill in the Universal Skill List, but not any that are in the Cultural Skills List.

06-19% represents the learning portion of a skill which is what a character will most likely gain in school or university.

20-39% is when a character has learned enough of the basics to allow for some independent thought. A skill of 35% to 40% is roughly equivalent to a bachelor's degree.

40-59% is roughly equivalent to a Master's degree for an academic skill. This is the highest level of skill that a character can possess without experience.

60-89% signifies a professional or expert level of skill. This means that the average PhD possesses this level of academic skill. All skills at this level are usually possessed only by experts in that field.

90%+ is the level of skill for those rare few people who become so skilled in their field that they are world renowned by their peers if not the general public.

Universal Skills:

These cover skills that characters from any culture may choose at base cost. Some of these skills may seem to be more at home in the Technological Skills category, but if the skill could conceivably have been accessible during or before The Iron Age, it will be listed here.

Attribute Building Skills:

These are skills that will increase a character's base attributes. This represents the ability of a biological system to increase its' effectiveness over time with training. These are important skills to possess but the cost is that they take time.

These skills enhance a characters BASE attributes by a certain percentage (ALWAYS round DOWN!! A 4.9 point bonus will round down to a 4 point bonus). A Conditioning skill of 75% increases the base Constitution of a character by 75%, thus a character with a Constitution of 10 would have an effective CON of 17 (10+7). The drawback is that these skills can increase with experience BUT the skill percentage, in addition to the bonus they provide to an attribute, also reflects the amount of "time" the character puts into the maintenance of the skill.

This is shown as a percentage of time that the character spends training. Thus a character with a Strength Training of 22% and an Acrobatics skill of 34% spends 56% of his time (total time awake, NOT free time or "non-adventuring

time”) maintaining those skills. The drawback is that a character will quickly begin to spend all of their time training and NOT adventuring. This time must be counted against time at work, time eating, time adventuring, etc.

If a character fails to maintain the time expenditure required, they will begin lose the benefits of the skill at a rate of 5% per week after the first week of NOT training. Thus a character with a Logic of 28% will keep that 28% bonus for a week after not training, but will drop to 23% at the end of the second week (28%-5%), and will continue to lose 5% every week thereafter.

In order to regain that skill level, they must begin to expend time to the previous amount. A character will regain the benefits at a rate of 5% per week until the time expenditure equals the skill level.

As an example, a character has a Meditation of 34% and goes on a long adventure of 2 months (8 weeks). The character will retain the bonus for the first week and the second week (in effect giving a two week “grace period”). At the end of the second week, they will drop to 29%, end of third week, the bonus drops to 24% and so on for every week afterward. Thus if the character were to be gone for 8 weeks, thier bonus will be computed as follows 34% minus $(8 - 2 = 6 \times 5\% =) 30\% = 4\%$.

This character will then have to “train up” in 5% increments to regain the bonus which will take 6 weeks to achieve.

As these skills are a factor of TIME, it is impossible to have a combined BONUS of over 100% at any time in these skills. Temporal magic will not work to mitigate this. Although it is possible to have these skills equal more than 100% combined, there can only be a 100% bonus in effect at any time.

Please note that these skills are very powerful, but the mitigation is that at high levels, these skills effectively reduce a character to a fanatical level of training that will make them quite incapable of adventuring for any amount of time longer than two week stretches.

Strength Training increases Strength.
Conditioning increases Constitution
Acrobatics increases Dexterity
Meditation increases Power
Social Interaction increases Charisma
Mental Focus increases Intelligence
Education CAN NOT be improved, increasing this Attribute is covered under training in the Rules Chapter.
Logic increases Wisdom
Running increases Speed

Absolute Direction: This is ability to always determine the cardinal directions without use of a compass. This does not work on other planes that have different directional standards than that of Vhraeden.

Absolute Timing: This is the ability to always determine the time to within one minute without use of a watch. This does not work on other planes that have a different temporal flow rate than that of Vhraeden.

Accounting: This is the skill of tracking finances. This is possessed by accountants, upper level criminals and most people who manage large amounts of money on a daily basis.

Gymnastics: The skill base to do acrobatic maneuvers.

Acting: The skill of pretending. How well a person acts may determine their livelihood or their survival. Acting focuses on becoming another being, not on lying well (Bluff) or spinning yarns on the fly (fast talk).

Administration: This is the ability to effectively and efficiently administer people. This does not include Leadership or resource management, which is covered under Management.

Aerial Navigation: This skill allows a person to determine their location while in flight as well as make flight plans, calculate fuel or animal stamina, flight times and other errata pertaining to flight operations.

Alcohol Tolerance: This is a skill that allows a character to drink large amounts of alcohol without suffering the ill effects such behavior causes.

Alertness: This is the skill of keeping track of changes in a situation, such as noticing when a door is opened, a dog barks and other such happenings.

Ally: This is not a skill, but represents the degree of friendship between a PC and an NPC. The GM must watch this skill very carefully in order for it not to turn into an additional character for the PC that acts as a bullet stopper or a safety for the PC.

Alternate Identity: This is the degree of background information and "believability" of a false persona that a PC maintains.

Ambidexterity: This is the degree of usefulness that a PC has with their off-hand. While there is no specific off-hand penalty, Ambidexterity is more of a safety skill which allows PC's do things that they otherwise could not do, such as tie knots one handed because their other hand is wounded or the ability to pick a lock with their off hand because their other hand busy choking a guard.

Ambush: The ability to plan and execute an ambush. This is more of an offshoot of hide that allows PC's to both hide and engage in ranged combat without automatically giving their position away, which is the case with hide. The second use of this skill is to identify possible ambush locations and thus be able to plan for being ambushed or to avoid likely ambush areas.

Anatomy - various: The ability to determine the internal anatomy of various beings. Each species is a separate skill. Anatomy is a vital skill for those who intend to follow the path of medicine as it allows the character to determine the location of internal organs, structures and other necessary knowledge for the treatment of a patient.

Animal Behavior: The ability to understand animals on an almost empathic level. There is another skill of Animal Empathy, and it differs in the fact that this skill allows a character to determine the basic feelings of an animal by its behavior, while the ability allows a character to know the emotional state of the animal whether it is behaving in that manner or not.

Appraise: The skill that allows a character to roughly guess the wholesale and market value for an item, usually within 10%. More detailed examination allows the character to more accurately determine price, both wholesale and market.

Architecture: The ability to take an idea for a structure and transfer it into a plan for its construction. This includes the ability to plan for its size, materials required, manpower, cost estimate and a time line.

Argumentation/Debate: The ability to win arguments using logic, facts and deconstruction techniques. Coupled with Intimidation, the character will lose few arguments.

Armorer – Armor: The skill of crafting archaic armor. This skill is also necessary to repair armor. For each SP of armor repair, it requires a separate roll of this skill. If successful, the armor is repaired as good as new. If the roll fails, then that point of armor can not be repaired by any means.

Armorer – arms: the skill of crafting archaic weapons.

Armor Use- Archaic Light, Archaic Medium, Archaic Heavy

Art Appreciation: A conversation skill, this allows a character to speak with relative ease on most aspects of art, including schools of thought, history of art, common terms, major influences as well as a passing knowledge of artistic theory.

Art History: A much more scholastic skill than art appreciation, art history covers in depth artists, artistic eras, artistic methods and the style of art at various times in history. Art appreciation is possessed by museum tour guides, museum curators possess art history.

Arts and Crafts: The basics of creating aesthetically pleasing art or a craft. Each material is a different skill...stone, wood, grass, glass, etc.

Athletics - various: This is a measure of athletic ability in a particular sport.

Awareness: This is closely related to Alertness, but is the skill of gaining large amounts of information quickly such as when you enter a room and noting how many people are watching the door, or other such facts.

Balance: This is skill of maintaining balance during difficult situations.

Bargain/Barter: This is the ability to gain the maximum amount of material for the lowest price.

Bartender: Mixing drinks, usually alcoholic.

Beg: The ability to look pathetic, pitiable and worthy of a handout.

Beverage Making: The ability to create drinks, usually alcoholic.

Blacksmith: The skill of turning metal into a useable form.

Blind Fighting: The skill of fighting without being able to see the opponent.

Bluff: Coming up with believable stories.

Bowyer: The skill of crafting bows, arrows and related gear.

Business: This is the skill of being able to plan a business in order to gain maximum profit. This is similar to

Administration and Management, but deals with profit specifically.

Cadre: The skill of being able to plan and resource training for maximum efficiency.

Calligraphy: The skill of turning the written word into visual art.

Carpentry: Woodcraft on a large scale and allows the character to build homes, bridges and other large wood projects.

Choreography: The ability to turn movement into art.

Climb: Climbing, whether it's trees, cliffs or smooth glass high-rises.

Combat Conditioning: A character, after 10 minutes of continuous combat will usually take a 1 point of CON damage. With Combat Conditioning, A character can roll against their Combat Conditioning skill to avoid taking that damage, and will not take damage as long as they successfully roll each minute. Thus after 10 minutes, you roll. If you succeed, you do not take damage, but have to roll again next minute, and again every minute until you fail, you then have 10 minutes until you have to roll again. This skill will allow a character to fight on average 50% longer than a character without it.

Camouflage: The successful use of this skill allows TWO rolls for Ambush, Hide and Stealth, with the lower of the two rolls being kept.

Comedy: The ability to be humorous.

Conceal: Hiding objects on the body.

Concentration: The ability to ignore distractions in order to reduce the difficulties associated with situational modifiers. With this skill, a character can effectively remove the difficulty modifier for a single modifier. Thus if a character is injured, it's dark and it's raining, the PC is allowed three rolls for Concentration. With each roll, the PC removes the modifier for each state. Thus with one successful roll, the injury modifier is removed, with a second successful roll, the dark penalty is removed and the third roll removes the rain modifier. This is a very powerful skill.

Conducting: The ability to lead an orchestra in order to produce music.

Conspiracy Theory: This is symbolic of familiarity with the bizarre world of conspiracies. A successful roll indicates that the PC would know which secret group could be responsible for a particular act, area of influence or activity. While the GM is the final arbiter of what the PC's can know, Conspiracy Theory offers an interesting way of allowing PC's access to truly esoteric information that they would not be able to get any other way.

Construction: This is the skill of knowing how to build structures and large objects.

Contact: This is not a skill but is a measure of the reliability of information that a PC has access to through a third party. In this way, the PC's are effectively buying good sources of information.

Cooking - various: Cooking good meals. There are many different traditions available for the aspiring gourmet to learn.

Cooperage: Barrel making, for storage, not guns.

Cosmetics: This is the art of using makeup and some prosthetics to emphasize striking aspects of a PC's appearance and camouflaging the negative aspects. A successful roll adds a +1 to CHA.

Courtesan: The skill of being desirable in high culture. Although typically this is considered to be a "female" skill, it has male practitioners in matriarchal societies or those who seek to be desirable to those in power. Courtesan also frequently conjures up images of being a sexual skill, which it is not. At the base level, Courtesan is the skill of leveraging personality over political power in order to gain preferential treatment or information.

Credit Rating: This is based on nation of citizenship, because regardless of how much credit a bugbear has in the HRMH, he has no credit in Gavik.

Cryptography: The ability to encode and decode messages. It must be remembered that this is only the methods utilized and not the technology used, so that an expert computer code cryptographer in Momano still has no idea how to decrypt magical documents from Sepenerais and vice versa.

Current Events: This is the skill of knowing what's going on worldwide. The PC basically watches the news, reads the paper and listens well.

Dancing - various: various types of dancing.

Deflect Projectiles: This is a dangerous skill to possess at low level. When being attacked by an observed enemy, the PC must state if they will attempt to deflect the incoming projectile (only one may be deflected, thus it is useless against enemies with multi-fire weapons). The attacker then rolls, then the PC will roll for Deflect Projectile. If the PC successfully rolls under the attack, then the deflection worked. If the character fails (rolls over the attack, or simply rolls over his skill) then the PC is hit by the attack, even if the attack would not have originally hit!

Design - various...ships, sets, costumes...etc.: This is the ability to design an object. An object must be Designed first, before any actual Construction rolls can occur. A failed Design roll does not become evident until the completion of the project, since if it was designed poorly, then regardless of the craftsmanship exhibited, the object will still not work.

Diagnosis: The skill of determining what is wrong with a biological system. A failed Diagnosis does not become obvious until treatment is complete and the problem persists. Diagnosis must occur before a Medicine roll.

Diplomacy: The ability to politely persuade others to do what you want them to do, as well as how to politely intimidate others.

Directing: The ability to create a movie, play or other performing artistic endeavor.

Disable Device: The ability to break something in an efficient manner.

Disarm: This is the skill of disarming someone.

Disguise: The ability to disguise a PC's appearance in order to escape recognition.

Dodge: The ability to not be hit by attacks. This is the single most important skill in the game!!!!

Dowsing: The ability to find water. This is similar to Prospecting, but specifically for water.

Drawing: The ability to produce aesthetically pleasing artwork using pencils, pen and ink, charcoal, chalk, etc.

Dream Interpretation: The ability to interpret dreams. This allows the PC's to gain information that they might not have access to. When combined with Divination, this becomes quite potent.

Dyeing: Dyeing textiles for use in various projects.

Escape Artist: Getting out of physical confinement.

Etiquette: Not offending others.

Experimentation: The scientific method for determining the truth or fallacy of a theory.

Falling: The art of falling without suffering injury.

Farming: The skill of running an agricultural enterprise for economic gain.

Fashion: The ability to design clothes. When done for a specific individual, a successful roll gives a +1 to CHA.

Fast Talk: The art of being a bull shit artist.

Favor: A favor is just that. The points you pay into this is the percent chance that this favor will be successful. When a favor is used, it is gone forever. For this reason, a favor covers pretty much anything the GM will allow. The nature of the favor should be described in the character history, but it doesn't need to be.

Fearless: Courage is a decision that a being makes. Fearless is the ability of a character to simply put away fear away as a stimulus. Whenever a character is faced with a situation where fear should play a factor, this skill is used to ignore it. This also works for psionic or empathic powers that cause fear.

Feign Death: The ability to pretend to be dead to a *cursory* examination (GM determination of "cursory") is a valuable skill. A character may feign death for as long as they wish to, although they are still subject to all penalties regarding air, water and food, although while feigning death, those penalties take twice as long to take effect.

Fire making: Making a fire is a critical skill in a survival situation. While it might seem simple enough to start a fire, making a fire with no tools is not a task for a beginner and is very important to the northern peoples.

First Aid: This is the skill of finding what is wrong with a character and fixing it enough so that the victim will not die.

Fishing-fly, ocean, fresh water, net: The art of catching fish. A successful roll means you caught one.

Forgery: The ability to make believable fake documents.

Gamble: The ability to win at games of "chance".

Games; strategy, card, board, computer, arcade, fighting, etc.: This is the skill of winning at games of skill, such as card games, strategy games or computer games.

Gardening: The skill of having a small garden. While this has many of the same principles of horticulture or farming apply, this covers only the basics of having a garden that can produce enough food for a single family for a season. Anything larger requires farming.

Gather Information: The ability to gather information from others in casual conversation.

General Knowledge: This is a PC adventure saving skill. The GM determines if the information falls into the classification of "General Knowledge". If it does, then the PC's roll and see if they have had any previous knowledge of the information.

Glass Blowing: The ability to create glassware.

Grand Strategy: This is the skill of planning military operations on a world-wide and national scale with a timetable of years. This is a useless skill in a battle. It is what is used when planning and winning wars, not battles.

Grooming: This is the skill of maintaining your appearance to it's fullest extent. A successful roll adds a +1 to CHA.

Hairdressing: This is the skill of manipulating hair to its best effect. A PC cannot do their own hair. A successful roll adds a +1 to CHA.

Handle Animal - various: The ability to control an animal when riding it.

Heraldry: Understanding the various heraldic traditions of Vhraeden and the meanings behind them.

Herbalism: The skill of knowing what natural remedies exist for health problems.

Hiking: The ability to move cross country for long distances without suffering injury.

Hide: The ability to stay stationary and not be seen.

History-Natural, nations, etc.: The history of a particular subject.

Hold Breath: The ability of a character to hold their breath longer than normal.

Horticulture: The knowledge of how to grow plants.

Hunting-by environment type: The ability to find and kill game in various environments.

Hypnotism: The ability to hypnotize another. This skill requires only one success for a willing participant, but one success per point of PWR for an unwilling one.

Improvise: The ability to improvise something. A successful roll determines that it is successful, but it is subject to breaking at the GM's whim.

Innuendo: The art of sending mixed verbal and body language signals.

Intelligence Analysis: The art of stringing together bits of data into an intelligible pattern and then interpreting that pattern into facts that can be used to determine past, present and future actions of a subject.

Interrogate: This is simply the art of asking questions in order to gain information.

Intimidate: This is the art of getting people to do what you want without having to go through the trouble of making speeches or otherwise inspiring them. When paired with Leadership, it makes an awesome combination.

Investigate: The ability to locate hidden information, whether it was intentionally hidden or was hidden due to some other occurrence.

Iron Will: This is the skill of resisting mental or emotional control.

Jeweler: The ability to appraise jewels and precious metals in raw form as well as in a processed form. This also includes the ability to create jewelry.

Juggling: The ability to juggle.

Jump: The ability to successfully jump.

Jury Rig: This is similar to Improvise, but deals with fixing something with less than satisfactory parts, whereas Improvise is the creation of an object. It is possible to Jury Rig an Improvised device, but will most likely be quite dangerous.

Laboratory Research: The ability to gain information on a subject while doing Experimentation.

Law; Corporate, International, Tournament, Religious (specific religions), Business, Guild, Criminal, Civil: The knowledge of law that is required to either prosecute, defend or counsel someone. This does not confer the ability to be a courtroom lawyer, that is covered under Argumentation, Intimidate or Performance, depending on the characters style.

Law Enforcement: This is the specialized knowledge of police operations, including such things as patrol planning, basic investigative techniques, and other such skills that are not covered by another skill.

Leadership: The ability to give purpose, direction and motivation to others.

Library Use: The ability to find information in a library.

Lip Reading: The ability to decipher what is spoken without having to hear it. As long as the lips are visible, this skill can be used, but the language that is to be deciphered must be understood by the character if Lip Reading is to be successful.

Listen: The ability to hear exceptionally well.

Literature-various: The knowledge of literature and the ability to speak

Lockpicking: The ability to open locks.

Lore - various: Various types of Lore are available such as

Lucid Dreaming: The ability control dreams. This is highly useful against some types of Psionic Disciplines.

Marksman (any ranged weapon) - with a successful roll, the max range is extended by 10%

Mathematics: The ability to solve mathematical problems.

Mechanics: The understanding of the most basic mechanical principles such as the seven simple machines.

Medicine: This is the ability to heal an injured being, as opposed to simply stabilizing them. First Aid is for stabilization, Diagnosis is to locate the problem, Medicine or Surgery then Medicine are used to fix the problem.

Meditation: The ability to meditate and recover PWR at a faster rate than sleeping. One hour of Meditation is as effective as two hours of sleeping.

Merchant: The ability to sell something. This is basically salesmanship and the basics of running a business, but without the specialized knowledge inherent in the skill Business.

Midwifery: Delivering children outside of a medical facility.

Military Intelligence: Similar to Intelligence Analysis, but dealing more with the technical aspects of military operations such as determining tactics, weapons capabilities and future operations based on enemy logistic capabilities, etc.

Mnemonics: The art of creating tricks that assist in memory. In order to use this skill, a character has to make a roll when they come across information they want to remember. If successful, the information is remembered. If the roll is failed, they lose the information and it cannot be remembered. When the character wants to recall the information, if the initial roll was successful, they roll again. If the second roll was successful, the information is remembered. If the roll is failed, they can try again, but not for one hour as they desperately attempt to remember.

Music: This is the ability to read, write and to appreciate music, not create it via instruments or vocals.

Naturalist: The knowledge of the natural world that allows a character to easily survive in nature.

Navigation - Aerial, nautical, land: The ability to cross distances to successfully reach a destination.

Needlecraft: The ability to create various textiles with needles such as crocheting and cross-stitching.

Netmaking: The ability to create a net out of fibers.

Occult: Knowledge of the hidden aspects of the world.

Open Non-Mechanical Locks - electronic, magnetic, psionic, empathic, magical, runic: The ability to open any type of non-mechanical lock. Psionic, empathic, magical or alchemical locks can be opened with this skill!

Organized Crime: The theory, history and practical knowledge pertaining to organized crime.

Pain Resistance: With a successful Pain Resistance roll, the damage taken is halved. This skill can be attempted once for each injury.

Painting: The ability to paint aesthetically pleasing artwork.

Panhandling: The ability of gaining money actively. Begging is the passive version of this skill, while Panhandling is the active version. A person can both Beg and Panhandle the same person.

Patron: Not a skill, Patron is the level of assistance that a PC's Patron is willing to provide. GM's have final say on any use of this skill!

Performance: The ability to perform something. It is usually coupled with another skill such as Sing or Dancing. If the Performance roll is successful, it means that the audience liked it. If the other skill succeeded it means that the skill was done correctly, but not necessarily that the audience liked it. For example, a band can have an off-night and mess up their own songs and fail their Sing and Play Instrument rolls, but if they act enthusiastic and play louder and improvise, they can succeed at their Performance roll and the audience will be perfectly happy. Those in the audience who have knowledge of Sing or Play Instrument will know that they messed up, but will also be entertained.

Persuade: Convincing others to do what you want. When combined with Intimidate, people react well to your suggestions.

Philosophy: The knowledge of philosophical systems.

Photography: The ability to take photographs and also to develop film. The first roll determines if the picture is good, the second determines if the film is developed properly.

Pick Pocket: The ability to remove small objects from another person without being noticed. It also includes "purse cutting". A successful roll determines that the object was removed without the target noticing. If the first roll fails, it determines that gaining the object unnoticed has failed, but if a second roll is attempted, it will allow the pick pocket to still take the object, although the target will definitely notice.

Play Instrument - various: The ability to play a musical instrument.

Poetry: The ability to create poetry of various types.

Poisons: The knowledge of poisons, as well as their antidotes. This skill allows knowledge of symptoms, creation, use and storage of poisons.

Politics: The ability to understand power in groups. This is the skill to use when you need to find out who to talk to, who is in charge, why they are in charge and what people need and how to leverage it for your best advantage.

Pottery: The ability to create pottery of various sizes for various purposes.

Public Speaking: The ability to speak publicly effectively. This is usually combined with another skill such as Persuade, Intimidate or Proselytize.

Pressure Points: The ability to target nerve ganglia in order to paralyze limbs or portions of the autonomic nervous system. This skill is utilized by declaring an attack as a Pressure Point attack. The attack is then resolved normally. If the attack is successful, the attacker then rolls against the Pressure Point skill. If successful the amount of damage caused is also the number of rounds that the limb is immobilized for. A critical hit denotes that the limb will be immobilized for a number of minutes equal to the amount of damage caused.

Prospecting: Similar to geology, Prospecting is basically locating valuable materials. This skill requires the character to actually prospect, mine or search for the sought after material. A successful roll indicates that they located it. GM's must be wary of PC's abusing this spell. If your adventure does not call for gold to be located in an abandoned mine, a successful roll by the PC's will not mean they magically found it, but instead it indicates that they know there is no gold there!

Professional Knowledge-various: Every profession or job has a body of specialized knowledge that is not covered by other skills, but is covered in this one.

Proselytize: The ability to convince others to convert to your religion.

Punning: The ability to make puns on a whim.

Quick Draw - various: Each weapon that the PC is proficient in quick drawing is a separate skill. If the character has the dual weapon fighting style and a quick draw skill for both of those weapons, then both weapons are drawn as free action!

Rage: This is the ability to enter into a berserker rage. This is a conscious action and takes one round of concentrating in order to build up the anger that is necessary to fuel it. After that one round, the PC gains the following modifiers:

DC x2

STR +2

DEX+2

SPD+2

CON+2

INT-4

WIS-4

Characters can use damage causing abilities only.

Characters can not communicate effectively (even with telepathic contact).

The rage lasts for as many minutes as the PC has CON points. The PC can voluntarily end the rage with a successful rage roll, otherwise they will continue to be in the grip of homicidal mania. The PC can try once per round to end the rage. The round that the rage ends, however, the PC may do nothing else except to regain control. If the attempt is a failure, they may continue to act.

Ranching: This covers the skill of rearing animals for economic gain.

Repelling: This is the ability to use rope in order to quickly descend from heights.

Read Lips: This is the skill of reading lips. It must be noted that the PC must also speak the language that he is attempting to read lips of.

Read/Write Language - various

Religious Doctrine - specific religion: This is a study of the history, doctrines, beliefs, rituals and personages of a specific religion.

Repair: This is a very general skill that allows a single roll for a PC to attempt to repair an object. This is subject to abuse, so GM's need to be aware of that potential.

Research: This is simply the knowledge of where to find various types of questions. This is more a function of knowing how to frame questions and then knowing where to find the answers.

Ride Animal - various (the mount may also take this skill, the higher of the two skills will be used when rolling for maneuvers)

Rope Use: This skill covers the use, care and storage of ropes. This also includes a vast knowledge of knots, of which there are literally tens of different types for all sorts of uses.

Rowing: This is not the mere act of rowing, which is simple, but is more of an athletic skill for competition such as that used in crew, kayaking and rowboats.

Running: This skill has one of two effects depending upon the level. If the skill level is below the sprint check (SPD x 5%) then it adds a +1 to SPD with a successful check. If the skill level is above the sprint check it replaces the sprint check and adds a permanent +1 to SPD! This is a very useful skill to have!

Sacrifice: This is a skill that is used when a practitioner of a mystical path needs to increase their PWR. By sacrificing a creature, item or a plant, a character with the Sacrifice skill can draw forth the PWR of the sacrificial item or being into themselves. This PWR is temporary, but will stay available until it is used. PWR gained in this fashion may be used in any way, but they are always used before the practitioners own personal reserve of PWR. A success denotes that the sacrificial item lends double the original PWR to the one sacrificing the victim.

One of the more insidious aspects of sacrifice is that the PWR drawn forth from a victim is in actuality the life force of that creature and each power point removed makes resurrection more difficult. If every point of PWR is drained, then that spirit ceases to exist and only a higher deity can interfere to save the spirit. If a critical success is rolled, then the soul is destroyed permanently and for all time, and nothing can change it. A critical success also means that the caster gets FIVE times the power from the victim.

Safe Cracking: Similar to lock picking, but dealing with large complicated mechanical safes.

Satire: The ability to effectively conduct satirical diatribes or write satirical articles.

Sa voir-Faire (various): This is the skill of conducting oneself in various "subcultural" venues. It covers the protocol, traditions and unwritten rules of a subculture such as Urban Gangs, Military, Naval, Diplomatic, Death Cults, etc.

Sculpting: The ability to create art from a solid object.

Seamanship: The ability to conduct oneself on a boat or a ship. This covers nautical terms and a general understanding of navigation, knots, etc.

Sex Appeal: This is the art of inviting another to partake of mutual carnal activity. This is primarily a passive skill with body language being the method of communication.

Search: The ability to search an area for items of interest. This is an active skill and requires a physical search of an area.

Seduce: This is the art of convincing another to partake of mutual carnal activity. This is an active skill with verbal communication being required in order to succeed.

Sense Motive: This is a passive skill which relies primarily on interpreting body language. The information gained from this skill is hardly specific, but is sufficient to determine if the subject is lying, hiding information or some other general fact relating to their behavior and motivations for that behavior. Interrogation is the active version of this skill that relies on asking questions to gain information.

Shipbuilding: This covers the principles of shipbuilding, not the technology used. An ancient shipwright understands the principles of draft, displacement and propulsion just as well as a nautical engineer at Electric Boat, but the technology used to achieve the final product are wildly different, but the principles remain the same.

Shadowing/Avoid Pursuit: This is similar to Tracking/Counter-Tracking, but specifically geared to an urban environment.

Singing: The ability to use the voice as a method for communication in a manner other than speech.

Skating: Ice skating

Skiing - snow, water: This covers skiing on snow (downhill or cross-country) or water.

Sleight of Hand: The ability to rapidly move objects and to conceal them. The object size is limited to something that can actually be concealed in a beings' hand.

Smell: The ability to discern information carried by scent. This is useful for tracking as well as determining the very general emotional state of a being as well as being able to identify a dizzying array of materials by scent.

Sniper (longbow, crossbow, rifle only)-with a successful roll, the max range is extended by 25%. Sniper and Marksman may be used together to extend the range by a combined total of +35%.

3-D Spatial Perception: This is an important skill for pilots, soldiers and athletes. It is the ability to maintain situational awareness in 3 dimensions without having to completely focused on it.

Speak Language - various: The ability to speak a language.

Spot Hidden: Similar to Search, Spot Hidden is finding something without having to search for it. It is passive and requires only an eye for detail.

Statecraft: This is the skill of running a nation, dealing with both foreign and domestic policy. This is not leadership

which deals with inspiring others. There have many effective leaders who were not well liked by their people.

Stealth: The art of remaining hidden while moving. Any offensive act will immediately negate previous stealth roll successes, and another roll must be made to once again move and remain hidden.

Stone Knapping: The skill of turning stones into tools.

Strategy: This is the art of planning and conducting large battles. This is the theoretical portion of military science and is broken into various skills such as naval, land, aerial, political, and national strategy. Each is a separate skill.

Streetwise: The ability to survive on the street. This allows a PC to feel at home in large urban areas without endangering themselves or seeming out of place.

Style: This is simply knowing what the popular trends are regarding clothing, accessories, and personal grooming. A successful roll adds a +1 to CHA.

Surgery: The ability to physically enter another being in order to manipulate their body, usually for the purpose of removing foreign objects or to repair damage, but sometimes to modify or damage them.

Surveying: The art of creating maps

Survival-various: This is the ability to survive in certain areas. It covers such things as edible plants, animals, useful plants and types of shelters that are effective in those environments.

Swimming: The ability to swim.

Tactics-various; Siege, Guerilla, Naval, Aerial, Infantry, Cavalry, Armored, Terrorist, etc.: This is the skill of conducting and winning battles. It is the practical side of military science.

Tanning: The skill of turning animal hides into useful material for constructing clothing, armor or building material.

Tattoo Artistry: The art of using the skin as a canvas.

Taste: The ability to discern information from the sense of taste. This is usually taken by those who are involved in the culinary arts in order to reverse engineer recipes.

Tax Evasion: The skill of hiding income from legal authorities. This includes such abilities as money laundering and knowing tax write offs as well as how to avoid being audited.

Teaching: The ability to teach a skill in a classroom setting.

Teamster: The skill of running a team of draft animals.

Thanatology: A theoretical study of death. This is a subset of anthropology and history covering the beliefs, customs and rituals of various groups and their burial practices.

Theology: A study of deities, both celestial and infernal. This is a comparative study which studies all religions and not a specific doctrinal theology. That is covered in Religious Doctrine (specific religion).

Torture: The art of causing pain without killing the subject. It is usually combined with another skill in order to achieve some end, but can also be used by itself for sadistic pleasure.

Trade: The "theory" of trade, which includes a basic understanding of profit, supply and demand as well as knowing the basic value for many items. This is

Tracking/Counter-Tracking: The skill of tracking animals or beings. This skill also allows the PC to know counter-tracking techniques, a very useful skill for adventurers who have a habit of being on the wrong side of the law. This does not cover any form of magical training in either tracking or counter-tracking.

Traps: The ability to build traps of various sorts.

Train-animal: The ability to train an animal to do various tasks such as training a drug sniffing dog or a cutting horse.

Training: The ability to teach a skill that involves physical activity. Chemistry professors teach, Drill Sergeants train.

Trivia: This is the ability of a character to remember bizarre bits of trivia. Usually trivia should not be used to save the PC's from a lack of information they should have found in the course of an adventure, but should instead be used to provide additional bits of information that the GM would like them to have.

Tumbling: The art of reducing the impact from falling as well as acrobatic maneuvers performed on the ground.

Urban Design: The multi disciplinary skill of designing cities. This includes such knowledge as where to place power stations, how wide to build roads for a given population, the number of schools that a city should have for a given population, how many hospitals and what the general city layout should be in given climates and terrains.

Ventriloquism: The art of throwing your voice.

Veterinary-Aquatic, vertebrate, invertebrate, reptile, mammal, exotic: This is in effect medicine for animals.

Wardrobe: This is the art of finding clothing that best compliments a PC's physiology to accentuate their best features and to conceal their less than striking attributes. A successful roll adds a +1 to CHA.

Weather Watching: This is the skill of reading the weather to determine if and when it will change. Generally, weather watching can only be done 24 hours prior to a climatic event such as a major storm. The better the roll, the earlier the character can determine the future conditions. A critical success indicates 24 hours prior, a successful roll less than 1/2 the skill (i.e., rolling a 28 with a skill of 70%) indicates 12 hours, while a roll over 1/2 the skill (i.e., rolling a 34 with a skill of 52%) indicates 4 hours prior.

Weaving: The ability to weave various materials such as wool yarn, palm fronds etc.

Woodworking: The ability to do basic woodwork. Woodworking is similar to carpentry, but on a smaller scale. Woodworking allows you to build a table, carpentry allows you to build a house.

Writing (various) creative, technical, etc.: The ability to write clearly, concisely and correctly.

Weapon Skills:

There are literally hundreds of weapons skills. Each method injury or killing is considered to be a weapons skill. Each entry in the weapons table listed in the equipment section is a different weapons skill.

Punching and Kicking damage are based on strength. Damage is annotated in Light Damage Capacity. The damage bonus from is equal to 1/10th skill percentage as per normal. Thus a human with a strength of 12 has a punch of 2d6 LDC and a kick of 4d6 LDC...along with a punch skill of 72% and a kick skill of 42%. Thus he would do 2d6 + 7 LDC for a punch and 4d6 + 4 for a kick.

STR	Punch	Kick
1	1 LDC	1d2 LDC
2	1d2 LDC	1d4 LDC
3	1d3 LDC	1d6 LDC
4	1d4 LDC	1d8 LDC
5	1d4 LDC	1d10 LDC
6	1d6 LDC	2d6 LDC
7	1d6 LDC	2d6 LDC
8	1d8 LDC	2d8 LDC
9	1d8 LDC	2d8 LDC
10	1d10 LDC	2d10 LDC
11	1d10 LDC	2d10 LDC
12	2d6 LDC	4d6 LDC
13	2d6 LDC	4d6 LDC
14	2d6 LDC	4d6 LDC
15	2d6 LDC	3d10 LDC
16	2d8 LDC	3d10 LDC
17	2d8 LDC	3d10 LDC
18	3d6 LDC	3d10 LDC
19	3d6 LDC	3d10 LDC
20	2d10 LDC	4d10 LDC
25	4d6 LDC	5d10 LDC
30	3d10 LDC	6d10 LDC
35	3d10 LDC	7d10 LDC
40	4d10 LDC	8d10 LDC
45	4d10 LDC	9d10 LDC
50	5d10 LDC	10d10 LDC
60	6d10 LDC	12d10 LDC
65	6d10 LDC	13d10 LDC
70	7d10 LDC	14d10 LDC
75	7d10 LDC	15d10 LDC
80	8d10 LDC	16d10 LDC
85	8d10 LDC	17d10 LDC
90	9d10 LDC	18d10 LDC
95	9d10 LDC	19d10 LDC
100	10d10 LDC	20d10 LDC

Grapple does no damage, enemy must escape using STR check vs the Grappler's skill OR a Grapple vs Grapple skill check if the opponent also possesses grapple.

Trip does no damage but enemy loses next attack getting up.

Choke roll a 1d6, a 1-4 indicates an air choke and does 1d10 CON damage per minute. A 5 or 6 indicates a blood choke and does 1d4 CON per round. The character can maintain the choke and do the listed damage OR try to get a better grip. A successful opposed roll indicates that the character can now roll a 1d6+1 to determine if they are able to change the choke hold type.

Joint Locks do no damage unless the locked character attempts to escape using STR vs Joint Locks or Joint Locks

vs Joint Locks and fail. If they fail they sustain one point of damage (DC not LDC) for every 10% they failed by (minimum 1 point)

Bite varies by species

Claw varies by species

Head Butt does 1d3 damage or by species

Multiple Weapon Fighting Style - There are various styles of multiple weapons fighting techniques. Each of them must be purchased separately. For example, if you were going to fight with rapier and dagger, that is one skill, while two daggers is another skill, cloak and dagger is a third and cloak and rapier is a fourth. Buying this skill only allows you to fight with both those weapons together, but in order to use a weapon independently, such as rapier, you would still have to buy the skill rapier separately. The same goes for firearms.

Ranged Weapons as a Melee Weapon - this is a separate skill that allows a character to utilize a firearm or other ranged weapon as both a ranged and a melee weapon. This is a difficult skill to learn as it is seen as an esoteric skill with limited uses at best and a useless waste of time at worst.

Partnered Fighting Style for Weapons - this is a skill that allows the use of partners in either ranged or melee combat. This allows two (or more depending on the skill) characters to fight together seamlessly and to gain bonuses for fighting together instead of penalties which apply to most other characters.

Cultural Skills:

A beings' culture determines much more than the language they speak, the way they look or an educational bonus. The culture of a being determines how they see the world, how the world sees them and to a large extent the ability of that being to succeed in the world at large.

There are two main types of culture on Vhraeden, the cultures of Science and the cultures of Art. Science follows the path of technology, while those of Art follow the paths of magic in all of its guises. The Art is composed of Magic, Elementalism, Druidism, Shamanism, Spiritualism, Divine Magic, Infernal Magic, Abyssal Magic, Psionics, Empathy and biomagic.

The following is a list of the different cultural skills. It is possible to learn any cultural skill, but it is important to remember that learning a skill in a different paradigm is difficult and it is rare for a being to learn skills in more than two different paradigms. The modifiers for learning skills in a different paradigm are listed in the national description.

Technology

Abnormal Psychology: The science of damaged minds.

Advertising: The methods of selling products to others that they most likely do not need by showing the products to be useful or somehow desirable.

Aeronautics: The science of flight.

Aerospace Engineering: The ability to design and build aerial vehicles.

Agriculture: The science of growing land plants.

Anatomy: the science of the physical structure of a particular species.

Anthropology: The science of civilizations and culture, both modern and ancient.

Archeology: The science of discovering the past through the physical remains of civilizations.

Architecture: This allows the character to create, design and plan structures.

Armor Use - Modern Light, Modern Medium, Modern Heavy

Artificial Intelligence: The science of constructing artificially intelligent beings.

Astronomy : the science of observing space.

Astrophysics: The science of interstellar and interplanetary physics:

Ballistics: The skill of creating and modifying ballistic devices including bullets. To create a new bullet requires two skills, ballistics and physics.

Biochemistry: The science of chemical interactions that

Bioengineering: This skill allows the construction of various biological constructs.

Biology: The science of life

Bionics: The science of increasing or supplementing the capabilities of biological organisms through technology.

Botany: The science of plants

Chemical Engineering: This is skill of creating and modifying chemical compounds. This skill does allow the creation of explosive compounds.

Chemistry: The science of elements, chemicals and chemical reactions.

Civil Engineering: This allows the design and construction of large projects such as city subdivisions, sewage systems or highways.

Communications Intelligence (COMINT): The ability to gain intelligence information from intercepted communications.

Computer Engineering: The skill of building computer systems.

Cybernetics: The science of increasing the cognitive abilities of biological organisms through technology.

Data-NET Hacking: This is the art of getting access to areas and information on the Data-NET that people do not want you to have access to.

Data-NET Use: This is the art of getting access to large amounts of information and then determining which is true and which is false.

Demolitions: The ability to determine the proper amount and type of explosives necessary to achieve the desired effects and the build the device. This does not allow you to make explosives.

Dentistry: The skill necessary to fix dental problems. When combined with Surgery, the character will know maxillofacial surgery.

Drafting: This allows the character to draw an object specifically for the purpose of building it.

Ecology: The science of environments

Electrical Engineering: This allows the creation of electrical devices.

Electronic Counter Measures(ECM): This skill is used to operate devices that locate, disable and degrade other electronic devices specifically designed to target objects such as radar, doppler radar and others.

Electronic Counter-Counter Measures (ECCM): This skill is used to directly counter the use of Electronic Counter Measures.

Electronic Warfare: This is the specialized skill of using electronic signals to locate, disable or camouflage electronic devices.

Electronics Intelligence (ELINT): The skill of deriving knowledge derived from electronic devices.

Electronics Repair: This is the skill of repairing simple electronic devices.

Electronics Use: This is necessary to use the vast majority of electronic devices available in technological societies.

Explosive Ordnance Disposal: This is the ability to determine if a device is an explosive and then render it harmless.

Forensics: the science of locating and determining facts from partial or incomplete knowledge.

Forward Observer: This skill is necessary for a character to accurately call for indirect fire from artillery units that can not see the target, but the character can.

Genetic Engineering: This skill is necessary for changing or creating new creatures on a genetic level.

Gunsmithing: The skill of repairing and modifying firearms. To create a new firearm requires two skills, gunsmithing and mechanical engineering.

Heavy Weapons: Heavy weapons include any weapon that can not be held by the being taking this skill. Each weapon is a different skill.

Hydraulic Engineering: This allows the creation of objects that are based on the use of fluids.

Interface: Simply having cybernetics and bionics implanted does not give you the ability to use them correctly. The skill of Interface denotes your skill in using your implants to the best of their ability.

Internal Medicine: The specialized knowledge of medical care for internal diseases and injuries.

Laboratory Construction: This is the skill necessary to build a laboratory using the construction rules in the equipment section.

Laser Communications: The skill necessary to install, fix and disable laser communications.

Mathematics: The science of numbers

Measures and Signals Intelligence (MASINT): This is an esoteric skill that uses the measurements and minute signals of materials or objects to gain intelligence. An example is the amount of sag in load bearing structures which allows the analyst to determine the weight that the structure is supporting.

Mechanical Device Use: This skill allows the use of simple mechanical devices.

Mechanical Engineering: This is skill of creating mechanical devices.

Mechanical Repair: This allows the character to repair simple mechanical devices.

Medicine: This is the general skill of medical care.

Meteorology: The science of weather

Nuclear Engineering: The knowledge necessary to build nuclear reactors and harness the energy of the atom.

Nuclear, Biological and Chemical (NBC) Warfare: This is the ability to both use nuclear, biological and chemical weapons as well as the knowledge necessary to defend against their effects.

Oceanography: The science of oceans.

Operate Sail boat: This is the skill of sailing.

Operate Bulldozers: This allows the use of heavy tracked construction vehicles as well as the many specialized tools they can be outfitted with.

Operate Car: Driving a car

Operate Helicopters: This skill allows the character to pilot a helicopter.

Operate Large Ship: This allows the character to operate a ship over 500 feet long.

Operate Low Altitude Vehicle: This is a cross between flying a jet powered aircraft and driving a tank.

Operate Motorcycles: Riding a motorcycle

Operate Multi Engine Jet: This skill allows the character to pilot a multi engine jet.

Operate Multi Engine Propeller: The skill allows the character to pilot a multi engine propeller aircraft.

Operate Ship: This allows the character to operate a ship up to 500 feet long.

Operate Single Engine Jet: This skill allows the character to pilot a single engine jet:

Operate Tanks: Driving a heavy tracked vehicle

Operate Tracked APC's: Driving tracked armored personnel carriers and infantry fighting vehicles.

Operate Tricycles: Riding a powered tri-cycle

Operate VTOL Aircraft: This skill allow the use of the special characteristics inherent in a VTOL aircraft.

Operate Yacht: This is the skill of sailing a large, multi deck ship up to 100 feet.

Operate Single Engine Propeller: This allows the character to operate a single engine propellor aircraft.

Pathology: This allows the character to properly diagnose diseases caused by foreign microbes.

Pharmacology: The science of drugs and their interactions with biological creatures.

Physics: The science of movement and forces.

Physiology: The science of understanding how a particular species works.

Political Science: The science of power and its ebb and flow from individuals and groups.

Powered Armor Use: This is the use of powered armor. No physical skill can be attempted at a skill greater than this value while wearing powered armor.

Psychology: The science of the mind and how it interacts with reality.

Radio Communications: This is the skill that allows the use, installation, repair and disabling of radio communications.

Robot Construction: this is the skill necessary to construct a robot using the components in the equipment section.

Robotics: The science of building robots and the control mechanisms.

Science: Science is the body of truthful knowledge that exists on particular subject. This skill denotes the Knowledge of a very broad subject. Science does give it's possessor the ability to Do anything regarding that knowledge however.

SCUBA (Self Contained Underwater Breathing Apparatus): This allows the character to utilize SCUBA equipment.

Security Systems: This skill allows a character to install, repair and disable various types of security systems, but it does not cover locks.

Sensory Equipment: This is the use of sensory equipment for navigation, situational awareness and fire control systems.

Signals Intelligence (SIGINT): The specialized skill of using signals to derive useful information.

Social Engineering: This is the skill of building societies.

Sociology: The science of interactions between groups of sentient beings.

Surgery: The skill necessary to perform surgical procedures.

Systems Engineering: The skill of building systems that maximize efficiency.

Wire Communications: This skill allows the character to install, fix and disable wire communications.

Wireless Communications: The technological skill of installing, fixing and disabling wireless communications (but not radio).

The Cultures of The Art

The Cultures of the Art have 12 distinct types of cultural skills; Procedural or Protocol Magic, Elementalism, Druidism, Shamanism, Spiritualism, Divine Magic, Infernal Magic, Abyssal Magic, Psionics, Empathy and Biomagic. Each of these cultural skills is unique and has their own internal rules for the creation and use of magic.

Within each magical culture there are two separate bodies of knowledge. The first is Theoretical Knowledge of how magic operates within each paradigm. The second is Practical Knowledge. Theoretical Knowledge confers the ability to create new spells of particular types with unlimited potential, but it is costly, in terms of monetary investment, time and Power. Practical Knowledge is just that, practical knowledge of a particular type of magic that allows a character to simply, effectively and quickly utilize magic, but does not allow for any modification of spells or abilities. What you know is what you know.

In game terms this means that with Theoretical Knowledge you can create and modify abilities as much as you want, but having them available to you is difficult since you literally have to have the effect created and held in reserve in your mind until you want to use it, and when you do, it's gone. Practical Knowledge allows you to know a magical effect inside and out and you just have to execute your knowledge, spend the PWR and it occurs.

The following section is a large, though not exhaustive listing of the various types of powers that are found on Vhraeden. Each of the powers is considered to be a skill.

Magic

Magic operates on a fundamental level with the basic forces of the multiverse. The areas of specialization for Magic is Forces, Light, Sound, Darkness, Time, Energy and Planar Travel.

Operate Magical Device: This skill allows a character to use an item uses magical energy.

Golem Construction: this is the skill necessary to construct a golem using the components in the equipment section.

Sanctum Construction: This is the skill necessary to create a magical sanctum using the construction rules in the equipment section.

Spellcraft: The skill needed to create new magical protocols.

Psionics

Psionics deals with the power of the self and the ability to change certain facets of the psion's condition.

Nexus Construction: This is the skill necessary to construct a psionic nexus using the construction rules in the equipment section.

Avatar Creation: this is the skill necessary to construct a psionic avatar using the components in the equipment section.

Discipline Forging: The skill needed to create new psionic disciplines.

Psionic Engineering: Building psionic devices

Operate Psionic Device: Self explanatory

PSI-NET Hacking: This is how to hack into and illegally manipulate the Psi-NET.

PSI-NET Use: How to access and use the Psi-NET.

PSI-NET Expansion: How to create items and psionic devices for use with the Psi-NET.

Empathy

Empathy deals with emotions and their ability to sway decisions.

Haunt Construction: This is the skill necessary to create an empathic haunt using the construction rules in the equipment section.

Manifestation Creation: this is the skill necessary to construct an empathic manifestation using the components in the equipment section.

Empathic Affinity: This is the skill that allows an empath to CREATE new empathic effects.

Elementalism

Elementalism is the way of power. The power to control the building blocks of the world to submit to your whim. Earth, Air, Fire and Water are your tools and you are the craftsman.

Elemental Decree: The ability to force the elements themselves to do your bidding and CREATE new elemental effects.

Synod Construction: This is the skill necessary to create an elemental synod using the construction rules in the equipment section.

Elemental Summoning: this is the skill necessary to summon elementals using the components in the equipment section.

Druidism

Druidic Tradition: The path of the druid is as much about judging others as it is about personal enlightenment. The Druidic path is focused on the delineation of Good and Evil, Law and Chaos and how these dualities are represented in Nature. This is the art of being still, neutral and calm while judging everything. The Druidic Tradition also allows for the detection of items which disturb the natural order, such as humans or elves in a pristine natural environment. The Druidic Tradition also covers control of plants and weather, both of which are very powerful when used in the correct manner.

The Druidic Tradition, while useful for it's detection abilities, truly comes into its own in the wilderness where the weather and plant control abilities are both utilitarian and effective for combat.

Glade Purification: This is the skill necessary to create a druidic glade using the construction rules in the equipment section.

Ideal Summoning: this is the skill necessary to construct a druidic ideal using the components in the equipment section.

Alchemy

Alchemical Knowledge: This is the creation of potions or of adding magic to previously mundane items is the realm of the Alchemist. Potions for love, hate, life and death are the purview of the Alchemist. Magic powders and the transmutation of elements is also well within the Alchemical purview.

Zone Construction: This is the skill necessary to build an alchemical zone using the construction rules in the equipment section.

Fabrication Construction: this is the skill necessary to construct an alchemical fabrication using the components in the equipment section.

Theory of Alchemical Engineering: This skill must be used whenever an alchemist is creating an object with more than one rune or magical effect. This allows the object as a whole to be built.

Read Runes: This skill is necessary to activate Runes.

Operate Alchemical Device: This skill allows an alchemist to actually use alchemical devices.

Ether-NET Hacking: This is how to hack into and illegally manipulate the Ether-NET.

Ether-NET Use: How to access and use the Ether-NET.

Ether-NET Expansion: How to create items and psionic devices for use with the Ether-NET.

Spiritualism

Spiritual Channeling: The spiritualist gains their power by the links that they forge in the spirit worlds with more powerful patrons. Spiritualism is focused on the calling of spirits and the study of souls, life, death and extraplanar beings. This is the art of summoning others to you for your own ends. The summoning, binding and banishment of spirits is not a calling for the weak of mind, but it is a sure way to unleash two or three hordes of bloodthirsty spiritual warriors

Anchor Construction: This is the skill necessary to build a spiritual anchor using the construction rules in the equipment section.

Undead Construction: this is the skill necessary to construct undead using the components in the equipment section.

Divine Magic

Faith: The love a mortal feels for a god and the power that the god bestows upon its' cleric is represented by Divine Favor. Divine favor is the study of the gods of Vhraeden and the ways in which a mortal may gain a deities' favor in exchange for oaths of loyalty and sacrifice. Anything is possible through the gods, but not all things are possible through the conduits of the gods' will. The life of the cleric is difficult, dangerous but possibly ultimately rewarding.

Temple Consecration: This is the skill necessary to consecrate a temple using the construction rules in the equipment section.

Paragon Construction: this is the skill necessary to imbue a paragon using the components in the equipment section.

Infernal Magic

Infernal Corruption: For love of power and lordship, the worshippers of the Fallen come. Unfortunately, the demons of the world know well the thirst of lust and are more than willing to quench it. For a price.

Altar Desecration: This is the skill necessary to desecrate an altar using the construction rules in the equipment section.

Vessel Construction: this is the skill necessary to imbue a vessel using the components in the equipment section

BioMagic

Biomancy: Biotech is the study of life processes and how to modify them for increased potential. The art of healing and modifying life, biomagic is also quite capable of killing.

Womb Construction: This is the skill necessary to create a biomagical womb using the construction rules in the equipment section.

Homunculi Construction: this is the skill necessary to construct a homunculus using the components in the equipment section.

Biomagical Grafting: Grafting living flesh from one creature onto another creature. This allows skills, attacks, weapons or bonuses to be moved from one creature to another. This skill is used by torturers and doctors and is one reason why biomagic was not completely forgotten with the destruction of the Halfling Holdings.

Abyssal Magic

Abyssal Insanity: This is the study of the reality warping magics of The Darkness, the Outsiders. This is the purview of the Cults. It is powerful, dangerous and ultimately, self destructive. When the laws of reality are shredded, there is no salvation, no hope, and the power to negate existence is held by these cultists.

Dark Hold Construction: This is the skill necessary to create an abyssal dark hold using the construction rules in the equipment section.

Fosterling Summoning: this is the skill necessary to imbue a fosterling into another creature using the components in the equipment section.

Cthulhu Mythos

Shamanism

Shamanic Path: This skill is the means by which a shaman is able to CREATE new shamanic effects.

Animal Totems, their habitats, their benefits and drawbacks. For each totem listed below, there are several effects that a Shaman can create. The first is a bonus, which is basically bringing forth the spiritual energy of the totem into themselves and gaining an ability bonus equal to the creature's. This is what occurs when a shaman summons forth the Lion's Strength, which is +2.

The second effect is to gain a skill that the lion possesses such as Bite at +14 and for 2d6 damage. This also changes the physical structure of the shaman in order for them to accomplish this such as grow a leonine maw.

The third effect is to transform completely into the animal, such a lion, below, which will give all bonuses and all skills and will be a large, talking, sentient lion for all intents and purposes.

STR	Strength	3d6+2
CON	Constitution	3d6+2
DEX	Dexterity	3d6+4
PWR	Power	3d6
SIZ	Size	medium/heavy
SPD	Speed	3d6+6

DC = 24

Height: five to eight feet long

Weight: up to 400 pounds

Climate: Lions live in savannah regions.

Abilities and Skills:

Bite 60% 2d6

Claw 70% 2d6

Hide 60%

Stalk 60%

Nighvision

Advanced Hearing

The three effects are called: Summon Strenth (regardless of the actual bonus being called), Summon Ability and Transform.

Summon Strength

Range: Self

Effect: Summons a single attribute bonus of the animal totem

Duration: 5 minutes

Cost: 7

Summon Ability

Range: Self

Effect: Summons a single ability of the animal totem

Duration: 5 minutes

Cost: 7

Transform

Range: Self

Effect: Polymorphs the shaman into the animal form

Duration: 5 minutes

Cost: 7 to polymorph into the creature at the "natural size" whether it is smaller or larger than the shaman.

Not everything about being a shaman is beneficial however. The shaman must abide by certain precepts set forth by each totem. Also, and far more detrimental is the totem will infuse the shaman with a portion of the totems spiritual energy which allows the shaman to summon forth the animal totems abilities. The negative of this is that some of the less beneficial characteristics of the totem begin to reside in the shaman as well. These negative aspects are detailed under the individual animal below.



A Wendigo Wolf Shaman

Alligator (Swamp, Aquatic)

Lazy. Alligator shamans prefer things to come to them instead of actually working for their successes. -5% to any action regarding planning with a failed Willpower check.

Ape (Jungle, Savannah)

Ape shamans are often excitable and have a hard time making themselves understood in a stressful situation. -5% to any communication related actions during combat or other stressful situation if they fail a Willpower check.

Armadillo (Plains, Forest)

Armadillo shamans do not deal well with surprises. They have a tendency to run away or curl into a ball. -5% to all actions for an entire combat if the shaman was ambushed and the shaman fails a Willpower check.

Baboons (Savannah)

Baboon shamans have a tendency to be skittish when alone, but aggressive and pushy when in a group. -5% to all interpersonal skills if they fail a Willpower check.

Badger (Plains, Forest)

Badger shamans are aggressive and hard headed. They do not change their minds or behavior for any reason or for anyone. The shaman will resist all mental effects with a failed Willpower check, even beneficial ones.

Bat (Jungle, Desert, Urban)

Bat shamans prefer nocturnal behavior and have a very difficult time doing things during the day time. -10% to all actions taken during daylight hours with a failed Willpower check.

Beaver (Forest)

Beavers are exceptionally skilled and industrious engineers. -5% to all non-physical skills such as research or hide with a failed Willpower check.

Bear (Forest, Arctic, Jungle)

Overprotective and slightly lazy. Bear shamans must sleep at least 8 hours a day or they will suffer a -5% on all skills the following day with a failed Willpower check.

Boar (Forest, Savannah)

Tough and aggressive, Boar shamans do not take lightly to threats. Boar shamans will fight whenever they are

threatened and can not back down with a failed Willpower check.

Bobcat/Lynx (Forest, Plains/Arctic, Forest)

Loners and stealthy, Bobcat and Lynx shamans have a tendency to not deal well with others. -5% to all interpersonal skills with a failed Willpower check.

Buffalo (Plains)

Tough, stoic and dedicated to defending their young, Buffalo shamans will not hesitate to sacrifice of themselves. Buffalo shamans will give 50% of their possessions/income to others with a failed Willpower check.

Bull/Cow (Plains)

Overly aggressive or overly docile, Bull and Cow shamans have difficulty with compromise. Bull suffers a -5% to any attempt at compromise, whether in his best interest or not with a failed Willpower check. Cow suffers a -5% to any attempt at standing up for themselves, whether in their best interest or not with a failed Willpower check.

Camel (Desert)

Camel shamans are used to long stretches of nothing, and they cannot refuse any gift with a failed Willpower check.

Cat (Desert, Urban, Plains, Forest, Savannah)

Cat shamans are difficult for others to understand and as such suffer a -5% to interpersonal skills with a failed Willpower check.

Cheetah (Savannah)

Cheetah shamans are exceptionally swift, but the cost of that speed is a need to conserve their strength. Cheetah shamans must sleep 10 hours a day, or they suffer a -5% on all skills the following day with a failed Willpower check.

Coyote (Desert, Plains)

Coyote shamans are tricksters at best and mischievously evil at worst. Due to this, they suffer a -5% on all interpersonal skills as they attempt to trick others with a failed Willpower check.

Crab (Aquatic)

Irritable and not fond of interaction, Crab shamans suffer a -5% to interpersonal skills with a failed Willpower check.

Crane (Swamp)

Majestic and regal, Crane shamans have a tendency to be a bit condescending and often speak in difficult riddles using overly formal language. Due to this, Crane shamans suffer a -5% penalty when attempting to be understood or convey information with a failed Willpower check.

Crocodile (Swamp, Aquatic)

Irritable. Crocodile shamans prefer things to come to them instead of actually working for their successes. -5% to any action regarding planning with a failed Willpower check.

Crow/Raven (Urban, Plains, Forest)

Hyper and excitable, if wise, Crow and Raven shamans suffer a -5% penalty to be understood with a failed Willpower check.

Deer (Forests, Plains)

Skittish and fast, Deer shamans suffer a -5% penalty to all skills when they feel they are not in control or have an escape route planned with a failed Willpower check.

Dog (Urban, Plains, Savannah)

Faithful and trusting, dog shamans suffer a -5% penalty to resist being taken advantage of with a failed Willpower check.

Dolphin (Aquatic)

Dolphins are very sociable creatures and suffer a -5% to all skills when they are alone with a failed Willpower check.

Donkey (Plains)

Strong and stoic, Donkey shamans are also often depressed. Donkey will suffer a -5% to all skills with a failed Willpower check.

Eagle (Mountain, Plains, Savannah, Forest)

Intelligent and vigilant, Eagle shamans tend to overanalyze situations and border on the paranoid. -5% to all attempt to understand another creatures behavior or thinking patterns with a failed Willpower check.

Elephant (Savannah)

Elephant is strong and faithful, but also incapable of dealing with loss. When a close friend or relative dies, an elephant shaman has a 25% of dying or committing suicide. If their spouse dies, increase that chance to 75%. Also roll once when an elephant shaman reaches a new age category, Old 50% chance, Venerable 60%, Elderly 75%, and Ancient 90%.

Falcon (Mountains, Plains, Forest)

Falcon shamans are sharp eyed and also sharp tongued. They like to point out flaws in others and as such suffer a -5% to all interpersonal skills with a failed Willpower check.

Fish (Aquatic)

Fish shamans cover a huge variety of various types of fish with all types of personalities. Almost all of them fall into several categories:

Overly aggressive, -5% interpersonal skills with a failed Willpower check.

Overly competitive with regard to appearance, -5% to interpersonal skills with a failed Willpower check.

Overly dependent on a group, -5% to all skills when alone with a failed Willpower check.

Fox (Desert, Arctic, Forest, Plains)

Fox shamans are intelligent and wise, but also a bit snarky and fond of leading people on chases, whether figurative or literal. -5% to interpersonal skills with a failed Willpower check.

Frog (Aquatic, Jungle, Rain Forest, Swamp)

Frog shamans like to be seen and heard. This causes issues when they should not be seen or heard. Hide and sneak skills are halved with a failed Willpower check.

Jaguar (Jungle, Rain Forest)

Jaguars do not like to engage in conversation and prefer to just attack. If irritated, a jaguar shaman has a choice of attacking the irritant or leaving the area with a failed Willpower check.

Goat (Forest, Plains)

Goats are indiscriminating in their food. Due to this, they suffer a -10% to interpersonal skills while eating with a failed Willpower check.

Great Lizard (Jungle, Rain Forest, Desert, Aquatic)

Great lizards are awesome predators, but also not have a certain odor about them. +10% to be tracked and a -5% to interpersonal skills if they are dealing with a being within 5 feet.

Hawk (Plains, Savannah, Forest)

Hawks are awesome predators and very talented fliers but they prefer to attack unexpectedly. If a hawk shaman does not initiate combat, they suffer a -5% for the entire combat with a failed Willpower check.

Hippotamus (Savannah)

Hippo shamans don't like doing much except sleeping and eating. -5% to all skills if a hippo shaman does not sleep 8 hours the day prior and if they skip a meal (hippos prefer four meals a day, but three is the minimum, they suffer a -5% for 2 meals and a -10% for 1 meal and a -3 if they don't eat at all that day) with a failed Willpower check.

Horse (Plains)

Horses hate fire. -3 to all skills if they are within 50m of a fire with a failed Willpower check.

Hyena (Savannah)

Hyena shamans are excessively loud speakers and slightly xenophobic. Hyena shamans suffer a -5% penalty in interpersonal skills with members of another race with a failed Willpower check.

Leopard (Savannah)

Leopards like to be above others, to better ignore them. -5% to all interpersonal skills if a Leopard shaman is not above everyone else they are interacting with with a failed Willpower check.

Lion (Savannah)

Lions are the kings of the jungle and Lion shamans want to be King of Wherever they are. If they are not the leader of whatever group they are associating with currently, they suffer a -5% to all interpersonal skills with a failed Willpower check.

Mantis (Jungle)

Mantis shamans are exceptionally patient and does not like to move, even to speak. -5% to all interpersonal skills since the Mantis shaman will not want to speak, and will be irritable if he has to with a failed Willpower check.

Mink/Marten (Forest)

Fast, cute and hyperactive, Mink/Marten shamans have a tendency to become over excited and lose track of what they were supposed to be doing. -5% on any skill that takes more than 2 rounds with a failed Willpower check.

Mole (Forest, Plains)

Nocturnal and subterranean, mole shamans dislike loud noise, bright light, -5% on all skills for each of them for as long as they are present.

Moose (Forest)

Moose is a powerful totem, muscular and proud. Unfortunately, he also needs a lot of food. A Moose shaman eats +50% more food than a normal example of his species.

Monkey (Jungle)

Loud, exuberant and skittish, monkey suffers a -5% to interpersonal skills when under any type of extreme pressure such as combat with a failed Willpower check.

Mouse (Urban, Desert, Arctic, Forest, Plains)

Quiet and unassuming, Mouse shamans prefer to be left alone and dislike combat immensely. -10% to all skills while in combat with a failed Willpower check.

Muskrat (Forest)

An aquatic rodent, muskrats, true to their name, have a particular odor about them. +10% to be tracked and a -5% to interpersonal skills if they are dealing with a being within 5 feet.

Nightingale (Plains, Forest, Desert)

Nightingale shamans know many secrets and are proud of that, but Nightingale shamans have a tendency to accidentally tell those secrets. 50% during any conversation to accidentally reveal a secret with a failed Willpower check.

Opossum (Plains)

Opossum are tree dwelling animals that prefer to be left alone and are not good at fighting. An Opossum shaman has a 25% chance of simply trying to feign death and not fight with a failed Willpower check.

Ostrich (Savannah)

Ostriches are fast, strong flightless birds. As such their primary survival technique is to run away from danger. When an Ostrich shaman feels in danger, they must either run away or suffer a -10% to all skills while in combat with a failed Willpower check.

Otter (Forest, Aquatic-Coastal)

Playful aquatic animals, Otters have difficulty recognizing danger. Due to this, Otter shamans suffer a -5% penalty to detect ambush or determine motive with a failed Willpower check.

Owl (Plains, Savannah, Forest, Mountain, Desert, Arctic)

Owls are wise and powerful, but due to that, Owl shamans have a tendency to talk in circles or speak in excessively difficult riddles. Due to this, Owl shamans suffer a -5% to interpersonal skills with a failed Willpower check.

Parrot (Jungle)

Curious and unintentionally destructive, Parrot shamans have to resist the urge to disassemble objects or ask inappropriate questions with a failed Willpower check.

Pig (Plains)

Pigs are indiscriminating in their food. Due to this, they suffer a -10% to interpersonal skills while eating with a failed Willpower check.

Porcupine (Forest)

Porcupines are overly defensive and suffer a -5% on interpersonal skills with a failed Willpower check.

Puma (Mountains, Desert)

Pumas are tireless hunters and will not easily breakoff pursuit of their prey. Puma shamans will not change their minds with a failed Willpower check regardless of how logical the argument may be.

Rabbit (Plains)

Rabbit has a tendency to trust in luck and skill rather than skill. Due to this, Rabbit shamans have a difficult time looking beyond the here and now and suffer a -5% on all skills that are not immediately effectual such as research or craft skills with a failed Willpower check.

Raccoon (Forest, Urban)

Raccoons are insatiably curious and will investigate anything interesting on a failed Willpower check.

Rhinoceros (Savannah)

Rhinoceros are very irritable and do not like being involved in interpersonal activities of any kind. Rhinoceros shamans

suffer a -10% on all interpersonal skills on a failed Willpower check.

Rat (Urban)

Rat is a survivor and do anything to survive, regardless of their morality. On a failed willpower check, a Rat shaman will do whatever it takes to save themselves.

Rooster (Plains, Savannah)

Loud and proud, Rooster is a regal totem. Likewise his shamans are also rather loud in voice and in and dress. -5% to interpersonal skills due to their behavior on a failed Willpower check.

Scorpion (Desert)

Scorpions are survivors and as such Scorpion shamans have to roll a Willpower check to avoid deserting their comrades if the situation turns against them with a failed Willpower check.

Shark (Aquatic)

Shark is not a kind totem, nor is it forgiving. In combat, shark must roll a Willpower check to not kill everyone involved, friend and foe alike.

Sheep (Mountains)

Sheep are aggressive and competitive animals and Sheep shamans have the same flaw. -5% on all interpersonal skills with a failed Willpower check as the shaman continually challenges others to tests of strength, courage and other characteristics.

Skunk (Forest)

Skunks are very intelligent, but are easily frightened. -5% to interpersonal skills with those the shaman is not acquainted with on a failed willpower check.

Squirrel (Forest)

Playful and loud when excited or agitated, Squirrel shamans suffer a -5% on interpersonal skills on a failed willpower check.

Snake (Plains, Forest, Savannah, Jungle, Rain Forest, Swamp, Desert, Aquatic)

Snakes are very adaptive and the key to their adaptability is to not become too attached to anything. One of the legends of the Snake shamans of the Centaur Confederacy is that snake sold his legs and his arms in order to fit into the cave at the center of the world where the greatest secrets were stored. Because of snakes willing sacrifice, only he has access to those secrets. Due to the apparent callousness of snake, shamans of Snake suffer a -5% penalty for all interpersonal skills on a failed willpower check as they begin to look at everyone in terms of their value to the shaman.

Spider (Forest, Jungle, Rain Forest, Swamp, Desert, Urban)

Spider is very similar to snake, although where as snake will make willing sacrifices of itself, Spider will make unwilling sacrifices of others. Due to their poor reputation, Spider shamans suffer a -5% to interpersonal skills with a failed willpower check as they begin to look at everyone as a potential sacrifice.

Stag (Forest, Arctic)

Stag is a powerful totem and an almost universal symbol of masculinity and virility. Due to his reputation, Stag will suffer a -10% penalty on interpersonal skills with males of all species on a failed Willpower check.

Tiger (Savannah, Forest, Jungle, Rain Forest, Mountain, Arctic)

Tiger is a powerful predator and sees the world as his domain. Tiger suffers a -5% on interpersonal skills on a failed willpower check as the shaman looks at everyone as either a competitor or prey.

Turtle (Aquatic, Desert)

Turtle often wishes to be left alone and very few species are combative in the least. All turtle shamans suffer a -5% on all skills while in combat on a failed willpower check (all turtles except the snapping turtle) OR -5% on interpersonal skills on a failed willpower check (the snapping turtle) as the shaman is overly aggressive.

Weasel (Plains)

Hyperactive and predatory, Weasel shamans suffer a -5% on any skill that takes more than 2 rounds with a failed Willpower check.

Wasp (Plains, Savannah, Forest, Jungle, Rain Forest, Swamp, Desert, Urban)

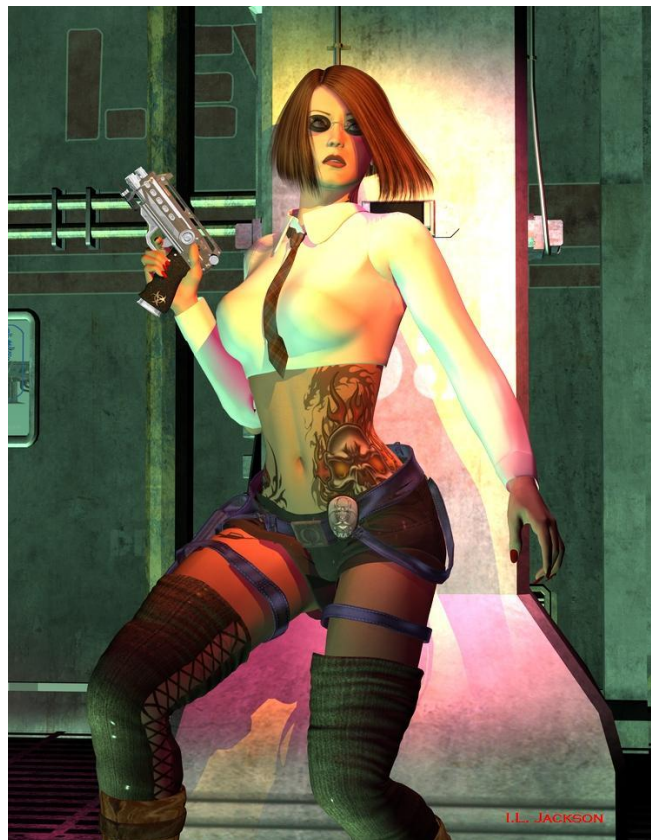
Hive minded and predatory, Wasp shamans will do anything for the greater good of the hive. Wasp shamans have a -5% penalty on all skill checks that do not directly benefit the hive on a failed willpower check.

Wolf (Plains, Forest, Mountain, Arctic)

Wolf shamans are very common, because they are sociable creatures. The concept of the lone wolf is a fallacy, since lone wolves in the wild are anathema to a pack and lone wolves will often be killed by a pack of wolves for no other reason than it is alone. Due to this, a wolf shaman suffers a -10% penalty on all skills when alone on a failed willpower check.

Wolverine (Plains, Forest, Mountain)

Tireless and predatory, Weasel shamans suffer a -10% on interpersonal skills on a failed willpower check.



An undercover Ulusian PsiCop

SPELLS AND POWERS

Acid Arrow

Culture and Power Cost: Elementalism 3, Alchemy 3

Components: V, S, M, F

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./+1 PWR)

Effect: One arrow of acid

Duration: 1 round +1 round per +1 PWR (maximum +6 rounds)

Saving Throw: None

A magical arrow of acid springs from your hand and speeds to its target. You must succeed on a ranged touch attack to hit your target. The arrow deals 2d4 points of acid damage with no splash damage. The acid, unless somehow neutralized, deals another 2d4 points of damage in each round.

Material Component: Powdered rhubarb leaf and an adder's stomach.

Focus: A dart.

Acid Fog

Culture and Power Cost: Elementalism 7

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./+1 PWR)

Effect: Fog spreads in 20-ft. radius, 20 ft. high

Duration: 1 round/+1 PWR

Saving Throw: None

Acid fog creates a billowing mass of misty vapors similar to that produced by a *solid fog* spell. In addition to slowing creatures down and obscuring sight, this spell's vapors are highly acidic. Each round on your turn, starting when you cast the spell, the fog deals 2d6 points of acid damage to each creature and object within it.

Arcane Material Component: A pinch of dried, powdered peas combined with powdered animal hoof.

Acid Splash

Culture and Power Cost: Elementalism 1

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One missile of acid

Duration: Instantaneous

Saving Throw: None

You fire a small orb of acid at the target. You must succeed on a ranged touch attack to hit your target. The orb deals 1d3 points of acid damage.

Adapt Body

Culture and Power Cost: Psionic 6, Biomagic 6

Components: S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/+1 PWR (D)

Your body automatically adapts to hostile environments. You can adapt to underwater, extremely hot, extremely cold, or airless environments, allowing you to survive as if you were a creature native to that environment. You can breathe and move (though penalties to movement and attacks, if any for a particular environment, remain), and you take no damage simply from being in that environment. You need not specify what environment you are adapting to when you manifest this power; simply activate it, and your body will instantly adapt to any hostile environment as needed throughout the duration. You can somewhat adapt to extreme environmental features such as acid, lava, fire, and electricity. Any environmental feature that normally directly deals 1 or

more dice of damage per round deals you only half the usual amount of damage.

Affinity Field

Culture and Power Cost: Psionic 10, Empathic 10

Components: M, S

Casting Time: 1 standard action

Range: 20 ft.

Area: 20-ft.-radius emanation, centered on you

Duration: 1 round/+1 PWR (D)

Saving Throw: Constitution Check negates (potentially harmless)

You create an affinity feedback loop with all creatures within the area. While the duration lasts, affected creatures take all damage (including ability damage) as you do and heal all wounds as you do. Hit points gained or lost persist after this power ends.

Creatures in range are also subject to magical and psionic effects. Creatures that have an affinity to you gain a saving throw against each new power transferred through the *affinity field* as if the power were manifested upon them normally. All magical and psionic effects transferred to subjects fade at the end of this power's duration, although instantaneous effects remain. If you suddenly become immune to a particular effect or power, the effect or power to which you are immune cannot be transferred to creatures that have affinity to you.

Aid

Culture and Power Cost: Divine Magic 2, Empathy 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 1 min./+1 PWR

Saving Throw: None

Aid grants the target a +1 morale bonus on attack rolls and saves against fear effects, plus temporary hit points equal to 1d8 + 1/PWR.

Air Walk

Culture and Power Cost: Elementalism 5, Alchemy 6

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature (Gargantuan or smaller) touched

Duration: 10 min./+1 PWR

Saving Throw: None

The subject can tread on air as if walking on solid ground. Moving upward is similar to walking up a hill. The maximum upward or downward angle possible is 45 degrees, at a rate equal to one-half the air walker's normal speed. A strong wind (21+ mph) can push the subject along or hold it back. At the end of its turn each round, the wind blows the air walker 5 feet for each 5 miles per hour of wind speed. The creature may be subject to additional penalties in exceptionally strong or turbulent winds, such as loss of control over movement or physical damage from being buffeted about.

Should the spell duration expire while the subject is still aloft, the magic fails slowly. The subject floats downward 60 feet per round for 1d6 rounds. If it reaches the ground in that amount of time, it lands safely. If not, it falls the rest of the distance, taking 1d6 points of damage per 10 feet of fall. Since dispelling a spell effectively ends it, the subject also descends in this way if the *air walk* spell is dispelled, but not if it is negated by an *antimagic field*. You can cast *air walk* on a specially trained mount so it can be ridden through the air. You can train a mount to move with the aid of *air walk* with one week of work and a successful Train Animal check.

Alarm

Culture and Power Cost: Alchemy 2

Components: V, S, F/DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 20-ft.-radius emanation centered on a point in space

Duration: 2 hours/+1 PWR (D)

Saving Throw: None

Alarm sounds a mental or audible alarm each time a creature of Tiny or larger size enters the warded area or touches it. A creature that speaks the password (determined by you at the time of casting) does not set off the *alarm*. You decide at the time of casting whether the *alarm* will be mental or audible.

Mental Alarm: A mental *alarm* alerts you (and only you) so long as you remain within 1 mile of the warded area. You note a single mental “ping” that awakens you from normal sleep but does not otherwise disturb concentration. A *silence* spell has no effect on a mental *alarm*.

Audible Alarm: An audible *alarm* produces the sound of a hand bell, and anyone within 60 feet of the warded area can hear it clearly. Reduce the distance by 10 feet for each interposing closed door and by 20 feet for each substantial interposing wall.

In quiet conditions, the ringing can be heard faintly as far as 180 feet away. The sound lasts for 1 round. Creatures within a *silence* spell cannot hear the ringing.

Ethereal or astral creatures do not trigger the *alarm*.

Alarm can be made permanent with a *permanency* spell.

Arcane Focus: A tiny bell and a piece of very fine silver wire

Align Weapon

Culture and Power Cost: Druid 3, Alchemy 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Weapon touched or fifty projectiles (all of which must be in contact with each other at the time of casting)

Duration: 1 min./+1 PWR

Saving Throw: Willpower Check negates (harmless, object)

Align weapon makes a weapon good, evil, lawful, or chaotic, as you choose. A weapon that is aligned can bypass the damage reduction of certain creatures. This spell has no effect on a weapon that already has an alignment.

You can't cast this spell on a natural weapon, such as an unarmed strike.

When you make a weapon good, evil, lawful, or chaotic, *align weapon* is a good, evil, lawful, or chaotic spell, respectively.

Alter Self

Culture and Power Cost: Biomagic 3

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./+1 PWR (D)

You assume the form of a creature of the same type as your normal form. The new form must be within one size category of your normal size. You can change into a member of your own kind or even into yourself.

You retain your own ability scores. Your DC, alignment and skills all remain the same. You retain all supernatural and spell-like special attacks and qualities of your normal form, except for those requiring a body part that the new form does not have (such as a mouth for a breath weapon or eyes for a gaze attack).

If the new form is capable of speech, you can communicate normally. You retain any spellcasting ability you had in your

original form, but the new form must be able to speak intelligibly (that is, speak a language) to use verbal components and must have limbs capable of fine manipulation to use somatic or material components. You acquire the physical qualities of the new form while retaining your own mind. Physical qualities include natural size, mundane movement capabilities (such as burrowing, climbing, walking, swimming, and flight with wings, to a maximum speed of 120 feet for flying or 60 feet for nonflying movement), natural armor bonus, natural weapons (such as claws, bite, and so on), racial skill bonuses, racial bonus feats, and any gross physical qualities (presence or absence of wings, number of extremities, and so forth). A body with extra limbs does not allow you to make more attacks (or more advantageous two-weapon attacks) than normal.

You do not gain any extraordinary special attacks or special qualities not noted above under physical qualities, such as darkvision, low-light vision, blindsense, blindsight, fast healing, regeneration, scent, and so forth.

You do not gain any supernatural special attacks, special qualities, or spell-like abilities of the new form. Your creature type and subtype (if any) remain the same regardless of your new form. You cannot take the form of any creature with a template, even if that template doesn't change the creature type or subtype.

You can freely designate the new form's minor physical qualities (such as hair color, hair texture, and skin color) within the normal ranges for a creature of that kind. The new form's significant physical qualities (such as height, weight, and gender) are also under your control, but they must fall within the norms for the new form's kind. You are effectively disguised as an average member of the new form's race. If you use this spell to create a disguise, you get a +50% bonus on your Disguise check.

When the change occurs, your equipment, if any, either remains worn or held by the new form (if it is capable of wearing or holding the item), or melds into the new form and becomes nonfunctional. When you revert to your true form, any objects previously melded into the new form reappear in the same location on your body they previously occupied and are once again functional. Any new items you wore in the assumed form and can't wear in your normal form fall off and land at your feet; any that you could wear in either form or carry in a body part common to both forms at the time of reversion are still held in the same way. Any part of the body or piece of equipment that is separated from the whole reverts to its true form.

Analyze Dweomer

Culture and Power Cost: Alchemy 7

Components: V, S, F

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One object or creature

Duration: 1 round/+1 PWR (D)

Saving Throw: None or Willpower Check negates; see text

You discern all spells and magical properties present in a number of creatures or objects. Each round, you may examine a single creature or object that you can see as a free action. In the case of a magic item, you learn its functions, how to activate its functions (if appropriate), and how many charges are left (if it uses charges). In the case of an object or creature with active spells cast upon it, you learn each spell, its effect, and its caster level.

An attended object may attempt a Will save to resist this effect if its holder so desires. If the save succeeds, you learn nothing about the object except what you can discern by looking at it. An object that makes its save cannot be affected by any other *analyze dweomer* spells for 24 hours.

Analyze dweomer does not function when used on an artifact.

Focus: A tiny lens of ruby or sapphire set in a small golden loop. The gemstone must be worth at least 1,500 gp.

Anchored Navigation

Culture and Power Cost: Magic 5

Components: M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/+1 PWR

You know where you are in relation to a fixed starting point, which is essential for setting up a mishap-free *teleport* beacon. While the duration lasts, you are aware of your exact distance and route (physical or psychoportive) back to a fixed starting point. The “anchored” starting point is your exact location when you manifest the power. To designate other anchored starting points, you must manifest this power multiple times and be present at the desired locations when you do so.

You can also retrace your steps through a maze automatically while the power lasts, without resorting to a map.

Anchored navigation grants you a *mindlink* with one designated creature who remains within a 60-foot radius of the starting point, regardless of the distance between you and the creature. The use of *anchored navigation* is confined to the plane of existence where you manifest it.

Animal Affinity

Culture and Power Cost: Shamanic 3

Components: M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./+1 PWR

You forge a psychometabolic affinity with an idealized animal form, thereby boosting one of your ability scores (choose either Strength, Dexterity, Constitution, Intelligence, Wisdom, or Charisma). The power grants a +4 enhancement bonus to the ability score you choose, adding the usual benefits provided by a high ability bonus. Because you are emulating the idealized form of an animal, you also take on minor aspects of the animal you choose.

Animal Growth

Culture and Power Cost: Shamanism 5

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./+1 PWR)

Targets: Up to one animal (Gargantuan or smaller) per two levels, no two of which can be more than 30 ft. apart

Duration: 1 min./+1 PWR

Saving Throw: Constitution Check negates

A number of animals grow to twice their normal size and eight times their normal weight. This alteration changes each animal’s size category to the next largest, grants it a +8 size bonus to Strength and a +4 size bonus to Constitution, and imposes a –2 size penalty to Dexterity. The creature’s existing natural armor bonus increases by 2. The animal’s space and reach change as appropriate to the new size, but its speed does not change. The spell also grants each subject damage reduction 10/magic and a +4 resistance bonus on saving throws. If insufficient room is available for the desired growth, the creature attains the maximum possible size and may make a Strength check (using its increased Strength) to burst any enclosures in the process. If it fails, it is constrained

without harm by the materials enclosing it— the spell cannot be used to crush a creature by increasing its size. All equipment worn or carried by an animal is similarly enlarged by the spell, though this change has no effect on the magical properties of any such equipment. Any enlarged item that leaves the enlarged creature’s possession instantly returns to its normal size. The spell gives no means of command or influence over the enlarged animals. Multiple magical effects that increase size do not stack.

Animal Messenger

Culture and Power Cost: Shamanism 2

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One Tiny animal

Duration: One day/+1 PWR

Saving Throw: None; see text

You compel a Tiny animal to go to a spot you designate. The most common use for this spell is to get an animal to carry a message to your allies. The animal cannot be one tamed or trained by someone else, including such creatures as familiars and animal companions.

Using some type of food desirable to the animal as a lure, you call the animal to you. It advances and awaits your bidding. You can mentally impress on the animal a certain place well known to you or an obvious landmark. The directions must be simple, because the animal depends on your knowledge and can’t find a destination on its own. You can attach some small item or note to the messenger. The animal then goes to the designated location and waits there until the duration of the spell expires, whereupon it resumes its normal activities.

During this period of waiting, the messenger allows others to approach it and remove any scroll or token it carries. The intended recipient gains no special ability to communicate with the animal or read any attached message (if it’s written in a language he or she doesn’t know, for example).

Material Component: A morsel of food the animal likes.

Animal Shapes

Culture and Power Cost: Shamanism 8

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: Up to one willing creature per level, all within 30 ft. of each other

Duration: 1 hour/+1 PWR (D)

Saving Throw: None; see text

As *polymorph*, except you polymorph up to one willing creature into an animal of your choice; the spell has no effect on unwilling creatures. All creatures must take the same kind of animal form. Recipients remain in the animal form until the spell expires or until you dismiss it for all recipients. In addition, an individual subject may choose to resume its normal form as a full-round action; doing so ends the spell for that subject alone.

Animal Trance

Culture and Power Cost: Shamanism 3, Empathy 4, Psionic 4

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: Animals or magical beasts with Intelligence 1 or 2

Duration: Concentration

Saving Throw: Willpower Check negates; see text

Your swaying motions and music (or singing, or chanting) compel animals and magical beasts to do nothing but watch

you. Only a creature with an Intelligence score of 1 or 2 can be fascinated by this spell. Roll 2d6 to determine the total number of creatures that you fascinate. The closest targets are selected first until no more targets within range can be affected.

A magical beast, a dire animal, or an animal trained to attack or guard is allowed a saving throw; an animal not trained to attack or guard is not.

Animate Dead

Culture and Power Cost: Spiritualism 4

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Targets: One or more corpses touched

Duration: Instantaneous

Saving Throw: None

This spell turns the bones or bodies of dead creatures into undead skeletons or zombies. The newly created undead are NOT under your control.

Skeletons: A skeleton can be created only from a mostly intact corpse or skeleton. The corpse must have bones. If a skeleton is made from a corpse, the flesh falls off the bones.

Zombies: A zombie can be created only from a mostly intact corpse. The corpse must be that of a creature with a true anatomy.

Material Component: You must place a black onyx gem worth at least 25 IM per undead into the mouth or eye socket of each corpse you intend to animate. The magic of the spell turns these gems into worthless, burned-out shells.

Animate Objects

Culture and Power Cost: Spiritualism 7

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./+1 PWR)

Targets: One Small object ; see text

Duration: 1 round/+1 PWR

Saving Throw: None

You imbue inanimate objects with mobility and a semblance of life. Each such animated object then immediately attacks whomever or whatever you initially designate.

An animated object can be of any nonmagical material. You may animate one Small or smaller object or an equivalent number of larger objects. A Medium object counts as two Small or smaller objects, a Large object as four, a Huge object as eight, a Gargantuan object as sixteen, and a Colossal object as thirty-two. You can change the designated target or targets as a move action, as if directing an active spell.

This spell cannot animate objects carried or worn by a creature.

Animate objects can be made permanent with a *permanency* spell.

Animate Plants

Culture and Power Cost: Druid 8

Components: V

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One Large plant per three caster levels or all plants within range; see text

Duration: 1 round/+1 PWR or 1 hour/+1 PWR; see text

Saving Throw: None

You imbue inanimate plants with mobility and a semblance of life. Each animated plant then immediately attacks whomever or whatever you initially designate as though it were an animated object of the appropriate size category. You may animate one Large or smaller plant, or an

equivalent number of larger plants, per three caster levels. A Huge plant counts as two Large or smaller plants, a Gargantuan plant as four, and a Colossal plant as eight. You can change the designated target or targets as a move action, as if directing an active spell.

Use the statistics for animated objects, except that plants smaller than Large usually don't have hardness.

Animate plants cannot affect plant creatures, nor does it affect nonliving vegetable material.

Entangle: Alternatively, you may imbue all plants within range with a degree of mobility, which allows them to entwine around creatures in the area. This usage of the spell duplicates the effect of an *entangle* spell. This effect lasts 1 hour.

Animate Rope

Culture and Power Cost: Spiritualism 2

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./+1 PWR)

Target: One ropelike object, length up to 50 ft. + 5 ft./+1 PWR; see text

Duration: 1 round/+1 PWR

Saving Throw: None

You can animate a nonliving ropelike object. The maximum length assumes a rope with a 1-inch diameter.

Reduce the maximum length by 50% for every additional inch of thickness, and increase it by 50% for each reduction of the rope's diameter by half.

The possible commands are "coil" (form a neat, coiled stack), "coil and knot," "loop," "loop and knot," "tie and knot," and the opposites of all of the above ("uncoil," and so forth). You can give one command each round as a move action, as if directing an active spell.

The rope can enwrap only a creature or an object within 1 foot of it—it does not snake outward—so it must be thrown near the intended target. Doing so requires a successful ranged touch attack roll (range increment 10 feet). A typical 1-inch-diameter hempen rope has 2 hit points, and requires a 23 Strength check to burst it. The rope does not deal damage, but it can be used as a trip line or to cause a single opponent that fails a Reflex saving throw to become entangled. A creature capable of spellcasting that is bound by this spell is at -30% to cast a spell with somatic components. An entangled creature can slip free with an Escape Artist check.

The rope itself and any knots tied in it are not magical.

This spell grants a +10% bonus on any Use Rope checks you make when using the transmuted rope.

The spell cannot animate objects carried or worn by a creature.

Antilife Shell

Culture and Power Cost: Spiritualism 7, Infernal Magic 7,

Abyssal Magic 6

Components: V, S, DF

Casting Time: 1 round

Range: 10 ft.

Area: 10-ft.-radius emanation, centered on you

Duration: 10 min./+1 PWR (D)

Saving Throw: None

You bring into being a mobile, hemispherical energy field that prevents the entrance of most types of living creatures.

The effect hedges out animals, aberrations, dragons, fey, giants, humanoids, magical beasts, monstrous humanoids, oozes, plants, and vermin, but not constructs, elementals, outsiders, or undead.

This spell may be used only defensively, not aggressively. Forcing an abjuration barrier against creatures that the spell keeps at bay collapses the barrier.

Antimagick Field

Culture and Power Cost: Magic 7, Alchemy 8

Components: V, S, M/DF

Casting Time: 1 standard action

Range: 10 ft.

Area: 10-ft.-radius emanation, centered on you

Duration: 10 min./+1 PWR (D)

Saving Throw: None

An invisible barrier surrounds you and moves with you. The space within this barrier is impervious to most magical effects, including spells, spell-like abilities, and supernatural abilities. Likewise, it prevents the functioning of any magic items or spells within its confines.

An *antimagick field* suppresses any spell or magical effect used within, brought into, or cast into the area, but does not dispel it. Time spent within an *antimagick field* counts against the suppressed spell's duration.

Summoned creatures of any type and incorporeal undead wink out if they enter an *antimagick field*. They reappear in the same spot once the field goes away. Time spent winked out counts normally against the duration of the conjuration that is maintaining the creature.

A normal creature can enter the area, as can normal missiles. Furthermore, while a magic sword does not function magically within the area, it is still a sword (and a masterwork sword at that). The spell has no effect on golems and other constructs that are imbued with magic during their creation process and are thereafter self-supporting (unless they have been summoned, in which case they are treated like any other summoned creatures). Elementals, corporeal undead, and outsiders are likewise unaffected unless summoned. These creatures' spell-like or supernatural abilities, however, may be temporarily nullified by the field. *Dispel magic* does not remove the field.

Two or more *antimagick fields* sharing any of the same space have no effect on each other. Certain spells, such as *wall of force*, *prismatic sphere*, and *prismatic wall*, remain unaffected by *antimagick field* (see the individual spell descriptions). Artifacts and deities are unaffected by mortal magic such as this.

Should a creature be larger than the area enclosed by the barrier, any part of it that lies outside the barrier is unaffected by the field.

Arcane Material Component: A pinch of powdered iron or iron filings.

Antipathy

Culture and Power Cost: Empathy 9, Infernal Magic 10, Abyssal Magic 10

Components: V, S, M/DF

Casting Time: 1 hour

Range: Close (25 ft. + 5 ft./2 levels)

Target: One location (up to a 10-ft. cube/+1 PWR) or one object

Duration: 2 hours/+1 PWR (D)

Saving Throw: Willpower Check partial

You cause an object or location to emanate magical vibrations that repel either a specific kind of intelligent creature or creatures of a particular alignment, as defined by you. The kind of creature to be affected must be named specifically. A creature subtype is not specific enough. Likewise, the specific alignment to be repelled must be named.

Creatures of the designated kind or alignment feel an overpowering urge to leave the area or to avoid the affected item.

A compulsion forces them to abandon the area or item, shunning it and never willingly returning to it while the spell

is in effect. A creature that makes a successful saving throw can stay in the area or touch the item but feels uncomfortable doing so. This distracting discomfort reduces the creature's Dexterity score by 4 points.

Antipathy counters and dispels *sympathy*.

Arcane Material Component: A lump of alum soaked in vinegar.

Antiplant Shell

Culture and Power Cost: Druid 5 Abyssal Magic 6

Components: V, S, DF

Casting Time: 1 standard action

Range: 10 ft.

Area: 10-ft.-radius emanation, centered on you

Duration: 10 min./+1 PWR (D)

Saving Throw: None

The *antiplant shell* spell creates an invisible, mobile barrier that keeps all creatures within the shell protected from attacks by plant creatures or animated plants. As with many abjuration spells, forcing the barrier against creatures that the spell keeps at bay strains and collapses the field.

Apopsi

Culture and Power Cost: Psionic 10, Biomagic 10

Components: V, M, S

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living psionic creature

Duration: Instantaneous

Saving Throw: Constitution Check negates

By using this power, you delete 1d4 powers permanently from the subject's mind. You specify the level of each power, and the DM randomly determines which of the subject's powers is actually deleted. *Psychic surgery* or *reality revision* can be used to restore the lost powers, but it must be performed within 1 week of losing the powers.
XP Cost: 50 XP per level of the deleted powers.

Arcane Eye

Culture and Power Cost: Magic 5, Biomagic 6

Components: V, S, M

Casting Time: 10 minutes

Range: Unlimited

Effect: Magical sensor

Duration: 1 min./+1 PWR (D)

Saving Throw: None

You create an invisible magical sensor that sends you visual information. You can create the *arcane eye* at any point you can see, but it can then travel outside your line of sight without hindrance. An *arcane eye* travels at 30 feet per round (300 feet per minute) if viewing an area ahead as a human would (primarily looking at the floor) or 10 feet per round (100 feet per minute) if examining the ceiling and walls as well as the floor ahead. It sees exactly as you would see if you were there.

The eye can travel in any direction as long as the spell lasts. Solid barriers block its passage, but it can pass through a hole or space as small as 1 inch in diameter. The eye can't enter another plane of existence, even through a *gate* or similar magical portal.

You must concentrate to use an *arcane eye*. If you do not concentrate, the eye is inert until you again concentrate.

Material Component: A bit of bat fur.

Arcane Lock

Culture and Power Cost: Alchemy 3

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: The door, chest, or portal touched, up to 30 sq. ft./+1 PWR in size
Duration: Permanent
Saving Throw: None
An *arcane lock* spell cast upon a door, chest, or portal magically locks it. You can freely pass your own *arcane lock* without affecting it; otherwise, a door or object secured with this spell can be opened only by breaking in or with a successful *dispel magic* or *knock* spell. Add 10 to the normal DC to break open a door or portal affected by this spell. (A *knock* spell does not remove an *arcane lock*; it only suppresses the effect for 10 minutes.)
Material Component: Gold dust worth 25 gp.

Arcane Mark

Culture and Power Cost: Alchemy 1
Components: V, S
Casting Time: 1 standard action
Range: 0 ft.
Effect: One personal rune or mark, all of which must fit within 1 sq. ft.
Duration: Permanent
Saving Throw: None
This spell allows you to inscribe your personal rune or mark, which can consist of no more than six characters. The writing can be visible or invisible. An *arcane mark* spell enables you to etch the rune upon any substance without harm to the material upon which it is placed. If an invisible mark is made, a *detect magic* spell causes it to glow and be visible, though not necessarily understandable.
See invisibility, *true seeing*, a *gem of seeing*, or a *robe of eyes* likewise allows the user to see an invisible *arcane mark*. A *read magic* spell reveals the words, if any. The mark cannot be dispelled, but it can be removed by the caster or by an *erase* spell.
If an *arcane mark* is placed on a living being, normal wear gradually causes the effect to fade in about a month.
Arcane mark must be cast on an object prior to casting *instant summons* on the same object (see that spell description for details).

Arcane Sight

Culture and Power Cost: Magic 4, Biomagic 5
Components: V, S
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 min./+1 PWR (D)
This spell makes your eyes glow blue and allows you to see magical auras within 120 feet of you. The effect is similar to that of a *detect magic* spell, but *arcane sight* does not require concentration and discerns aura location and power more quickly.
You know the location and power of all magical auras within your sight. An aura's power depends on a spell's functioning level or an item's caster level, as noted in the description of the *detect magic* spell. If the items or creatures bearing the auras are in line of sight, you can make Spellcraft skill checks to determine the school of magic involved in each. (Make one check per aura.)
If you concentrate on a specific creature within 120 feet of you as a standard action, you can determine whether it has any spellcasting or spell-like abilities, whether these are arcane or divine (spell-like abilities register as arcane), and the strength of the most powerful spell or spell-like ability the creature currently has available for use.
Arcane sight can be made permanent with a *permanency* spell.

Arcane Sight, Greater

Culture and Power Cost: Magic 8, Biomagic 9

This spell functions like *arcane sight*, except that you automatically know which spells or magical effects are active upon any individual or object you see.
Greater arcane sight doesn't let you identify magic items. Unlike *arcane sight*, this spell cannot be made permanent with a *permanency* spell.

Assimilate

Culture and Power Cost: Psionic 10, Biomagic 10
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: One living creature touched
Duration: Instantaneous and 1 hour; see text
Saving Throw: Constitution Check half
Your pointing finger turns black as obsidian. A creature touched by you is partially assimilated into your form and takes 20d6 points of damage. Any creature reduced to 0 or fewer hit points by this power is killed, entirely assimilated into your form, leaving behind only a trace of fine dust. An assimilated creature's equipment is unaffected.
A creature that is partially assimilated into your form (that is, a creature that has at least 1 hit point following your use of this power) grants you a number of temporary hit points equal to half the damage you dealt for 1 hour.
A creature that is completely assimilated grants you a number of temporary hit points equal to the damage you dealt and a +4 bonus to each of your ability scores for 1 hour. If the assimilated creature knows psionic powers, you gain knowledge of one of its powers for 1 hour. You gain some semblance of a creature you completely assimilate for 1 hour, granting you a +10 bonus on Disguise checks made to appear as that creature during that time.

Astral Caravan

Culture and Power Cost: Psionic 4, Spiritualism 4
Components: None
Casting Time: 1 hour
Range: Personal
Targets: You and touched willing creatures
Duration: See text
You lead a caravan into the Astral Plane, leaving the Material Plane behind. Since the Astral Plane touches upon other planes, you can travel astrally to any of these other planes as you wish, but only if you know your way (see below).
You can bring other willing creatures with you, provided that these subjects have each manifested *astral traveler* and are linked hand to hand with you at the time of the *astral caravan*'s manifestation. These fellow travelers are dependent upon you and must accompany you at all times. If something happens to you during the journey that causes you to break hand-to-hand contact, your companions are stranded wherever you leave them. Because the planes are a dangerous place, those who lead *astral caravans* usually choose to manifest this power only if they have a large party of travelers assembled. Sometimes groups of lower-level adventurers may hire you to lead forays beyond the Material Plane.
The *astral caravan* power lasts while you and your fellow travelers maintain your original formation, until (1) you reach your intended destination plane, (2) you desire to end the power while still traversing the Astral Plane, (3) you or anyone traveling with you breaks the hand-to-hand chain connecting the travelers for 2 consecutive rounds, or (4) the power is terminated by some outside means, such as *dispel psionics*. When the power ends, you and your fellow travelers halt in whatever portion of the Astral Plane you happen to be traversing (the Astral Plane is in many ways subjective in location; in any event, one place on the Astral looks much like any other).

While you are traveling through the Astral Plane, those natives who happen to glimpse you and your fellow travelers perceive you to be moving at a speed of 30 feet (you can't run), with you flying in the lead and your fellow travelers strung out behind you, each linked to the next by one hand.

Depending on your knowledge of the planes, your journey through the subjective space that is the Astral Plane may take a longer or shorter period of time. For each 24 hours you travel, make a Knowledge (the planes) check.

Destination Knowledge (the planes)

Knowledge	Check Modifier
None*	n/a
Secondhand (you have heard of the destination)	-10
Firsthand (you have visited before)	+0
Familiar (you have visited three or more times)	+5

*If you have no direct knowledge of your destination, you must have some connection to it in order to travel there; see below.

Knowledge (the planes)

Connection	Check Modifier
Likeness or picture of destination	+2
Object from destination	+4
Planar Cartographer's map of destination	+10

Each successful check indicates that you are one step closer to your goal. To finally arrive at your location, you must succeed on six checks within a span of 12 days. (If you fail to make six successful checks within the first 12 days, you can continue to make one check per day until you get the requisite six successes within a span of 12 consecutive days). When you successfully make the requisite number of checks, the journey ends, and you appear on your chosen plane within 10–1,000 (1d% x 10) miles of your intended destination on that plane.

Augment: If you spend 1 additional power point, this power weaves a quasi-real filmy membrane around yourself and all those adjacent to each other in the caravan (being linked by hand is not required if this membrane is used). You remain visible within the translucent, amorphous enclosure. You can pick up or drop willing passengers, easily reaching through the film. Anything you hold is enveloped by the film. Any attacks made through the enclosure in either direction have a 25% miss chance due to the rippling membrane.

When you manifest this power in its augmented form, your apparent speed to those observing on the Astral Plane is 40 feet, and you can make a Knowledge (the planes) check once every 12 hours to attempt to make it to your destination (six successful checks within 12 consecutive days still sees you to your desired goal).

Astral Construct

Culture and Power Cost: Magic 2, Alchemy 2, Psionic 2, Empathic 3, Spiritualism 3

Components: S; see text

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One created astral construct

Duration: 1 round/+1 PWR (D)

Saving Throw: None

This power creates one 1st-level astral construct of solidified ectoplasm that attacks your enemies. It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. As a free

action, you can mentally direct it not to attack, to attack particular enemies, or to perform other actions. The astral construct acts normally on the last round of the power's duration and dissipates at the end of its turn.

Astral constructs are not summoned; they are created on the plane you inhabit (using ectoplasm drawn from the Astral Plane). Thus, they are not subject to effects that hedge out or otherwise affect outsiders; they are constructs, not outsiders.

Augment: For every 1 additional power point you spend, the level of the astral construct increases by one.

Astral Projection

Culture and Power Cost: Spiritualism 10, Psionic 10

Components: V, S, M

Casting Time: 30 minutes

Range: Touch

Targets: You plus one additional willing creature touched per 2 PWR

Duration: See text

Saving Throw: None

By freeing your spirit from your physical body, this spell allows you to project an astral body onto another plane altogether.

You can bring the astral forms of other willing creatures with you, provided that these subjects are linked in a circle with you at the time of the casting. These fellow travelers are dependent upon you and must accompany you at all times. If something happens to you during the journey, your companions are stranded wherever you left them. You project your astral self onto the Astral Plane, leaving your physical body behind on the Material Plane in a state of suspended animation. The spell projects an astral copy of you and all you wear or carry onto the Astral Plane. Since the Astral Plane touches upon other planes, you can travel astrally to any of these other planes as you will. To enter one, you leave the Astral Plane, forming a new physical body (and equipment) on the plane of existence you have chosen to enter.

While you are on the Astral Plane, your astral body is connected at all times to your physical body by a silvery cord. If the cord is broken, you are killed, astrally and physically. Luckily, very few things can destroy a silver cord. When a second body is formed on a different plane, the incorporeal silvery cord remains invisibly attached to the new body. If the second body or the astral form is slain, the cord simply returns to your body where it rests on the Material Plane, thereby reviving it from its state of suspended animation. Although astral projections are able to function on the Astral Plane, their actions affect only creatures existing on the Astral Plane; a physical body must be materialized on other planes.

You and your companions may travel through the Astral Plane indefinitely. Your bodies simply wait behind in a state of suspended animation until you choose to return your spirits to them. The spell lasts until you desire to end it, or until it is terminated by some outside means, such as *dispel magic* cast upon either the physical body or the astral form, the breaking of the silver cord, or the destruction of your body back on the Material Plane (which kills you).

Material Component: A jacinth worth at least 1,000 gp, plus a silver bar worth 5 IM for each person to be affected.

Astral Seed

Culture and Power Cost: Spiritualism 9, Psionic 10

Components: M; see text

Casting Time: 10 minutes

Range: 0 ft.

Effect: One storage crystal

Duration: Instantaneous

Saving Throw: None

This power weaves strands of astral ectoplasm into a crystal containing the seed of your living mind (hardness 1 and 1 hit point). You can have only one *astral seed* in existence at any one time. Until such time as you perish, the *astral seed* (also called the storage crystal) is utterly inert. If you are slain at some later date, your soul transfers into the storage crystal, which begins to dimly glow.

Upon transference, your physical remains (should they still exist) become inert matter and cannot thereafter be restored to life. The transfer from the slain body to the *astral seed* works over any distance, physical or extradimensional.

Once your body's physical demise activates the storage crystal, you have the abilities of a psicrystal of the appropriate level, plus all the powers you knew and the maximum power points you possessed when *astral seed* was manifested—but you also have a negative level that cannot be healed and that does not convert to real level loss in your current crystalline form. You have thirty days to grow an organic body, after which time your sentience fades and your soul passes on if it hasn't entered a new body.

To grow a body, you (in the storage crystal) must spend ten days in uninterrupted solitude. The body's constituent parts are pulled as ectoplasm from the Astral Plane, then slowly molded and transformed into a living, breathing body that is an exact duplicate of your body at the time you manifested *astral seed* (the crystal itself breaks down and becomes a part of the new organic body). When the tenth day ends, you completely and totally inhabit the new body. You possess all the abilities you possessed when *astral seed* was manifested, at one level lower, but you have none of your equipment.

If the body is struck for any amount of damage during the ten-day period when it is growing, it is destroyed and your soul passes on.

Conceivably, you could manifest *mind switch* to utilize a temporary body, but only an evil creature would smash his own temporarily empty storage crystal to permanently usurp a subject's organic body (unless the subject is itself irredeemably evil).

Astral Traveler

Culture and Power Cost: Spiritualism 2, Magic 2, Psionic 3

Components: None

Casting Time: 1 hour

Range: Touch

Target: Creature touched

Duration: See text

Saving Throw: Willpower Check negates (harmless)

This power allows you or a creature you touch to participate in an astral caravan created through use of the *astral caravan* power. While participating in a journey allowed by the *astral caravan* power, you must hold the hand of both your fellow passenger ahead of you (or the caravan leader) and your fellow passenger behind you (unless you happen to be the last in the hand-linked line). If you or any one of your fellow passengers breaks the hand-to-hand link for 2 consecutive rounds, the impetus through the Astral Plane provided by *astral caravan* fails. See the *astral caravan* power for more information.

All those who are part of the caravan who are capable of performing purely mental actions, such as manifesting a power, may do so while maintaining hand-to-hand contact with their fellow travelers. When astral travelers begin their journey, each one is connected to the Material Plane by an insubstantial silvery cord. Very few weapons exist that can damage a silvery cord.

The last creature in the line of those making up the caravan

is sometimes referred to as the rear guard, because he or she has one hand free and can use it to wield a weapon without relinquishing his or her grip on the next traveler in line. The weightless, subjective environment of the Astral Plane allows the caravan to flex and bend as necessary to bring the rear guard's weapon to bear.

Atonement

Culture and Power Cost: Divine Magic 6, Empathy 7

Components: V, S, M, F, DF, XP

Casting Time: 1 hour

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Saving Throw: None

This spell removes the burden of evil acts or misdeeds from the subject. The creature seeking atonement must be truly repentant and desirous of setting right its misdeeds. If the atoning creature committed the evil act unwittingly or under some form of compulsion, *atonement* operates normally at no cost to you. However, in the case of a creature atoning for deliberate misdeeds and acts of a knowing and willful nature, you must intercede with your deity (requiring you to expend 500 XP) in order to expunge the subject's burden. Many casters first assign a subject of this sort a quest (see *geas/quest*) or similar penance to determine whether the creature is truly contrite before casting the *atonement* spell on its behalf.

Atonement may be cast for one of several purposes, depending on the version selected.

Reverse Magical Alignment Change: If a creature has had its alignment magically changed, *atonement* returns its alignment to its original status at no cost in experience points.

Restore Class: A paladin who has lost her class features due to committing an evil act may have her paladinhood restored to her by this spell.

Restore Cleric or Druid Spell Powers: A cleric or druid who has lost the ability to cast spells by incurring the anger of his or her deity may regain that ability by seeking *atonement* from another cleric of the same deity or another druid. If the transgression was intentional, the casting cleric loses 500 XP for his intercession. If the transgression was unintentional, he does not lose XP.

Redemption or Temptation: You may cast this spell upon a creature of an opposing alignment in order to offer it a chance to change its alignment to match yours. The prospective subject must be present for the entire casting process. Upon completion of the spell, the subject freely chooses whether it retains its original alignment or acquiesces to your offer and changes to your alignment. No duress, compulsion, or magical influence can force the subject to take advantage of the opportunity offered if it is unwilling to abandon its old alignment. This use of the spell does not work on outsiders or any creature incapable of changing its alignment naturally.

Though the spell description refers to evil acts, *atonement* can also be used on any creature that has performed acts against its alignment, whether those acts are evil, good, chaotic, or lawful.

Note: Normally, changing alignment is up to the player. This use of *atonement* simply offers a believable way for a character to change his or her alignment drastically, suddenly, and definitively.

Material Component: Burning incense.

Focus: In addition to your holy symbol or normal divine focus, you need a set of prayer beads (or other prayer device, such as a prayer wheel or prayer book) worth at least 500 gp.

XP Cost: When cast for the benefit of a creature whose guilt was the result of deliberate acts, the cost to you is 500 XP per casting (see above).

Attraction

Culture and Power Cost: Empathy 2

Components: V

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 hour/+1 PWR

Saving Throw: Willpower Check negates

You plant a compelling attraction in the mind of the subject. The attraction can be toward a particular person or an object. The subject will take reasonable steps to meet, get close to, attend, or find the object of its implanted attraction. For the purpose of this power, "reasonable" means that, while attracted, the subject doesn't suffer from blind obsession. He will act on this attraction only when not engaged in combat. The subject won't perform obviously suicidal actions. He can still recognize danger but will not flee unless the threat is immediate. If you make the subject feel an attraction to yourself, you can't command him indiscriminately, although he will be willing to listen to you (even if he disagrees). This power grants you a +20% bonus on any interaction checks you make involving the subject (such as Bluff, Diplomacy, Intimidate, and Sense Motive).

Augment: For every 1 additional power point you spend, this power's save increases by +5% and the bonus on interaction checks increases by +5%.

Augury

Culture and Power Cost: Divine Magic 2, Infernal Magic 2,

Abyssal Magic 2, Druidism 3

Components: V, S, M, F

Casting Time: 1 minute

Range: Personal

Target: You

Duration: Instantaneous

An *augury* can tell you whether a particular action will bring good or bad results for you in the immediate future.

The base chance for receiving a meaningful reply is 70% + 1%, to a maximum of 90%; this roll is made secretly. A question may be so straightforward that a successful result is automatic, or so vague as to have no chance of success. If the *augury* succeeds, you get one of four results:

- Weal (if the action will probably bring good results).
- Woe (for bad results).
- Weal and woe (for both).
- Nothing (for actions that don't have especially good or bad results).

If the spell fails, you get the "nothing" result. A cleric who gets the "nothing" result has no way to tell whether it was the consequence of a failed or successful *augury*.

The *augury* can see into the future only about half an hour, so anything that might happen after that does not affect the result. Thus, the result might not take into account the long-term consequences of a contemplated action. All *auguries* cast by the same person about the same topic use the same dice result as the first casting.

Material Component: Incense worth at least 25 gp.

Focus: A set of marked sticks, bones, or similar tokens of at least 25 IM value.

Aura Alteration

Culture and Power Cost: Psion 7, Druidic 7

Components: M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./ level)

Target: One willing creature

Duration: 10 min./+1 PWR or instantaneous; see text

You can use this power in one of two ways: to disguise the subject's aura (alignment) and level, or to remove a compulsion or charm effect from the subject.

Disguise: If you use this power to disguise the subject's alignment and level, the power has a duration of 10 minutes per level. You can change the subject's alignment by only one step. You can adjust the subject's apparent level up or down by a number equal to one-half your own level (rounded down) or less.

Remove Compulsion: If you use this power to attempt to cleanse the subject's aura of a baleful or controlling effect, the duration is instantaneous. This power can remove the compulsion of a curse or a *geas/quest* effect. It can also negate any charm and compulsion powers of 6th level or lower, such as *crisis of breath* or *death urge*. When *aura alteration* is manifested for this purpose, the subject gains another saving throw to remove the compulsion afflicting it, but with a +10% bonus.

Augment: You can augment this power in one or both of the following ways.

1. For every additional power point you spend, the duration of the disguise aura increases by 10 minutes.
2. If you spend 1 additional power point, the subject's alignment shifts an additional step; if you spend 2 additional power points, the subject's alignment changes to its opposite.

Aura Sight

Culture and Power Cost: Spiritualism 5, Biomagic 5, Magic 5

Components: S

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped emanation centered on you

Duration: Concentration, up to 10 min./+1 PWR

Saving Throw: None

You discern auras. Auras are invisible to the naked eye, but to a psionic viewer manifesting this power they appear as glowing halos or envelopes of colored light that surround all objects. The color of each aura reveals information to the psionic character. The amount of information revealed depends on how long you study a particular area.

1st Round: Presence of good and evil auras in the area. You can't pin an aura to a particular object or individual at this stage; instead, you see a colored haze suffusing the area. (This power can detect lawful and chaotic auras as well, but doing so requires a separate manifestation that focuses only on that alignment axis.)

2nd Round: Number of auras (creatures, objects, powers, or spells) in the area. You know how many auras are in the area, even though each aura doesn't resolve to its actual location quite yet.

3rd Round: The owner of each aura is revealed, unless the individual is outside your line of sight. If a creature whose aura you detect has 5 or more Hit Dice than you do, you are overwhelmed by its presence and dazed for 1 round, and the power ends.

Augment: For every 1 additional power point you spend, this power's range increases by 5 feet.

Aversion

Culture and Power Cost: Empathy 3

Components: V, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 hour/+1 PWR

Saving Throw: Willpower Check negates

You plant a powerful aversion in the mind of the subject. If

the object of the implanted aversion is an individual or a physical object, she will prefer not to approach within 30 feet of it. If it is a word, she will try not to utter it; if it is an action, she will not willingly attempt to perform it; and if it is an event, she will not willingly attend it. The subject will take reasonable steps to avoid the object of its aversion, but will not put herself in jeopardy by doing so.

If the subject is forced into taking an action she has an aversion to, she takes a -10% penalty on any attack rolls, ability checks, or skill checks involved.

Augment: For every 1 additional power point you spend, this power's duration increases by 1 hour.

Awaken

Culture and Power Cost: Druid 6 (plant only), Shamanism 6 (animal only), Biomagic (both) 10

Components: V, S, DF, XP

Casting Time: 24 hours

Range: Touch

Target: Animal or tree touched

Duration: Instantaneous

Saving Throw: Willpower Check negates

You awaken a tree or animal to humanlike sentience.

The *awakened* animal or tree is friendly toward you. You have no special empathy or connection with a creature you awaken, although it serves you in specific tasks or endeavors if you communicate your desires to it.

An *awakened* tree has characteristics as if it were an animated object, except that it gains the plant type and its Intelligence, Wisdom, and Charisma scores are each 3d6.

An *awakened* plant gains the ability to move its limbs, roots, vines, creepers, and so forth, and it has senses similar to a human's.

An *awakened* animal gets 3d6 Intelligence and +1d3. Its type becomes magical beast (augmented animal). An awakened animal can't serve as an animal companion, familiar, or special mount.

An *awakened* tree or animal can speak one language that you know, plus one additional language that you know per point of Intelligence bonus (if any).

XP Cost: 250 XP.

Baleful Polymorph

Culture and Power Cost: Biomagic 6

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Permanent

Saving Throw: Constitution Check negates, Will partial; see text

As *polymorph*, except that you change the subject into a Small or smaller animal. If the new form would prove fatal to the creature the subject gets a +4 bonus on the save.

If the spell succeeds, the subject must also make a Will save. If this second save fails, the creature loses its extraordinary, supernatural, and spell-like abilities, loses its ability to cast spells (if it had the ability), and gains the alignment, special abilities, and Intelligence, Wisdom, and Charisma scores of its new form in place of its own.

Incorporeal or gaseous creatures are immune to being *polymorphed*, and a creature with the shapechanger subtype can revert to its natural form as a standard action.

Baleful Teleport

Culture and Power Cost: Magic 6

Components: M, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One corporeal creature

Duration: Instantaneous

Saving Throw: Constitution Check half

You psychoportively disperse minuscule portions of the subject, dealing 9d6 points of damage. Targets can be protected from the effects of *baleful teleport* by *dimensional anchor*.

Augment: For every additional power point you spend, this power's damage increases by 1d6 points.

Bane

Culture and Power Cost: Empathy 2, Infernal Magic 4, Abyssal Magic 4

Components: V, S, DF

Casting Time: 1 standard action

Range: 50 ft.

Area: All enemies within 50 ft.

Duration: 1 min./+1 PWR

Saving Throw: Willpower Check negates

Bane fills your enemies with fear and doubt. Each affected creature takes a -1 penalty on attack rolls and a -1 penalty on saving throws against fear effects.

Bane counters and dispels *bless*.

Banishment

Culture and Power Cost: Spiritualism 7, Divine Magic 8, Infernal Magic 8, Abyssal Magic 8

Components: V, S, F

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One or more extraplanar creatures, no two of which can be more than 30 ft. apart

Duration: Instantaneous

Saving Throw: Willpower Check negates

A *banishment* spell is a more powerful version of the *dismissal* spell. It enables you to force extraplanar creatures out of your home plane. As many as 2 Hit Dice of creatures can be banished.

You can improve the spell's chance of success by presenting at least one object or substance that the target hates, fears, or otherwise opposes.

Arcane Focus: Any item that is distasteful to the subject (optional, see above).

Barkskin

Culture and Power Cost: Druid 3, Biomagic 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 10 min./+1 PWR

Saving Throw: None

Barkskin toughens a creature's skin. The effect grants a +2 enhancement bonus to the creature's existing natural armor bonus. This enhancement bonus increases by 1 for every three caster levels above 3rd, to a maximum of +5 at caster level 12th.

The enhancement bonus provided by *barkskin* stacks with the target's natural armor bonus, but not with other enhancement bonuses to natural armor. A creature without natural armor has an effective natural armor bonus of +0.

Bear's Endurance

Culture and Power Cost: Shamanism 3, Biomagic 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./+1 PWR

Saving Throw: Willpower Check negates (harmless)

The affected creature gains greater vitality and stamina.

The spell grants the subject a +4 enhancement bonus to

Constitution, which adds the usual benefits to hit points, Fortitude saves, Constitution checks, and so forth. Hit points gained by a temporary increase in Constitution score are not temporary hit points. They go away when the subject's Constitution drops back to normal. They are not lost first as temporary hit points are.

Bear's Endurance, Mass

Culture and Power Cost: Shamanism 7, Biomagic 8

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature/+1 PWR, no two of which can be more than 30 ft. apart

Mass bear's endurance works like *bear's endurance*, except that it affects multiple creatures.

Bend Reality

Culture and Power Cost: Magic 9, Psionic 10

Components: S

Casting Time: 1 standard action

Range: See text

Target, Effect, or Area: See text

Duration: See text

Saving Throw: None; see text

Bend reality lets you create nearly any type of effect. For example, *bend reality* can do any of the following:

- Duplicate any psion power of 6th level or lower, provided the power is not of a discipline prohibited to you.
- Duplicate any other power (but not a spell) of 5th level or lower, provided the power is not of a discipline prohibited to you.
- Duplicate any psion power of 5th level or lower, even if it's of a prohibited discipline.
- Duplicate any other power (but not a spell) of 4th level or lower, even if it's of a prohibited discipline.
- Undo the harmful effects of many powers, such as *psionic dominate*, *geas/quest*, or *insanity*.
- Produce any other effect whose power level is in line with the above effects, such as a single creature automatically hitting on its next attack or taking a -8 penalty on its next saving throw.

A duplicated power allows saving throws and power resistance as normal.

When *bend reality* duplicates a power that has an XP cost, you must pay that cost or 300 XP, whichever is more.

When *bend reality* duplicates a spell with a material component, you must pay additional XP equal to the value of the material component divided by 5.

XP Cost: 300 XP or more (see above).

Bestow Curse

Culture and Power Cost: Infernal Magic 4, Abyssal Magic 5

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Permanent

Saving Throw: Willpower Check negates

You place a curse on the subject. Choose one of the following three effects.

- -6 decrease to an ability score (minimum 1).
- -4 penalty on attack rolls, saves, ability checks, and skill checks.
- Each turn, the target has a 50% chance to act normally; otherwise, it takes no action.

You may also invent your own curse, but it should be no more powerful than those described above.

The *curse* bestowed by this spell cannot be dispelled, but it can be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell.

Bestow curse counters *remove curse*.

Bestow Power

Culture and Power Cost: Biomagic 3, Psionic 4, Divine Magic 3, Infernal Magic 3, Abyssal Magic 3

Components: M

Casting Time: 1 standard action

Range: 20 ft.

Target: One psionic creature

Duration: Instantaneous

Saving Throw: None

You link your mind with another psionic creature's mind, creating a brief conduit through which mental energy can be shared. When you manifest this power, the subject gains up to 2 power points. You can transfer only as many power points to a subject as it has manifest levels.

Because of the intimate nature of this power, it cannot be fabricated into a psionic item—only power points generated by a psionic creature in the moment can be shared using *bestow power*.

Augment: For every 3 additional power points you spend, the subject gains 1 additional power point.

Binding

Culture and Power Cost: Spiritualism 9, Abyssal Magic 9, Divine Magic 10, Infernal Magic 10

Components: V, S, M

Casting Time: One minute

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: See text (D)

Saving Throw: Willpower Check negates; see text

A *binding* spell creates a magical restraint to hold a creature. The target gets an initial saving throw only if its Hit Dice equal at least one-half your caster level.

You may have as many as six assistants help you with the spell. For each assistant who casts *suggestion*, your caster level for this casting of *binding* increases by 1. For each assistant who casts *dominate animal*, *dominate person*, or *dominate monster*, your caster level for this casting of *binding* increases by a number equal to one-third of that assistant's level, provided that the spell's target is appropriate for a *binding* spell. Since the assistants' spells are cast simply to improve your caster level for the purpose of the *binding* spell, saving throws against the assistants' spells are irrelevant. Your caster level determines whether the target gets an initial Will saving throw and how long the *binding* lasts. All *binding* spells are dismissible.

Regardless of the version of *binding* you cast, you can specify triggering conditions that end the spell and release the creature whenever they occur. These triggers can be as simple or elaborate as you desire, but the condition must be reasonable and have a likelihood of coming to pass. The conditions can be based on a creature's name, identity, or alignment but otherwise must be based on observable actions or qualities. Intangibles such as level, class, Hit Dice, or hit points don't qualify. Once the spell is cast, its triggering conditions cannot be changed.

If you are casting any of the first three versions of *binding* (those with limited durations), you may cast additional *binding* spells to prolong the effect, since the durations overlap. If you do so, the target gets a saving throw at the end of the first spell's duration, even if your caster level was high enough to disallow an initial saving throw. If the creature succeeds on this save, all the *binding* spells it has received are broken.

The *binding* spell has six versions. Choose one of the following versions when you cast the spell.

Chaining: The subject is confined by restraints that generate an *antipathy* spell affecting all creatures who approach the subject, except you. The duration is one year

. The subject of this form of *binding* is confined to the spot it occupied when it received the spell.

Slumber: This version causes the subject to become comatose for as long as one year. The subject does not need to eat or drink while *slumbering*, nor does it age. This form of *binding* is more difficult to cast than *chaining*, making it slightly easier to resist.

Bound Slumber: This combination of *chaining* and *slumber* lasts for as long as one month.

Hedged Prison: The subject is transported to or otherwise brought within a confined area from which it cannot wander by any means. The effect is permanent.

Metamorphosis: The subject assumes gaseous form, except for its head or face. It is held harmless in a jar or other container, which may be transparent if you so choose. The creature remains aware of its surroundings and can speak, but it cannot leave the container, attack, or use any of its powers or abilities. The *binding* is permanent. The subject does not need to breathe, eat, or drink while *metamorphosed*, nor does it age.

Minimus Containment: The subject is shrunk to a height of 1 inch or even less and held within some gem, jar, or similar object. The *binding* is permanent. The subject does not need to breathe, eat, or drink while *contained*, nor does it age.

You can't dispel a *binding* spell with *dispel magic* or a similar effect, though an *antimagic field* or *Mage's disjunction* affects it normally. A bound extraplanar creature cannot be sent back to its home plane due to *dismissal*, *banishment*, or a similar effect.

Components: The components for a *binding* spell vary according to the version of the spell, but they always include a continuous chanting utterance read from the scroll or spellbook page containing the spell, somatic gestures, and materials appropriate to the form of *binding* used. These components can include such items as miniature chains of special metals, soporific herbs of the rarest sort (for *slumber* bindings), a bell jar of the finest crystal, and the like.

In addition to the specially made props suited to the specific type of *binding* (cost 500 gp), the spell requires opals worth at least 500 IM for each target and a vellum depiction or carved statuette of the subject to be captured.

Biofeedback

Culture and Power Cost: Biomagic 2

Components: M, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./+1 PWR (D)

You can toughen your body against wounds, lessening their impact. During the duration of this power, you gain damage reduction 2/–.

Augment: For every 3 additional power points you spend, your damage reduction increases by 1.

Bite of the Wolf

Culture and Power Cost: Shamanism 2

Components: S; see text

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./+1 PWR

Your posture becomes stooped forward, and you grow a muzzle complete with fangs. You gain one bite attack each round, instead of or in addition to any other attacks you have, that deals 1d8 points of damage (assuming you are a Medium creature) when it hits.

Your bite attack is a natural weapon, so you are considered armed when attacking with it, and it can be affected by

powers, spells, and effects that enhance or improve natural weapons. You can choose to deal nonlethal damage with your bite, taking the standard –4 penalty on your attack roll. If you bite as your only attack, you use your highest base attack bonus on the attack roll, and you can apply your full Strength bonus to damage. If you bite in addition to making other attacks, the bite is a secondary attack. If you are not a Medium creature, your bite attack's base damage varies as follows: Fine 1d2, Diminutive 1d3, Tiny 1d4, Small 1d6, Large 2d6, Huge 2d8, Gargantuan 4d6, Colossal 6d6.

Based on your psychic warrior level, your bite increases in ferocity as noted here: at 5th level your bite deals an extra 1d8 points of damage, at 10th level an extra 2d8, at 15th level an extra 3d8, and at 20th level an extra 4d8 points.

Black Tentacles

Culture and Power Cost: Abyssal Magic 5

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./+1 PWR)

Area: 20-ft.-radius spread

Duration: 1 round/+1 PWR (D)

Saving Throw: None

This spell conjures a field of rubbery black tentacles, each 10 feet long. These waving members seem to spring forth from the earth, floor, or whatever surface is underfoot—including water. They grasp and entwine around creatures that enter the area, holding them fast and crushing them with great strength.

Every creature within the area of the spell must make a grapple check, opposed by the grapple check of the tentacles. Treat the tentacles attacking a particular target as a Large creature with a base attack bonus equal to your caster level and a Strength score of 19. Thus, its grapple check modifier is equal to your caster level +8. The tentacles are immune to all types of damage.

Once the tentacles grapple an opponent, they may make a grapple check each round on your turn to deal 1d6+4 points of bludgeoning damage. The tentacles continue to crush the opponent until the spell ends or the opponent escapes.

Any creature that enters the area of the spell is immediately attacked by the tentacles. Even creatures who aren't grappling with the tentacles may move through the area at only half normal speed.

Material Component: A piece of tentacle from a giant octopus or a giant squid.

Blade Barrier

Culture and Power Cost: Alchemy 7, Elementalism 8

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./+1 PWR)

Effect: Wall of whirling blades up to 20 ft. long/ level, or a ringed wall of whirling blades with a radius of up to 5 ft. per two levels; either form 20 ft. high

Duration: 1 min./+1 PWR (D)

Saving Throw: Reflex half or Reflex negates; see text

An immobile, vertical curtain of whirling blades shaped of pure orce springs into existence. Any creature passing through the wall takes 1d6 points of damage (maximum 15d6), with a Reflex save for half damage.

If you evoke the barrier so that it appears where creatures are, each creature takes damage as if passing through the wall. Each such creature can avoid the wall (ending up on the side of its choice) and thus take no damage by making a successful Reflex save.

A *blade barrier* provides cover (+4 bonus to AC, +2 bonus on Reflex saves) against attacks made through it.

Blasphemy

Culture and Power Cost: Infernal Magic 8, Abyssal Magic 8
Components: V

Casting Time: 1 standard action

Range: 40 ft.

Area: Nonevil creatures in a 40-ft.-radius spread centered on you

Duration: Instantaneous

Saving Throw: None or Willpower Check negates; see text

Any nonevil creature within the area of a *blasphemy* spell suffers the following ill effects.

CON Save	Effect
Pass	Dazed
Fail by >5%	Weakened, dazed
Fail by >15%	Paralyzed, weakened, dazed
Fail by >25%	Killed, paralyzed, weakened, dazed

The effects are cumulative and concurrent.

No saving throw is allowed against these effects.

Dazed: The creature can take no actions for 1 round, though it defends itself normally.

Weakened: The creature's Strength score decreases by 2d6 points for 2d4 rounds.

Paralyzed: The creature is paralyzed and helpless for 1d10 minutes.

Killed: Living creatures die. Undead creatures are destroyed.

Furthermore, if you are on your home plane when you cast this spell, nonevil extraplanar creatures within the area are instantly banished back to their home planes. Creatures so banished cannot return for at least 24 hours. This effect takes place regardless of whether the creatures hear the *blasphemy*. The banishment effect allows a Will save (at a -20% penalty) to negate.

Bless

Culture and Power Cost: Divine Magic 2

Components: V, S, DF

Casting Time: 1 standard action

Range: 50 ft.

Area: The caster and all allies within a 50-ft. burst, centered on the caster

Duration: 1 min./+1 PWR

Saving Throw: None

Bless fills your allies with courage. Each ally gains a +1 morale bonus on attack rolls and on saving throws against fear effects.

Bless counters and dispels *bane*.

Bless Water

Culture and Power Cost: Divine Magic 2

Components: V, S, M

Casting Time: 1 minute

Range: Touch

Target: Flask of water touched

Duration: Instantaneous

Saving Throw: Willpower Check negates (object)
(object)

This transmutation imbues a flask (1 pint) of water with positive energy, turning it into holy water.

Material Component: 5 pounds of powdered silver (worth 25 gp).

Bless Weapon

Culture and Power Cost: Divine Magic 2

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Weapon touched

Duration: 1 min./+1 PWR

Saving Throw: None

This transmutation makes a weapon strike true against evil foes. The weapon is treated as having a +1 enhancement bonus for the purpose of bypassing the damage reduction of evil creatures or striking evil incorporeal creatures (though the spell doesn't grant an actual enhancement bonus). The weapon also becomes good, which means it can bypass the damage reduction of certain creatures. (This effect overrides and suppresses any other alignment the weapon might have.) Individual arrows or bolts can be transmuted, but affected projectile weapons (such as bows) don't confer the benefit to the projectiles they shoot. In addition, all critical hit rolls against evil foes are automatically successful, so every threat is a critical hit. This last effect does not apply to any weapon that already has a magical effect related to critical hits, such as a keen weapon or a vorpal sword.

Blight

Culture and Power Cost: Infernal Magic 5

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Duration: Instantaneous

Saving Throw: Constitution Check half; see text

This spell withers a single plant of any size. An affected plant creature takes 1d6 points of damage per level

(maximum 15d6) and may attempt a Fortitude saving

throw for half damage. A plant that isn't a creature doesn't receive a save and immediately withers and dies.

This spell has no effect on the soil or surrounding plant life.

Blindness/Deafness

Culture and Power Cost: Biomagic 3, Infernal Magic 4,

Abyssal Magic 4

Components: V

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./+1 PWR)

Target: One living creature

Duration: Permanent (D)

Saving Throw: Constitution Check negates

You call upon the powers of unlife to render the subject blinded or deafened, as you choose.

Blink

Culture and Power Cost: Magic 4

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/+1 PWR (D)

You "blink" back and forth between the Material Plane and the Ethereal Plane. You look as though you're winking in and out of reality very quickly and at random.

Blinking has several effects, as follows.

Physical attacks against you have a 50% miss chance, and the Blind-Fight feat doesn't help opponents, since you're ethereal and not merely invisible. If the attack is capable of striking ethereal creatures, the miss chance is only 20% (for concealment).

If the attacker can see invisible creatures, the miss chance is also only 20%. (For an attacker who can both see and strike ethereal creatures, there is no miss chance.)

Likewise, your own attacks have a 20% miss chance, since you sometimes go ethereal just as you are about to strike. Any individually targeted spell has a 50% chance to fail against you while you're *blinking* unless your attacker can target invisible, ethereal creatures. Your own spells have a

20% chance to activate just as you go ethereal, in which case they typically do not affect the Material Plane. While *blinking*, you take only half damage from area attacks (but full damage from those that extend onto the Ethereal Plane). You strike as an invisible creature (with a +2 bonus on attack rolls), denying your target any Dexterity bonus to AC.

You take only half damage from falling, since you fall only while you are material.

While *blinking*, you can step through (but not see through) solid objects. For each 5 feet of solid material you walk through, there is a 50% chance that you become material. If this occurs, you are shunted off to the nearest open space and take 1d6 points of damage per 5 feet so traveled. You can move at only three-quarters speed (because movement on the Ethereal Plane is at half speed, and you spend about half your time there and half your time material.)

Since you spend about half your time on the Ethereal Plane, you can see and even attack ethereal creatures. You interact with ethereal creatures roughly the same way you interact with material ones.

An ethereal creature is invisible, incorporeal, and capable of moving in any direction, even up or down. As an incorporeal creature, you can move through solid objects, including living creatures.

An ethereal creature can see and hear the Material Plane, but everything looks gray and insubstantial. Sight and hearing on the Material Plane are limited to 60 feet. Force effects and abjurations affect you normally. Their effects extend onto the Ethereal Plane from the Material Plane, but not vice versa. An ethereal creature can't attack material creatures, and spells you cast while ethereal affect only other ethereal things. Certain material creatures or objects have attacks or effects that work on the Ethereal Plane. Treat other ethereal creatures and objects as material.

Blur

Culture and Power Cost: Magic 3

Components: V

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./+1 PWR (D)

Saving Throw: Willpower Check negates (harmless)

The subject's outline appears blurred, shifting and wavering. This distortion grants the subject concealment (20% miss chance).

A *see invisibility* spell does not counteract the *blur* effect, but a *true seeing* spell does.

Opponents that cannot see the subject ignore the spell's effect (though fighting an unseen opponent carries penalties of its own).

Body Adjustment

Culture and Power Cost: Biomagic 3, Psionic 3

Components: V, M

Casting Time: 1 round

Range: Personal

Target: You

Duration: Instantaneous

You take control of your body's healing process, curing yourself of 1d12 points of damage. As usual, when regular damage is healed, an equal amount of nonlethal damage is also healed.

Augment: For every 1 additional power point you spend, this power heals an additional 1d12 points of damage.

Body Equilibrium

Culture and Power Cost: Biomagic 3, Psionic 3

Components: M, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./+1 PWR (D)

You can adjust your body's equilibrium to correspond with any solid or liquid that you stand on. Thus, you can walk on water, quicksand, or even a spider's web without sinking or breaking through (this effect does not confer any resistance to particularly sticky webs). You can move at your normal speed, but you cannot run (x4 speed) on an unfirm surface without sinking or breaking through.

If you fall from any height while using this power, damage from the impact is halved.

Body Purification

Culture and Power Cost: Psionic 4, Biomagic 4, Divine Magic 4

Components: V, M

Casting Time: 1 round

Range: Personal

Target: You

Duration: Instantaneous

You restore up to 2 points of damage to a single ability score. You cannot use *body purification* to heal ability drain.

Augment: For every additional power point you spend, this power heals 1 additional point of damage to the same ability score.

Bolt

Culture and Power Cost: Psionic 2, Magic 2

Components: M

Casting Time: 1 standard action

Range: 0 ft.

Effect: A normal bolt, arrow, or sling bullet

Duration: 1 min./+1 PWR

Saving Throw: None

You create 2d4 ectoplasmic crossbow bolts, arrows, or sling bullets, appropriate to your size, which dissipate into their constituent ectoplasmic particles when the duration ends or after being fired. Ammunition you create has a +1 enhancement bonus on attack rolls and damage rolls.

Augment: For every 3 additional power points you spend, this power improves the ammunition's enhancement bonus on attack rolls and damage rolls by 1.

Brain Lock

Culture and Power Cost: Psionic 3

Components: M, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./ level)

Target: One humanoid

Duration: Concentration + 1 round

Saving Throw: Willpower Check negates

The subject's higher mind is locked away. He stands dazed, unable to take any psionic actions (including manifesting powers or using psionic feats that require a decision to be used) nor any mental actions at all.

A *brain locked* subject is not stunned, so attackers get no special advantage against him.

A *brain locked* flyer must descend to the closest safe level area below it. An air-breathing swimmer must make for the surface.

Augment: You can augment this power in one or both of the following ways.

1. If you spend 1 additional power point, this power can also affect an animal, fey, giant, magical beast, or monstrous humanoid.

2. If you spend 1 additional power point, this power can also affect an aberration, dragon, elemental, or outsider in addition to the creature types mentioned above.

Break Enchantment

Culture and Power Cost: Alchemy 5

Components: V, S

Casting Time: 1 minute

Range: Close (25 ft. + 5 ft./2 levels)

Targets: Up to one creature per level, all within 30 ft. of each other

Duration: Instantaneous

Saving Throw: See text

This spell frees victims from enchantments, transmutations, and curses. *Break enchantment* can reverse even an instantaneous effect. Success means that the creature is free of the spell, curse, or effect.

If the spell is one that cannot be dispelled by *dispel magic*, *break enchantment* works only if that spell is 5th level or lower.

If the effect comes from some permanent magic item *break enchantment* does not remove the curse from the item, but it does free the victim from the item's effects.

Breath of the Black Dragon

Culture and Power Cost: Psionic 7, Biomagic 7

Components: S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: Cone-shaped burst centered on you

Duration: Instantaneous

Saving Throw: Reflex half

Your mouth spews forth vitriolic acid that deals 11d6 points of acid damage to any targets in the area.

Augment: For every additional power point you spend, this power's damage increases by 1d6 points.

Bull's Strength

Culture and Power Cost: Shamanism 3, Biomagic 4

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./+1 PWR

Saving Throw: Willpower Check negates (harmless)

The subject becomes stronger. The spell grants a +4 enhancement bonus to Strength, adding the usual benefits to melee attack rolls, melee damage rolls, and other uses of the Strength modifier.

Arcane Material Component: A few hairs, or a pinch of dung, from a bull.

Bull's Strength, Mass

Culture and Power Cost: Shamanism 7, Biomagic 4

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature/+1 PWR, no two of which can be more than 30 ft. apart

This spell functions like *bull's strength*, except that it affects multiple creatures.

Burning Hands

Culture and Power Cost: Elementalism 2

Components: V, S

Casting Time: 1 standard action

Range: 15 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Reflex half

A cone of searing flame shoots from your fingertips. Any creature in the area of the flames takes 1d4 points of fire damage. Flammable materials burn if the flames touch them. A character can extinguish burning items as a full-round action.

Burst

Culture and Power Cost: Magic 2, Psionic 2, Biomagic 2

Components: V

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

This power increases your land speed by 10 feet. (This adjustment counts as an enhancement bonus to speed.) You can manifest this power with an instant thought, quickly enough to gain the benefit of the power on your turn before you move. Manifesting this power is a swift action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round. You cannot manifest this power when it isn't your turn.

Call Lightning

Culture and Power Cost: Elementalism 4, Druidism 5

Components: V, S

Casting Time: 1 round

Range: Medium (100 ft. + 10 ft./+1 PWR)

Effect: One or more 30-ft.-long vertical lines of lightning

Duration: 1 min./+1 PWR

Saving Throw: Reflex half

Immediately upon completion of the spell, and once per round thereafter, you may call down a 5-foot-wide, 30-foot-long, vertical bolt of lightning that deals 3d6 points of electricity damage. The bolt of lightning flashes down in a vertical stroke at whatever target point you choose within the spell's range (measured from your position at the time). Any creature in the target square or in the path of the bolt is affected.

You need not call a bolt of lightning immediately; other actions, even spellcasting, can be performed. However, each round after the first you may use a standard action (concentrating on the spell) to call a bolt. You may call a total number of bolts equal to your caster level (maximum 10 bolts).

If you are outdoors and in a stormy area—a rain shower, clouds and wind, hot and cloudy conditions, or even a tornado (including a whirlwind formed by a djinni or an air elemental of at least Large size)—each bolt deals 3d10 points of electricity damage instead of 3d6.

This spell functions indoors or underground but not underwater.

Call Lightning Storm

Culture and Power Cost: Elementalism 6, Druidism 7

Range: Long (400 ft. + 40 ft./+1 PWR)

This spell functions like *call lightning*, except that each bolt deals 5d6 points of electricity damage (or 5d10 if created outdoors in a stormy area), and you may call a maximum of 15 bolts.

Call to Mind

Culture and Power Cost: Psionic 2

Components: M

Casting Time: 1 minute

Range: Personal

Target: You

Duration: Instantaneous

By meditating on a subject, you can recall natural memories and knowledge otherwise inaccessible to you. On a failed Knowledge check, you can manifest this power to gain a new check with a +4 competence bonus. If successful, you instantly recall what was previously buried in your subconscious.

Call Weaponry

Culture and Power Cost: Alchemy 2, Magic

Components: M

Casting Time: 1 round

Range: 0 ft.

Effect: One weapon; see text

Duration: 1 min./+1 PWR; see text (D)

Saving Throw: None

You call a weapon “from thin air” into your waiting hand (actually, it is a real weapon hailing from another location in space and time). You don’t have to see or know of a weapon to call it—in fact, you can’t call a specific weapon; you just specify the kind. If you call a projectile weapon, it comes with 3d6 nonmagical bolts, arrows, or sling bullets, as appropriate. The weapon is made of ordinary materials as appropriate for its kind. If you relinquish your grip on the weapon you called for 2 or more consecutive rounds, it automatically returns to wherever it originated.

Weapons gained by *call weaponry* are distinctive due to their astral glimmer. They are considered magic weapons and thus are effective against damage reduction that requires a magic weapon to overcome.

Augment: For every 1 additional power point you spend, this power improves the weapon’s enhancement bonus on attack rolls and damage rolls by 1.

Calm Animals

Culture and Power Cost: Shamanism 2, Empathy 3

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: Animals within 30 ft. of each other

Duration: 1 min./+1 PWR

Saving Throw: Willpower Check negates; see text

This spell soothes and quiets animals, rendering them docile and harmless. Only ordinary animals (those with Intelligence scores of 1 or 2) can be affected by this spell. All the subjects must be of the same kind, and no two may be more than 30 feet apart. The maximum number of Hit Dice of animals you can affect is equal to 2d4 + caster level. A dire animal or an animal trained to attack or guard is allowed a saving throw; other animals are not.

The affected creatures remain where they are and do not attack or flee. They are not helpless and defend themselves normally if attacked. Any threat breaks the spell on the threatened creatures.

Calm Emotions

Culture and Power Cost: Empathy 3

Components: V, S, DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./+1 PWR)

Area: Creatures in a 20-ft.-radius spread

Duration: Concentration, up to 1 round/+1 PWR (D)

Saving Throw: Willpower Check negates

This spell calms agitated creatures. You have no control over the affected creatures, but *calm emotions* can stop raging creatures from fighting or joyous ones from reveling. Creatures so affected cannot take violent actions (although they can defend themselves) or do anything destructive. Any aggressive action against or damage dealt to a calmed creature immediately breaks the spell on all calmed creatures.

This spell automatically suppresses (but does not dispel) any morale bonuses granted by spells such as *bless*, *good hope*, and *rage*, as well as negating a bard’s ability to inspire courage or a barbarian’s rage ability. It also suppresses any fear effects and removes the *confused* condition from all targets. While the spell lasts, a suppressed spell or effect has no effect. When the *calm emotions* spell ends, the original spell or effect takes hold of the creature again, provided that its duration has not expired in the meantime.

Catapsi

Culture and Power Cost: Psion 5, Magic 5

Components: V, S

Casting Time: 1 standard action

Range: 30 ft.

Area: 30-ft.-radius emanation centered on you

Duration: 1 round/+1 PWR

Saving Throw: Willpower Check negates; see text

By manifesting this power, you generate psychic static, interfering with the ability of other psionic characters to manifest their powers or use psi-like abilities (you are not affected by your own *catapsi* manifestation). All psionic activity within the area requires 4 more power points to manifest than normal, unless a character makes a Will save each time he attempts to manifest a power. Using a psi-like ability becomes a full-round action, instead of a standard action, in a *catapsi* field. If two or more fields of *catapsi* overlap, the effects are not cumulative.

The limit on the number of power points a subject can spend on a power remains in effect; thus, a subject may not be able to manifest its highest-level powers. If manifesting a power would cause the manifester to exceed his available power points or his spending limits, the manifestation fails automatically, but no power points are expended.

Augment: For every additional power point you spend, this power’s range and the radius of its area both increase by 5 feet.

Catfall

Culture and Power Cost: Shamanism 2, Biomagic 2

Components: V

Casting Time: 1 immediate action

Range: Personal

Target: You

Duration: Until landing or 1 round/ level

You recover instantly from a fall and can absorb some damage from falling. You land on your feet no matter how far you fall, and you take damage as if the fall were 10 feet shorter than it actually is. This power affects you and anything you carry or hold (up to your maximum load). You can manifest this power with an instant thought, quickly enough to gain the benefit of the power while you fall.

Manifesting the power is an immediate action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round. You can manifest this power even when it isn’t your turn.

Augment: For every additional power point you spend, this power reduces your damage as if the fall were an additional 10 feet shorter.

Cat’s Grace

Culture and Power Cost: Shamanism 3, Biomagic 4

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./+1 PWR

Saving Throw: Willpower Check negates (harmless)

The transmuted creature becomes more graceful, agile, and coordinated. The spell grants a +4 enhancement bonus to Dexterity, adding the usual benefits to AC, Reflex saves, and other uses of the Dexterity modifier.

Material Component: A pinch of cat fur.

Cat’s Grace, Mass

Culture and Power Cost: Shamanism 7, Biomagic 8

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature/+1 PWR, no two of which can be more than 30 ft. apart

This spell functions like *cat's grace*, except that it affects multiple creatures.

Cause Fear

Culture and Power Cost: Empathy 2, Infernal Magic 3, Abyssal Magic 3
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: 1d4 rounds or 1 round; see text
Saving Throw: Willpower Check partial

The affected creature becomes frightened. If the subject succeeds on a Will save, it is shaken for 1 round. *Cause fear* counters and dispels *remove fear*.

Chain Lightning

Culture and Power Cost: Elementalism 7
Components: V, S, F
Casting Time: 1 standard action
Range: Long (400 ft. + 40 ft./+1 PWR)
Targets: One primary target, plus one secondary target/+1 PWR (each of which must be within 30 ft. of the primary target)
Duration: Instantaneous
Saving Throw: Reflex half
This spell creates an electrical discharge that begins as a single stroke commencing from your fingertips. Unlike *lightning bolt*, *chain lightning* strikes one object or creature initially, then arcs to other targets.
The bolt deals 1d6 points of electricity damage (maximum 20d6) to the primary target. After it strikes, lightning can arc to a number of secondary targets equal to +1/PWR. The secondary bolts each strike one target and deal half as much damage as the primary one did (rounded down). Each target can attempt a Reflex saving throw for half damage. You choose secondary targets as you like, but they must all be within 30 feet of the primary target, and no target can be struck more than once. You can choose to affect fewer secondary targets than the maximum.
Focus: A bit of fur; a piece of amber, glass, or a crystal rod; plus one silver pin for each of your caster levels.

Chameleon

Culture and Power Cost: Magic 2 (all items), Biomagic 2 (character only), Psionic 2 (all items), Shamanism 2 (character only), Druid 3 (all items)
Components: M
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 10 min./+1 PWR (D)
Your skin and equipment take on the color and texture of nearby objects, including floors and walls. You receive a +10 enhancement bonus on Hide checks.

Changestaff

Culture and Power Cost: Alchemy 8, Druidism 9
Components: V, S, F
Casting Time: 1 round
Range: Touch
Target: Your touched staff
Duration: 1 hour/+1 PWR (D)
Saving Throw: None
You change a specially prepared quarterstaff into a Huge treantlike creature, about 24 feet tall. When you plant the end of the staff in the ground and speak a special command to conclude the casting of the spell, your staff turns into a creature that looks and fights just like a treant. The staff-treant defends you and obeys any spoken commands.

However, it is by no means a true treant; it cannot converse with actual treants or control trees. If the staff-treant is reduced to 0 or fewer hit points, it crumbles to powder and the staff is destroyed. Otherwise, the staff returns to its normal form when the spell duration expires (or when the spell is dismissed), and it can be used as the focus for another casting of the spell. The staff-treant is always at full strength when created, despite any wounds it may have incurred the last time it appeared.

Focus: The quarterstaff, which must be specially prepared. The staff must be a sound limb cut from an ash, oak, or yew, then cured, shaped, carved, and polished (a process requiring twenty-eight days).

You cannot adventure or engage in other strenuous activity during the shaping and carving of the staff.

Chaos Hammer

Culture and Power Cost: Alchemy 5
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./+1 PWR)
Area: 20-ft.-radius burst
Duration: Instantaneous (1d6 rounds); see text
Saving Throw: Willpower Check partial; see text
You unleash chaotic power to smite your enemies. The power takes the form of a multicolored explosion of leaping, ricocheting energy. Only lawful and neutral (not chaotic) creatures are harmed by the spell.
The spell deals 1d8 points of damage to lawful creatures (or 1d6 points of damage to lawful outsiders) and slows them for 1d6 rounds (see the *slow* spell). A successful Will save reduces the damage by half and negates the slow effect.
The spell deals only half damage against creatures who are neither lawful nor chaotic, and they are not slowed. Such a creature can reduce the damage by half again (down to one-quarter) with a successful Will save.

Charm Animal

Culture and Power Cost: Shamanism 2, Empathy 3
Target: One animal
This spell functions like *charm person*, except that it affects a creature of the animal type.

Charm Monster

Culture and Power Cost: Empathy 4
Target: One living creature
Duration: One day/+1 PWR
This spell functions like *charm person*, except that the effect is not restricted by creature type or size.

Charm Monster, Mass

Culture and Power Cost: Empathy 7
Components: V
Targets: One or more creatures, no two of which can be more than 30 ft. apart (+1 PWR for each additional creature over 2)
Duration: One day/+1 PWR
This spell functions like *charm monster*, except that *mass charm monster* affects a number of creatures.

Charm Person

Culture and Power Cost: Empathy 2
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One humanoid creature
Duration: 1 hour/+1 PWR
Saving Throw: Willpower Check negates
This charm makes a humanoid creature regard you as its trusted friend and ally (treat the target's attitude as friendly). If the creature is currently being threatened or

attacked by you or your allies, however, it receives a +5 bonus on its saving throw.

The spell does not enable you to control the *charmed* person as if it were an automaton, but it perceives your words and actions in the most favorable way. You can try to give the subject orders, but you must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do. (Retries are not allowed.) An affected creature never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. Any act by you or your apparent allies that threatens the *charmed* person breaks the spell. You must speak the person's language to communicate your commands, or else be good at pantomiming.

Chill Metal

Culture and Power Cost: Alchemy 3, Elementalism 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: Metal equipment of one creature per two levels, no two of which can be more than 30 ft. apart; or 25 lb. of metal/+1 PWR, none of which can be more than 30 ft. away from any of the rest

Duration: 7 rounds

Saving Throw: Willpower Check negates (object) (object)

Chill metal makes metal extremely cold. Unattended, nonmagical metal gets no saving throw. Magical metal is allowed a saving throw against the spell. An item in a creature's possession uses the creature's saving throw bonus unless its own is higher.

A creature takes cold damage if its equipment is chilled. It takes full damage if its armor is affected or if it is holding, touching, wearing, or carrying metal weighing one-fifth of its weight. The creature takes minimum damage (1 point or 2 points; see the table) if it's not wearing metal armor and the metal that it's carrying weighs less than one-fifth of its weight.

On the first round of the spell, the metal becomes chilly and uncomfortable to touch but deals no damage. The same effect also occurs on the last round of the spell's duration. During the second (and also the next-to-last) round, icy coldness causes pain and damage. In the third, fourth, and fifth rounds, the metal is freezing cold, causing more damage, as shown on the table below.

Round	Metal Temperature	Damage
1	Cold	None
2	Icy	1d4 points
3-5	Freezing	2d4 points
6	Icy	1d4 points
7	Cold	None

Any heat intense enough to damage the creature negates cold damage from the spell (and vice versa) on a point-for-point basis. Underwater, *chill metal* deals no damage, but ice immediately forms around the affected metal, making it more buoyant.

Chill metal counters and dispels *heat metal*.

Chill Touch

Culture and Power Cost: Spiritualism 2, Biomagic 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Targets: Creature or creatures touched (up to one/+1 PWR)

Duration: Instantaneous

Saving Throw: Constitution Check partial or Willpower Check negates; see text

A touch from your hand, which glows with blue energy, disrupts the life force of living creatures. Each touch

channels negative energy that deals 1d6 points of damage. The touched creature also takes 1 point of Strength damage unless it makes a successful Fortitude saving throw. You can use this melee touch attack up to one time per level.

An undead creature you touch takes no damage of either sort, but it must make a successful Will saving throw or flee as if panicked for 1d4 rounds +1 round.

Circle of Death

Culture and Power Cost: Spiritualism 7, Infernal Magic 8, Abyssal Magic 8

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./+1 PWR)

Area: Several living creatures within a 40-ft.-radius burst

Duration: Instantaneous

Saving Throw: Constitution Check negates

A *circle of death* snuffs out the life force of living creatures, killing them instantly.

The spell slays by destroying CON, 1d4 CON damage to each living thing per +1 PWR.

Material Component: The powder of a crushed black pearl with a minimum value of 500 gp.

Clairaudience/Clairvoyance

Culture and Power Cost: Magic 4, Psionic 5

Components: V, S, F/DF

Casting Time: 10 minutes

Range: Long (400 ft. + 40 ft./+1 PWR)

Effect: Magical sensor

Duration: 1 min./+1 PWR (D)

Saving Throw: None

Clairaudience/clairvoyance creates an invisible magical sensor at a specific location that enables you to hear or see (your choice) almost as if you were there. You don't need line of sight or line of effect, but the locale must be known—a place familiar to you or an obvious one. Once you have selected the locale, the sensor doesn't move, but you can rotate it in all directions to view the area as desired.

Unlike other scrying spells, this spell does not allow magically or supernaturally enhanced senses to work through it. If the chosen locale is magically dark, you see nothing. If it is naturally pitch black, you can see in a 10-foot radius around the center of the spell's effect.

Clairaudience/clairvoyance functions only on the plane of existence you are currently occupying.

Arcane Focus: A small horn (for hearing) or a glass eye (for seeing).

Clairtangent Hand

Culture and Power Cost: Magic 6, Psionic 6

Components: V, S, M

Casting Time: 1 standard action

Range: See text

Area: See text

Duration: Up to 1 min./+1 PWR; see text (D)

Saving Throw: None

You can emulate a *far hand* effect at any distance while simultaneously emulating *clairvoyant sense* to target your *far hand*; see the appropriate power descriptions.

Clairtangent hand's duration is up to 1 minute per level when used with a *far hand* effect.

Augment: If you spend 2 additional power points, you can emulate *clairvoyant sense* in conjunction with either *telekinetic force*, *telekinetic maneuver*, or *telekinetic thrust*, but this power's duration expires as soon as any of the noted telekinetic powers deals damage.

Clairvoyant Sense

Culture and Power Cost: Psionic 3

Components: V, S

Casting Time: 1 standard action

Range: See text

Effect: Psionic sensor

Duration: 1 min./+1 PWR (D)

Saving Throw: None

You can see and hear a distant location almost as if you were there. You don't need line of sight or line of effect, but the locale must be known—a place familiar to you or an obvious one, such as behind a door, around a corner, or in a grove of trees. Once you have selected the locale, the focus of your *clairvoyant sense* doesn't move, but you can rotate it in all directions to view the area as desired. Unlike other scrying powers, this power does not allow psionically or supernaturally enhanced senses to work through it. If the chosen locale is magically or psionically dark, you see nothing. If it is naturally pitch black, you can see in a 10-foot radius around the center of the power's effect or out to the extent of your natural darkvision. The power does not work across planes.

Claw of Energy

Culture and Power Cost: Magic 5

Components: S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/+1 PWR

If you have a claw attack (either from an actual natural weapon or from an effect such as *claws of the beast*), you can use this power to energize that weapon. The claw attack deals an extra 1d6 points of cold, electricity, or fire damage (as chosen by you at the time of manifestation) on a successful hit. On a critical hit, it deals an extra 1d10 points of energy damage. If the claw's critical multiplier is x3, add 2d10 points of energy damage instead; if the multiplier is x4, add 3d10 points of energy damage. This power can be manifested on a claw attack that already deals energy damage, but if the claw already deals the same type of damage as the power, the effects stack. If this power is manifested on a claw attack already benefiting from the effect of the power, the newer manifestation supersedes the older manifestation, even if both manifestations are of different energy types. This power's subtype is the same as the type of energy infused in the natural weapon.

Claws of the Beast

Culture and Power Cost: Shamanism 2

Components: S

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 hour/+1 PWR

You call forth the aggressive nature of the beast inherent in yourself, psionically transforming your hands into deadly claws. You gain two natural attacks with your claws, each dealing 1d4 points of damage (1d6 if you are Large, or 1d3 if you are Small) plus your Strength bonus. Your claws are natural weapons, so you are considered armed when attacking with them, and they can be affected by powers, spells, and effects that enhance or improve natural. You can choose to deal nonlethal damage with your claws, taking the standard -4 penalty on your attack roll. Your claws work just like the natural weapons of many monsters. You can make an attack with one claw or a full attack with two claws at your normal attack bonus, replacing your normal attack routine. You take no penalties for two-weapon fighting, and neither attack is a secondary attack. If your base attack bonus is +6 or higher, you do not gain any additional attacks—you simply have two claw

attacks at your normal attack bonus.

You can manifest this power with an instant thought, quickly enough to gain the benefit of the power on your turn before you attack. Manifesting this power is a swift action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round. You cannot manifest this power when it isn't your turn. You can call or dismiss the claws as a swift action during the duration of the power. If you attack with a manufactured weapon or another natural attack, you can't make any claw attacks in that round. You can still hold and manipulate items with your claws or cast spells just as well as you could with your hands.

Augment: If you spend additional power points, you can create larger, sharper, and more deadly claws, as shown on the table below.

Power Points	Claw Damage		
	Small	Medium	Large
1	1d3	1d4	1d6
3	1d4	1d6	1d8
5	1d6	1d8	2d6
7	1d8	2d6	3d6
11	2d6	3d6	4d6
15	3d6	4d6	5d6
19	4d6	5d6	6d6

Claws of the Vampire

Culture and Power Cost: Infernal Magic 4, Abyssal Magic 4, Biomagic 4

Components: M, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/+1 PWR

If you have a claw attack (either from an actual natural weapon or from an effect such as *claws of the beast*), you can use this power to change the nature of that weapon. When this power is manifested, your claws take on an ominous glimmer. Each time you make a successful claw attack against a living creature of Small or larger size, you are healed of some amount of damage. You heal a number of hit points equal to half the base damage dealt by your *claws of the vampire*, rounded down (additional damage dealt because of a high Strength score or other enhancements does not count toward the amount you heal). You heal as many hit points as can be gained while the creature remains at 1 hit point or higher. Any damage that would reduce the creature to 0 or fewer hit points does not benefit you. You do not heal damage if your attack deals nonlethal damage, such as when you attack a creature that has the regeneration ability. Moreover, you gain no healing from attacking any creature that is under the effect of *biofeedback*. Using *fission* on yourself and then attacking your duplicate also fails to grant any healing.

Clenched Fist

Culture and Power Cost: Psionic 9

Components: V, S, F/DF

This spell functions like *interposing hand*, except that the hand can interpose itself, push, or strike one opponent that you select. The floating hand can move as far as 60 feet and can attack in the same round. Since this hand is directed by you, its ability to notice or attack invisible or concealed creatures is no better than yours. The hand attacks once per round, and its attack bonus equals your caster level + your Intelligence, Wisdom, or Charisma modifier (for a wizard, cleric, or sorcerer, respectively), +11 for the hand's Strength score (33), -1 for being Large. The hand deals 1d8+11 points of damage

on each attack, and any creature struck must make a Fortitude save or be stunned for 1 round. Directing the spell to a new target is a move action.
The *clenched fist* can also interpose itself as *interposing hand* does, or it can bull rush an opponent as *forceful hand* does, but at a +15 bonus on the Strength check.
Clerics who cast this spell name it for their deities.
Arcane Focus: A leather glove.

Cloak of Chaos

Culture and Power Cost: Alchemy 9

Components: V, S, F

Casting Time: 1 standard action

Range: 20 ft.

Targets: One creature/+1 PWR in a 20-ft.-radius burst centered on you

Duration: 1 round/+1 PWR (D)

Saving Throw: See text

A random pattern of color surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by lawful creatures, and causing lawful creatures that strike the subjects to become *confused*. This abjuration has four effects.

First, each warded creature gains a +4 deflection bonus to AC and a +4 resistance bonus on saves. Unlike *protection from law*, the benefit of this spell applies against all attacks, not just against attacks by lawful creatures.

Second, the abjuration blocks possession and mental influence, just as *protection from law* does.

Finally, if a lawful creature succeeds on a melee attack against a warded creature, the offending attacker is *confused* for 1 round (Will save negates, as with the *confusion* spell).

Focus: A tiny reliquary containing some sacred relic, such as a scrap of parchment from a chaotic text. The reliquary costs at least 500 gp.

Clone

Culture and Power Cost: Biomagic 9

Components: V, S, M, F

Casting Time: 10 minutes

Range: 0 ft.

Effect: One clone

Duration: Instantaneous

Saving Throw: None

This spell makes an inert duplicate of a creature. If the original individual has been slain, its soul immediately transfers to the clone, creating a replacement (provided that the soul is free and willing to return). The original's physical remains, should they still exist, become inert and cannot thereafter be restored to life. If the original creature has reached the end of its natural life span (that is, it has died of natural causes), any cloning attempt fails.

To create the duplicate, you must have a piece of flesh (not hair, nails, scales, or the like) with a volume of at least 1 cubic inch that was taken from the original creature's living body. The piece of flesh need not be fresh, but it must be kept from rotting. Once the spell is cast, the duplicate must be grown in a laboratory for 2d4 months.

When the clone is completed, the original's soul enters it immediately, if that creature is already dead. The clone is physically identical with the original and possesses the same personality and memories as the original. In other respects, treat the clone as if it were the original character raised from the dead, including the loss of one level or 2 points of Constitution (if the original was a 1st-level character). If this Constitution adjustment would give the clone a Constitution score of 0, the spell fails. If the original creature has lost levels since the flesh sample was taken and died at a lower level than the clone would otherwise

be, the clone is one level below the level at which the original died.

The spell duplicates only the original's body and mind, not its equipment.

A duplicate can be grown while the original still lives, or when the original soul is unavailable, but the resulting body is merely a soulless bit of inert flesh, which rots if not preserved.

Material Component: The piece of flesh and various laboratory supplies (cost 1,000 gp).

Focus: Special laboratory equipment (cost 500 gp).

Cloudkill

Culture and Power Cost: Elementalism 6

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./+1 PWR)

Effect: Cloud spreads in 20-ft. radius, 20 ft. high

Duration: 1 min./+1 PWR

Saving Throw: Constitution Check partial; see text

This spell generates a bank of fog, similar to a *fog cloud*, except that its vapors are yellowish green and poisonous. These vapors automatically inflict 1d4 points of Constitution damage on your turn each round while in the cloud (a successful Fortitude save halves this damage). Holding one's breath doesn't help, but creatures immune to poison are unaffected by the spell.

Unlike a *fog cloud*, the *cloudkill* moves away from you at 10 feet per round, rolling along the surface of the ground.

Figure out the cloud's new spread each round based on its new point of origin, which is 10 feet farther away from the point of origin where you cast the spell.

Because the vapors are heavier than air, they sink to the lowest level of the land, even pouring down den or sinkhole openings. It cannot penetrate liquids, nor can it be cast underwater.

Cloud Mind

Culture and Power Cost: Psionic 3

Components: None

Casting Time: 1 standard action

Range: Close (25 ft. +5 ft./2 levels)

Target: One creature

Duration: 1 min./+1 PWR

Saving Throw: Willpower Check negates

You make yourself completely undetectable to the subject by erasing all awareness of your presence from its mind.

This power has the following effects.

First, you are invisible and inaudible to the creature. It cannot even detect your presence by means of blindsense, blindsight, scent, or tremorsense. It cannot pinpoint your location by any means.

Second, the subject remains unaware of your actions, provided you do not make any attacks or cause any obvious or directly threatening changes in the subject's environment. If you attack the subject creature, the effect ends.

If you take an action that creates a sustained and obvious change in the subject's environment—for example, attacking a creature aside from the subject or moving a large or attended object the subject can see—the subject immediately gains a new saving throw against the power. An ally of the subject creature that is able to see or perceive you can use a move action to warn the subject and thereby grant it a new saving throw.

Cloud Mind, Mass

Culture and Power Cost: Psionic 7

Target: One creature/+1 PWR

As *cloud mind*, except as noted above. Each creature is affected individually.

Color Spray

Culture and Power Cost: Magic 2

Components: V, S, M

Casting Time: 1 standard action

Range: 15 ft.

Area: Cone-shaped burst

Duration: Instantaneous; see text

Saving Throw: Willpower Check negates

A vivid cone of clashing colors springs forth from your hand, causing creatures to become stunned, perhaps also blinded, and possibly knocking them unconscious.

The creature is unconscious, blinded, and stunned for 2d4 rounds, then blinded and stunned for 1d4 rounds, and then stunned for 1 round. (Only living creatures are knocked unconscious.)

Sightless creatures are not affected by *color spray*.

Material Component: A pinch each of powder or sand that is colored red, yellow, and blue.

Command

Culture and Power Cost: Psionic 2

Components: V

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: 1 round

Saving Throw: Willpower Check negates

You give the subject a single command, which it obeys to the best of its ability at its earliest opportunity. You may select from the following options.

Approach: On its turn, the subject moves toward you as quickly and directly as possible for 1 round. The creature may do nothing but move during its turn, and it provokes attacks of opportunity for this movement as normal.

Drop: On its turn, the subject drops whatever it is holding.

It can't pick up any dropped item until its next turn.

Fall: On its turn, the subject falls to the ground and remains prone for 1 round. It may act normally while prone but takes any appropriate penalties.

Flee: On its turn, the subject moves away from you as quickly as possible for 1 round. It may do nothing but move during its turn, and it provokes attacks of opportunity for this movement as normal.

Halt: The subject stands in place for 1 round. It may not take any actions but is not considered helpless.

If the subject can't carry out your command on its next turn, the spell automatically fails.

Command, Greater

Culture and Power Cost: Psionic 6

Targets: One creature/+1 PWR, no two of which can be more than 30 ft. apart

Duration: 1 round/+1 PWR

This spell functions like *command*, except that up to one creature per level may be affected, and the activities continue beyond 1 round. At the start of each commanded creature's action after the first, it gets another Will save to attempt to break free from the spell. Each creature must receive the same command.

Command Plants

Culture and Power Cost: Druid 5

Components: V

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One plant creature/+1 PWR of plant creatures, no two of which can be more than 30 ft. apart

Duration: One day/+1 PWR

Saving Throw: Willpower Check negates

This spell allows you some degree of control over one or more plant creatures. Affected plant creatures can understand you, and they perceive your words and actions in the most favorable way (treat their attitude as friendly). They will not attack you while the spell lasts. You can try to give a subject orders, but you must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do. (Retries are not allowed.) A commanded plant never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing.

Command Undead

Culture and Power Cost: Spiritualism 3

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One undead creature

Duration: One day/+1 PWR

Saving Throw: Willpower Check negates; see text

This spell allows you some degree of control over an undead creature. Assuming the subject is intelligent, it perceives your words and actions in the most favorable way (treat its attitude as friendly). It will not attack you while the spell lasts. You can try to give the subject orders, but you must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do. (Retries are not allowed.) An intelligent commanded undead never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. A nonintelligent undead creature gets no saving throw against this spell. When you control a mindless being, you can communicate only basic commands, such as "come here," "go there," "fight," "stand still," and so on. Nonintelligent undead won't resist suicidal or obviously harmful orders.

Any act by you or your apparent allies that threatens the commanded undead (regardless of its Intelligence) breaks the spell.

Your commands are not telepathic. The undead creature must be able to hear you.

Material Component: A shred of raw meat and a splinter of bone.

Commune

Culture and Power Cost: Divine Magic 6, Infernal Magic 6, Abyssal Magic 7

Components: V, S, M, DF, XP

Casting Time: 10 minutes

Range: Personal

Target: You

Duration: 1 round/+1 PWR

You contact your deity—or agents thereof—and ask questions that can be answered by a simple yes or no. (A cleric of no particular deity contacts a philosophically allied deity.) You are allowed one such question. The answers given are correct within the limits of the entity's knowledge. "Unclear" is a legitimate answer, because powerful beings of the Outer Planes are not necessarily omniscient. In cases where a one-word answer would be misleading or contrary to the deity's interests, a short phrase (five words or less) may be given as an answer instead.

The spell, at best, provides information to aid character decisions. The entities contacted structure their answers to further their own purposes. If you lag, discuss the answers, or go off to do anything else, the spell ends.

Material Component: Holy (or unholy) water and incense.

XP Cost: 100 XP.

Commune with Nature

Culture and Power Cost: Druid 5

Components: V, S
Casting Time: 10 minutes
Range: Personal
Target: You
Duration: Instantaneous

You become one with nature, attaining knowledge of the surrounding territory. You instantly gain knowledge of as many as three facts from among the following subjects: the ground or terrain, plants, minerals, bodies of water, people, general animal population, presence of woodland creatures, presence of powerful unnatural creatures, or even the general state of the natural setting.

In outdoor settings, the spell operates in a radius of 1 mile. In natural underground settings—caves, caverns, and the like—the radius is limited to 100 feet. The spell does not function where nature has been replaced by construction or settlement, such as in dungeons and towns.

Comprehend Languages

Culture and Power Cost: Psionic 2, Biomagic 3, Divine Magic 3, Infernal Magic 3, Abyssal Magic 4
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Personal
Target: You

Duration: 10 min./+1 PWR

You can understand the spoken words of creatures or read otherwise incomprehensible written messages. In either case, you must touch the creature or the writing. The ability to read does not necessarily impart insight into the material, merely its literal meaning. The spell enables you to understand or read an unknown language, not speak or write it.

Written material can be read at the rate of one page (250 words) per minute. Magical writing cannot be read, though the spell reveals that it is magical. This spell can be foiled by certain warding magic (such as the *secret page* and *illusory script* spells). It does not decipher codes or reveal messages concealed in otherwise normal text.

Comprehend languages can be made permanent with a *permanency* spell.

Arcane Material Component: A pinch of soot and a few grains of salt.

Compression

Culture and Power Cost: Psionic 2, Biomagic 2
Components: M
Casting Time: 1 standard action
Range: Personal
Target: You

Duration: 1 round/+1 PWR (D)

This power causes instant diminution, halving your height, length, and width and dividing your weight by 8. This decrease changes your size category to the next smaller one. You gain a +2 size bonus to Dexterity, a –2 size penalty to Strength (to a minimum effective Strength score of 1), a +1 size bonus on attack rolls, and a +1 size bonus to Armor Class due to your reduced size. If your new size is Tiny, you have a space of 2 1/2 feet and a natural reach of 0 feet (meaning that you must enter an opponent's square to attack). If your new size is Diminutive, you have a space of 1 foot and a natural reach of 0 feet. This power doesn't change your speed.

All your equipment, worn or carried, is similarly reduced by the power. Melee and projectile weapons deal less damage. Other psionic or magical properties are not affected by this power. Any affected item that leaves your possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown weapons deal their normal damage (projectiles deal damage based on the size of the weapon that fired them). Multiple effects that

reduce size do not stack, which means (among other things) that you can't use a second manifestation of this power to further reduce yourself.

Augment: You can augment this power in one or more of the following ways.

1. If you spend 6 additional power points, this power decreases your size by two size categories. You gain a +4 size bonus to Dexterity, a –4 size penalty to Strength (to a minimum effective Strength score of 1), a +2 size bonus on attack rolls, and a +2 size bonus to Armor Class due to your reduced size.
2. If you spend 6 additional power points, you can manifest this power as a swift action instead of a standard action.
3. If you spend 1 additional power point, this power's duration is 1 minute per level rather than 1 round per level.

Conceal Thoughts

Culture and Power Cost: Psionic 2

Components: M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One willing creature

Duration: 1 hour/+1 PWR

Saving Throw: Willpower Check negates (harmless)

You protect the subject's thoughts from analysis. While the duration lasts, the subject gains a +10 circumstance bonus on Bluff checks against those attempting to discern its true intentions with Sense Motive. It also gains a +4 bonus on its saving throw against any power or spell used to read its mind (such as *read thoughts* or *mind probe*).

Concealing Amorpha

Culture and Power Cost: Magic 3, Psionic 3

Components: M; see text

Casting Time: 1 standard action

Range: 0 ft.

Effect: Quasi-real amorphous film centered on you

Duration: 1 min./+1 PWR (D)

Using *concealing amorpha*, you weave a quasi-real membrane around yourself. You remain visible within the translucent, amorphous enclosure. This distortion grants you concealment (opponents have a 20% miss chance), thanks to the rippling membrane encasing your form. You can pick up or drop objects, easily reaching through the film. Anything you hold is enveloped by the amorpha. Likewise, you can engage in melee, make ranged attacks, and manifest powers without hindrance.

Concealing Amorpha, Greater

Culture and Power Cost: Magic 4, Psionic 4

Duration: 1 round/+1 PWR (D)

As *concealing amorpha*, except the quasi-real membrane so distorts your image and actual position that you gain total concealment (opponents have a 50% miss chance), but for a shorter period of time.

Concussion Blast

Culture and Power Cost: Magic 3, Psionic 4

Components: V

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature or object

Duration: Instantaneous

Saving Throw: None

A subject you select is pummeled with telekinetic force for 1d6 points of force damage. You can choose to have the power deal an equal amount of nonlethal damage instead. *Concussion blast* always affects a subject within range that you can see, even if the subject is in melee or has cover or

concealment (you cannot use this power against creatures with total cover or total concealment).

Nonmagical, unattended objects (including doors, walls, locks, and so on) may also be damaged by this power.

Augment: You can augment this power in one or both of the following ways.

1. For every 1 additional power point you spend, this power's damage increases by 1d6 points.
2. For every 1 additional power point you spend, this power can affect an additional target. Any additional target cannot be more than 15 feet from another target of the power.

Cone of Cold

Culture and Power Cost: Elementalism 6

Components: V, S, M/DF

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Reflex half

Cone of cold creates an area of extreme cold, originating at your hand and extending outward in a cone. It drains heat, dealing 1d6 points of cold damage (maximum 15d6).

Arcane Material Component: A very small crystal or glass cone.

Confusion

Culture and Power Cost: Psionics 4, Empathy 5

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./+1 PWR)

Targets: All creatures in a 15-ft. radius burst

Duration: 1 round/+1 PWR

Saving Throw: Willpower Check negates

This spell causes the targets to become *confused*, making them unable to independently determine what they will do. Roll on the following table at the beginning of each subject's turn each round to see what the subject does in that round.

d%	Behavior
01–10	Attack caster with melee or ranged weapons (or close with caster if attack is not possible).
11–20	Act normally.
21–50	Do nothing but babble incoherently.
51–70	Flee away from caster at top possible speed.

71–100 Attack nearest creature (for this purpose, a familiar counts as part of the subject's self).

A *confused* character who can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a *confused* character. Any *confused* character who is attacked automatically attacks its attackers on its next turn, as long as it is still *confused* when its turn comes. Note that a *confused* character will not make attacks of opportunity against any creature that it is not already devoted to attacking (either because of its most recent action or because it has just been attacked).

Arcane Material Component: A set of three nut shells.

Confusion, Lesser

Culture and Power Cost: Psionics 2, Empathy 3

Components: V, S, DF

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: 1 round

This spell causes a single creature to become *confused* for 1 round. See the *confusion* spell, above, to determine the exact effect on the subject.

Consecrate

Culture and Power Cost: Divine Magic 3, Druidism 4

Components: V, S, M, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 20-ft.-radius emanation

Duration: 2 hours/+1 PWR

Saving Throw: None

This spell blesses an area with positive energy. Each Charisma check made to turn undead within this area gains a +3 sacred bonus. Every undead creature entering a *consecrated* area suffers minor disruption, giving it a –1 penalty on attack rolls, damage rolls, and saves. Undead cannot be created within or summoned into a *consecrated* area.

If the *consecrated* area contains an altar, shrine, or other permanent fixture dedicated to your deity, pantheon, or aligned higher power, the modifiers given above are doubled (+6 sacred bonus on turning checks, –2 penalties for undead in the area). You cannot consecrate an area with a similar fixture of a deity other than your own patron. If the area does contain an altar, shrine, or other permanent fixture of a deity, pantheon, or higher power other than your patron, the *consecrate* spell instead curses the area, cutting off its connection with the associated deity or power. This secondary function, if used, does not also grant the bonuses and penalties relating to undead, as given above.

Consecrate counters and dispels *desecrate*.

Material Component: A vial of holy water and 25 IM worth (5 pounds) of silver dust, all of which must be sprinkled around the area.

Contact Other Plane

Culture and Power Cost: Spiritualism 6, Abyssal Magic 6,

Divine Magic 7, Infernal Magic 7

Components: V

Casting Time: 10 minutes

Range: Personal

Target: You

Duration: Concentration

You send your mind to another plane of existence (an Elemental Plane or some plane farther removed) in order to receive advice and information from powers there. (See the accompanying table for possible consequences and results of the attempt.) The powers reply in a language you understand, but they resent such contact and give only brief answers to your questions. (All questions are answered with "yes," "no," "maybe," "never," "irrelevant," or some other one-word answer.)

You must concentrate on maintaining the spell (a standard action) in order to ask questions at the rate of one per round. A question is answered by the power during the same round. For every two caster levels, you may ask one question.

Contact with minds far removed from your home plane increases the probability that you will incur a decrease to Intelligence and Charisma, but the chance of the power knowing the answer, as well as the probability of the entity answering correctly, are likewise increased by moving to distant planes.

Once the Outer Planes are reached, the power of the deity contacted determines the effects. (Random results obtained from the table are subject to the personalities of individual deities.)

On rare occasions, this divination may be blocked by an act of certain deities or forces.

Plane Contacted	Avoid Int/Cha loss	True	UNK	Lie	Random Answer
Elemental Plane	-35%	01–34	35–62	63–83	84–100
(appropriate)	-35%	(01–68)	(69–75)	(76–98)	(99–100)
Positive/Negative Energy Plane	-40%	01–39	40–65	66–86	87–100
Astral Plane	-45%	01–44	45–67	68–88	89–100
Outer Plane, demideity	-50%	01–49	50–70	71–91	92–100
Outer Plane, lesser deity	-60%	01–60	61–75	76–95	96–100
Outer Plane, intermediate deity	-70%	01–73	74–81	82–98	99–100
Outer Plane, greater deity	-80%	01–88	89–90	91–99	100

Avoid Int/Cha Decrease: You must succeed on an Intelligence check with the noted penalties in Intelligence and Charisma. If the check fails, your Intelligence and Charisma scores each loses 1 permanently. If you lose Intelligence and Charisma, the effect strikes as soon as the first question is asked, and no answer is received. (The entries in parentheses are for questions that pertain to the appropriate Elemental Plane.)

Results of a Successful Contact: d% is rolled for the result shown on the table:

True Answer: You get a true, one-word answer. Questions that cannot be answered in this way are answered randomly.

Don't Know: The entity tells you that it doesn't know.

Lie: The entity intentionally lies to you.

Random Answer: The entity tries to lie but doesn't know the answer, so it makes one up.

Contagion

Culture and Power Cost: Infernal Magic 4, Biomagic 4

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Saving Throw: Constitution Check negates

The subject contracts a disease selected from the table below, which strikes immediately (no incubation period).

The DC noted is for the subsequent saves (use *contagion's* normal save DC for the initial saving throw).

Disease	Damage
Blinding sickness	1d4 Str ¹
Cackle fever	1d6 Wis
Filth fever	1d3 Dex and 1d3 Con
Mindfire	1d4 Int
Red ache	1d6 Str
Shakes	1d8 Dex
Slimy doom	1d4 Con

¹ Each time a victim takes 2 or more points of Strength damage from blinding sickness, he or she must make another Fortitude save or be permanently blinded.

Contingency

Culture and Power Cost: Alchemy 7

Components: V, S, M, F

Casting Time: At least 10 minutes; see text

Range: Personal

Target: You

Duration: One day/+1 PWR (D) or until discharged

You can place another spell upon your person so that it comes into effect under some condition you dictate when casting *contingency*. The *contingency* spell and the companion spell are cast at the same time. The 10-minute casting time is the minimum total for both castings; if the companion spell has a casting time longer than 10 minutes, use that instead.

The spell to be brought into effect by the *contingency* must be one that affects your person and be of a spell level no higher than one-third your caster level (rounded down, maximum 6th level).

The conditions needed to bring the spell into effect must be clear, although they can be general. In all cases, the *contingency* immediately brings into effect the companion spell, the latter being "cast" instantaneously when the prescribed circumstances occur. If complicated or convoluted conditions are prescribed, the whole spell combination (*contingency* and the companion magic) may fail when called on. The companion spell occurs based solely on the stated conditions, regardless of whether you want it to.

You can use only one *contingency* spell at a time; if a second is cast, the first one (if still active) is dispelled.

Material Component: That of the companion spell, plus quicksilver and an eyelash of an ogre mage, rakshasa, or similar spell-using creature.

Focus: A statuette of you carved from elephant ivory and decorated with gems (worth at least 1,500 gp). You must carry the focus for the *contingency* to work.

Continual Flame

Culture and Power Cost: Elementalism 3

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Object touched

Effect: Magical, heatless flame

Duration: Permanent

Saving Throw: None

A flame, equivalent in brightness to a torch, springs forth from an object that you touch. The effect looks like a regular flame, but it creates no heat and doesn't use oxygen. A *continual flame* can be covered and hidden but not smothered or quenched.

Light spells counter and dispel darkness spells of an equal or lower level.

Material Component: You sprinkle ruby dust (worth 50 gp) on the item that is to carry the flame.

Control Air

Culture and Power Cost: Elementalist 2, Druidic 3

Components: M

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./+1 PWR)

Area: 50-ft.-radius spread

Duration: Concentration, up to 1 min./+1 PWR

Saving Throw: None

You have some control over wind speed and direction. The speed of the wind within the area of this power can be increased or decreased by up to 10 miles per hour.

You can spend as many as 5 additional power points to augment this power, with each point allowing you to modify the wind speed by an additional 10 miles per hour, to a maximum change in wind speed of 60 miles per hour.

This power also gives you the ability to alter the direction of the wind by as much as 90 degrees.

Powerful enough winds can cause creatures to be blown

away, knocked down, or checked.
Augment: See above.

Control Body

Culture and Power Cost: Biomagic 5
Components: M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./+1 PWR)
Target: One Medium or smaller creature with humanoid physiology
Duration: Concentration, up to 1 min./+1 PWR
Saving Throw: Constitution Check negates
You psychokinetically control the actions of any humanoid (including undead or outsiders with a humanoid physiology) that is within range and to which you have line of sight. *Control body* doesn't require mental contact with the subject, since you are actually forcing limb movements independent of the target's mind. You can force the subject to stand up, sit down, walk, turn around, and so on, but operating the vocal cords is too difficult. You can also hold the subject immobile, rendering it helpless. You cannot force the subject to manifest powers, cast spells, or use any special ability that is not a function of just its body movements. If you lose line of sight to the subject, the effect of this power ends.
If you force the subject to engage in combat, its attack bonus is equal to your base attack bonus + your Intelligence bonus, and its bonus on damage rolls is equal to your Intelligence bonus. A subject of this power cannot make attacks of opportunity. The subject gains no benefit to Armor Class from its Dexterity, but it does gain a bonus to its AC equal to your Intelligence bonus.
Although the subject's body is under your control, the subject's mind is not. Creatures capable of taking purely mental actions (such as manifesting powers) can do so.
Augment: For every 1 additional power point you spend, this power can affect a target one size category larger.

Control Flames

Culture and Power Cost: Elementalist 2
Components: V
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./+1 PWR)
Area: One nonmagical fire source; see text
Duration: Concentration, up to 1 min./+1 PWR
Saving Throw: See text
You pyrokinetically control the intensity or movements of one fire source. A nonmagical fire source can be controlled if it is equal to or smaller than the maximum size of fire you can control according to your manifester level, as noted on the accompanying table. You can freely switch control between fire sources, or change the nature of your control, while you maintain concentration, but only one specified change (keeping a fire burning, animating it, or altering its size) can be made to one fire source in a round. When your control over a fire source lapses, that fire immediately returns to its original state (or goes out if it has no fuel or has been moved away from its original location). With this power, you can artificially keep a fire burning that would normally expire for lack of fuel; even dousing a controlled flame with water does not put it out (though completely submerging the flame would). Normally, a creature at risk of catching on fire can avoid this fate by making a Reflex saving throw, with success indicating that the fire has gone out.
This power also enables you to make a fire move as if it were a living creature. You can animate only a naturally burning fire; if you attempt to animate one that has been increased or decreased in size by your augmentation of this power, the fire immediately returns to its original size. An animated fire moves at a speed of 30 feet. A fire that

moves away from its fuel or its original location dies as soon as your control over it lapses.
An animated fire can enter any square, even if a creature already occupies it. If an animated fire enters a square occupied by a creature, that creature can make a Reflex save to get out of the way. A successful Reflex save moves the creature to the nearest unoccupied square. The flames deal the indicated damage to any creature that is either on fire or surrounded by the flames (in the fire's space); see the accompanying table).
At the start of your turn, the animated fire deals damage to any creature in its space, and the creature catches on fire unless it makes a Reflex save. A victim on fire takes 1d6 points of damage each round. Additional rounds in the same space as the animated fire occupies mean additional chances of ignition. The damage from multiple normal fires stacks, but the victim gets a saving throw each round to negate each fire. It is possible to switch control from the animated fire (causing it to disappear) to intensify flames that are already burning (thus denying the foe Reflex saves after the first).

Control Flames

Level	Fire Size	Example	Max. Damage/ Round	Space
1st–2nd	Fine	Tindertwig	1	1 foot square
3rd–4th	Diminutive	Torch	1d3	1 foot square
5th–6th	Tiny	Small campfire	1d6	1 foot square
7th–8th	Small	Large campfire	2d6	1 foot square
9th–10th	Medium	Forge	3d6	1 foot square
11th–12th	Large	Bonfire	4d6	2-by-2-foot square
13th–14th	Huge	Burning shack	5d6	3-by-3-foot square
15th–16th	Gargantuan	Burning tavern	6d6	4-by-4-foot square
17th +	Colossal	Burning inn	7d6	5-by-5-foot square

Augment: You can augment this power in one or both of the following ways.
1. For every 1 additional power point you spend, you can increase the size of a fire you want to control by one step, up to the maximum size of fire you can control according to your manifester level.
2. For every 1 additional power point you spend, you can decrease the size of a fire you want to control by one step. You can reduce a Tiny or smaller fire to nothing, extinguishing it.

Control Light

Culture and Power Cost: Magic 2
Components: S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./+1 PWR)
Area: Nine 10-ft. cubes + three 10-ft. cubes/+1 PWR
Duration: Concentration, up to 1 min./+1 PWR, or 1 round; see text
Saving Throw: None
By manipulating the ambient light level, you can decrease

or increase the illumination of an area. The change in illumination can be gradual (taking as long as 1 minute) or sudden (occurring immediately when you manifest this power). You can alter the level of illumination from its original level at any time during the power's duration.

Decrease: You can decrease the illumination of an area by as little as 5% (barely perceptible) or as much as 100% (total darkness). If you decrease the light by 50% or more, the visual ability of creatures that depend on light to see declines accordingly. If you decrease the ambient light in an area by 100%, even those with lowlight vision are unable to see within the affected area. For each 25% decrease in ambient light, characters in the area gain a cumulative +1 circumstance bonus on Hide checks (to a maximum of +4 when all the light is gone).

Increase: You can increase the illumination of an area by as little as 5% (barely perceptible) or as much as 100%. If you increase the light by 50% or more, the visual ability of creatures that depend on light to see improves accordingly. You can use this power to increase the illumination of an area by 200% (improving visual abilities accordingly), but in such a case the power's duration is only 1 round.

Control Object

Culture and Power Cost: Alchemy 2

Components: M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./ level)

Target: One unattended object weighing up to 100 lb.

Duration: Concentration, up to 1 round/+1 PWR

Saving Throw: None

You telekinetically "bring to life" an inanimate object.

Though it is not actually alive, the object moves under your control. Live vegetation cannot be controlled in this fashion, nor can already animated objects or undead. The controlled object moves like a puppet, with jerky and clumsy movements, at a speed of up to 20 feet. If its form is rigid, it makes creaking, groaning, or grating sounds as you control it.

A controlled object can attack an opponent if you direct it to do so. It has one slam attack, at a base attack bonus equal to your base attack bonus plus your Intelligence modifier. If the attack hits, it deals points of damage equal to 1d6 plus your Intelligence modifier. A controlled object has its usual hardness and hit points.

You can use this power on a nonmagical lock, making it move in such a way as to attempt to unlock itself. If another character makes an Open Lock check involving a lock that you are concentrating on controlling, the character gains a +4 bonus on the check.

Control Plants

Culture and Power Cost: Druid 9

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: Up to 2 HD/+1 PWR of plant creatures, no two of which can be more than 30 ft. apart

Duration: 1 min./+1 PWR

Saving Throw: Willpower Check negates

This spell enables you to control the actions of one or more plant creatures for a short period of time. You command the creatures by voice and they understand you, no matter what language you speak. Even if vocal communication is impossible the controlled plants do not attack you. At the end of the spell, the subjects revert to their normal behavior.

Suicidal or self-destructive commands are simply ignored.

Control Sound

Culture and Power Cost: Magic 3

Components: V; see text

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./ level)

Target: One sound or mixture of related sounds

Duration: Concentration, up to 1 min./+1 PWR; see text

Saving Throw: None

You shape and alter existing sounds. You can target one sound, such as a person speaking or singing, or a group of related sounds, such as the patter of many raindrops or the tramp of soldiers passing by. A sound as quiet as a snapping finger can be controlled. You can substitute any sound you have heard for the target sound. If you attempt to exactly duplicate the voice of a specific individual, or an inherently terrifying sound (such as a dragon's roar), you must succeed on a Bluff check with a +5 circumstance bonus opposed by the intended listener's Sense Motive check to avoid arousing suspicion.

You can entirely muffle a noise or magnify a sound to such loudness that it drowns out all other conversation in the immediate area. In this way, you can provide yourself or any with a +4 circumstance bonus on Move Silently and Listen checks.

Alternatively, you can use up the power in an instant. You do this by modulating a sound into a one-time destructive impetus that shatters nonmagical/nonpsionic, unattended objects of crystal, glass, ceramics, or porcelain (vials, bottles, flasks, jugs, mirrors, and so forth) in the area.

Control Undead

Culture and Power Cost: Spiritualism 8, Infernal Magic 9, Abyssal Magic 9

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: Up to 2 HD/+1 PWR of undead creatures, no two of which can be more than 30 ft. apart

Duration: 1 min./+1 PWR

Saving Throw: Willpower Check negates

This spell enables you to command undead creatures for a short period of time. You command them by voice and they understand you, no matter what language you speak. Even if vocal communication is impossible the controlled undead do not attack you. At the end of the spell, the subjects revert to their normal behavior.

Intelligent undead creatures remember that you controlled them.

Material Component: A small piece of bone and a small piece of raw meat.

Control Water

Culture and Power Cost: Elementalism 5

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./+1 PWR)

Area: Water in a volume of 10 ft./+1 PWR by 10 ft./+1 PWR by 2 ft./+1 PWR (S)

Duration: 10 min./+1 PWR (D)

Saving Throw: None; see text

Depending on the version you choose, the *control water* spell raises or lowers water.

Lower Water: This causes water or similar liquid to reduce its depth by as much as 2 feet (to a minimum depth of 1 inch). The water is lowered within a squarish depression whose sides are up to caster level x 10 feet long. In extremely large and deep bodies of water, such as a deep ocean, the spell creates a whirlpool that sweeps ships and similar craft downward, putting them at risk and rendering them unable to leave by normal movement for the duration of the spell. When cast on water elementals and other water-based creatures, this spell acts as a *slow* spell

(Willpower Check negates). The spell has no effect on other creatures.

Raise Water: This causes water or similar liquid to rise in height, just as the *lower water* version causes it to lower. Boats raised in this way slide down the sides of the hump that the spell creates. If the area affected by the spell includes riverbanks, a beach, or other land nearby, the water can spill over onto dry land.

With either version, you may reduce one horizontal dimension by half and double the other horizontal dimension.

Arcane Material Component: A drop of water (for *raise water*) or a pinch of dust (for *lower water*).

Control Weather

Culture and Power Cost: Druid 8

Components: V, S

Casting Time: 10 minutes; see text

Range: 2 miles

Area: 2-mile-radius circle, centered on you; see text

Duration: 4d12 hours; see text

Saving Throw: None

You change the weather in the local area. It takes 10 minutes to cast the spell and an additional 10 minutes for the effects to manifest. You can call forth weather appropriate to the climate and season of the area you are in.

Season	Possible Weather
Spring	Tornado, thunderstorm, sleet storm, or hot weather
Summer	Torrential rain, heat wave, or hailstorm
Autumn	Hot or cold weather, fog, or sleet
Winter	Frigid cold, blizzard, or thaw
Late winter	Hurricane-force winds or early spring (coastal area)

You control the general tendencies of the weather, such as the direction and intensity of the wind. You cannot control specific applications of the weather—where lightning strikes, for example, or the exact path of a tornado. When you select a certain weather condition to occur, the weather assumes that condition 10 minutes later (changing gradually, not abruptly). The weather continues as you left it for the duration, or until you use a standard action to designate a new kind of weather (which fully manifests itself 10 minutes later). Contradictory conditions are not possible simultaneously.

Control weather can do away with atmospheric phenomena (naturally occurring or otherwise) as well as create them. A druid casting this spell doubles the duration and affects a circle with a 3-mile radius.

Control Winds

Culture and Power Cost: Elementalism 6

Components: V, S

Casting Time: 1 standard action

Range: 40 ft./+1 PWR

Area: 40 ft./+1 PWR radius cylinder 40 ft. high

Duration: 10 min./+1 PWR

Saving Throw: Constitution Check negates

You alter wind force in the area surrounding you. You can make the wind blow in a certain direction or manner, increase its strength, or decrease its strength. The new wind direction and strength persist until the spell ends or until you choose to alter your handiwork, which requires concentration. You may create an “eye” of calm air up to 80 feet in diameter at the center of the area if you so desire, and you may choose to limit the area to any cylindrical area less than your full limit.

Wind Direction: You may choose one of four basic wind patterns to function over the spell’s area.

- A downdraft blows from the center outward in equal strength in all directions.
- An updraft blows from the outer edges in toward the center in equal strength from all directions, veering upward before impinging on the eye in the center.
- A rotation causes the winds to circle the center in clockwise or counterclockwise fashion.
- A blast simply causes the winds to blow in one direction across the entire area from one side to the other.

Wind Strength: For every three caster levels, you can increase or decrease wind strength by one level. Each round on your turn, a creature in the wind must make a Fortitude save or suffer the effect of being in the windy area.

Strong winds (21+ mph) make sailing difficult.

A severe wind (31+ mph) causes minor ship and building damage.

A windstorm (51+ mph) drives most flying creatures from the skies, uproots small trees, knocks down light wooden structures, tears off roofs, and endangers ships.

Hurricane force winds (75+ mph) destroy wooden buildings, sometimes uproot even large trees, and cause most ships to founder.

A tornado (175+ mph) destroys all nonfortified buildings and often uproots large trees.

Co-Opt Concentration

Culture and Power Cost: Psionic 7, Biomagic 8

Components: M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./ level)

Target: One creature

Duration: Concentration, up to 1 round/+1 PWR

Saving Throw: Willpower Check negates

You take over control of a power that was manifested by the subject and that must be maintained through concentration. Once you wrest control of the power from the subject, you have several options.

- Allow the power to function as normal.
- Keep the power targeted on the subject (if a personal power) but decide how the power fulfills its function each round.
- Retarget the power on yourself (if a personal power).
- Choose not to concentrate on the co-opted power in the next round, ending the power at that point.

When the duration of *co-opt concentration* expires, the power you took control of ends (even if this would mean that the power ends earlier than normal).

Correspond

Culture and Power Cost: Psionic

Components: M

Casting Time: 10 minutes

Range: See text

Target: One creature with an Intelligence score of 3 or higher

Duration: 1 round/+1 PWR

Saving Throw: None

You forge a passive mental link with a creature with which you have previously had physical or mental contact. The subject need not be within sight or even on the same plane as you are. The subject recognizes you, and you can mentally communicate with it for the duration (though nothing forces the subject to respond to you), exchanging messages of twenty-five words or less once per round. Receiving a message is not an action and does not provoke attacks of opportunity; however, sending a message is equivalent to a standard action that can provoke attacks of opportunity.

Create Food and Water

Culture and Power Cost: Divine Magic 4

Components: V, S

Casting Time: 10 minutes

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Food and water to sustain three humans or one horse/+1 PWR for 24 hours

Duration: 24 hours; see text

Saving Throw: None

The food that this spell creates is simple fare of your choice—highly nourishing, if rather bland. Food so created decays and becomes inedible within 24 hours, although it can be kept fresh for another 24 hours by casting a *purify food and water* spell on it. The water created by this spell is just like clean rain water, and it doesn't go bad as the food does.

Create Greater Undead

Culture and Power Cost: Spiritualism 9, Infernal Magic 10, Abyssal Magic 10

This spell functions like create undead, except that you can create more powerful and intelligent sorts of undead: shadows, wraiths, spectres, and devourers. The type or types of undead you can create is based on your caster level, as shown on the table below.

Caster Level	Undead Created
15th or lower	Shadow
16th–17th	Wraith
18th–19th	Spectre
20th or higher	Devourer

Create Sound

Culture and Power Cost: Magic 2

Components: V; see text

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Sounds; see text

Duration: 1 round/+1 PWR (D)

Saving Throw: None

You create a volume of sound that rises, recedes, approaches, or remains at a fixed place. You choose what type of sound the power creates when manifesting it and cannot thereafter change its basic character. The volume of sound created, however, depends on your level. You can produce as much noise as four normal humans per manifester level (maximum twenty humans). Thus, talking, singing, shouting, walking, marching, or running sounds can be created. The noise produced can be virtually any type of sound within the volume limit. A horde of rats running and squeaking is about the same volume as eight humans running and shouting. A roaring lion is equal to the noise from sixteen humans, while a roaring dire lion is equal to the noise from twenty humans.

If you wish to create a specific message, up to twenty-five words can be created, and those words repeat over and over until the duration expires or the power is dismissed. If you attempt to exactly duplicate the voice of a specific individual or an inherently terrifying sound (such as a dragon's roar), you must succeed on a Bluff check with a +2 circumstance bonus opposed by the listener's Sense Motive check to avoid arousing suspicion.

Create sound can be used to bring sounds into existence that you later manipulate by manifesting *control sound*.

Create Undead

Culture and Power Cost: Spiritualism 7, Infernal Magic 8, Abyssal Magic 8

Components: V, S, M

Casting Time: 1 hour

Range: Close (25 ft. + 5 ft./2 levels)

Target: One corpse

Duration: Instantaneous

Saving Throw: None

A much more potent spell than *animate dead*, this evil spell allows you to create more powerful sorts of undead: ghouls, ghosts, mummies, and mohrgs. The type or types of undead you can create is based on your caster level, as shown on the table below.

Caster Level	Undead Created
11th or lower	Ghoul
12th–14th	Ghost
15th–17th	Mummy
18th or higher	Mohrg

You may create less powerful undead than your level would allow if you choose. Created undead are not automatically under the control of their animator. If you are capable of commanding undead, you may attempt to command the undead creature as it forms.

This spell must be cast at night.

Material Component: A clay pot filled with grave dirt and another filled with brackish water. The spell must be cast on a dead body. You must place a black onyx gem worth at least 50 IM per HD of the undead to be created into the mouth or eye socket of each corpse. The magic of the spell turns these gems into worthless shells.

Create Water

Culture and Power Cost: Elementalism 1

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Up to 2 gallons of water/+1 PWR

Duration: Instantaneous

Saving Throw: None

This spell generates wholesome, drinkable water, just like clean rain water. Water can be created in an area as small as will actually contain the liquid, or in an area three times as large—possibly creating a downpour or filling many small receptacles.

Note: Conjunction spells can't create substances or objects within a creature. Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds.

Creeping Doom

Culture and Power Cost: Shamanism 8, Infernal Magic 9, Abyssal Magic 9

Components: V, S

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)/ 100 ft.; see text

Effect: One swarm of centipedes per two levels

Duration: 1 min./+1 PWR

Saving Throw: None

When you utter the spell of *creeping doom*, you call forth a mass of centipede swarms (one per two caster levels, to a maximum of ten swarms at 20th level), which need not appear adjacent to one another.

You may summon the centipede swarms so that they share the area of other creatures. The swarms remain stationary, attacking any creatures in their area, unless you command the creeping doom to move (a standard action). As a standard action, you can command any number of the swarms to move toward any prey within 100 feet of you. You cannot command any swarm to move more than 100 feet away from you, and if you move more than 100 feet from any swarm, that swarm remains stationary, attacking any creatures in its area (but it can be commanded again if you move within 100 feet).

Crisis of Breath

Culture and Power Cost: Biomagic 4, Abyssal Magic

Components: V

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./ level)

Target: One breathing humanoid

Duration: 1 round/+1 PWR

Saving Throw: Willpower Check negates, Fortitude partial; see text

You compel the subject to purge its entire store of air in one explosive exhalation, and thereby disrupt the subject's autonomic breathing cycle. The subject's lungs do not automatically function again while the power's duration lasts.

If the target succeeds on a Will save when *crisis of breath* is manifested, it is unaffected by this power. If it fails its Will save, it can still continue to breathe by taking a standard action in each round to gasp for breath.

An affected creature can attempt to take actions normally (instead of consciously controlling its breathing), but each round it does so, beginning in the round when it failed its Will save, the subject risks blacking out from lack of oxygen. It must succeed on a Fortitude save at the end of any of its turns in which it did not consciously take a breath.

If a subject fails a Fortitude save, it is disabled (0 hp). In the following round, it drops to -1 hit points and is dying. Curing powers or spells can revive a dying subject normally, so long as this power's duration has expired; if the power is still in effect, a revived creature is still subject to Fortitude saves in each round when it does not consciously breathe.

Augment: You can augment this power in one or more of the following ways.

1. If you spend 1 additional power point, this power can also affect an animal, fey, giant, magical beast, or monstrous humanoid.
2. If you spend 2 additional power points, this power can also affect an aberration, dragon, elemental, or outsider in addition to the creature types mentioned above.
3. If you spend 6 additional power points, this power can affect up to four creatures all within a 20-ft.-radius burst. In addition, for every 1 additional power point you spend to achieve any of these effects.

Crisis of Life

Culture and Power Cost: Biomagic 8, Abyssal Magic 8

Components: M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./ level)

Target: One creature

Duration: Instantaneous

Saving Throw: Constitution Check partial; see text

You interrupt the subject's autonomic heart rhythm, killing it instantly on a failed saving throw if it has 11 Hit Dice or less. If the target makes its saving throw or has more than 11 Hit Dice, it takes 7d6 points of damage.

Augment: For every additional power point you spend, this power can kill a subject that has Hit Dice equal to 11 + the number of additional points.

Crushing Despair

Culture and Power Cost: Empathy 4

Components: V, S, M

Casting Time: 1 standard action

Range: 30 ft.

Area: Cone-shaped burst

Duration: 1 min./+1 PWR

Saving Throw: Willpower Check negates

An invisible cone of despair causes great sadness in the subjects. Each affected creature takes a -2 penalty on attack rolls, saving throws, ability checks, skill checks, and weapon damage rolls.

Crushing despair counters and dispels *good hope*.

Material Component: A vial of tears.

Crushing Hand

Culture and Power Cost: Psionic 10

Components: V, S, M, F/DF

This spell functions like *interposing hand*, except that the hand can interpose itself, push, or crush one opponent that you select.

The *crushing hand* can grapple an opponent like *grasping hand* does. Its grapple bonus equals your caster level + your Intelligence, Wisdom, or Charisma modifier (for a wizard, cleric, or sorcerer, respectively), +12 for the hand's Strength score (35), +4 for being Large. The hand deals 2d6+12 points of damage (lethal, not nonlethal) on each successful grapple check against an opponent.

The *crushing hand* can also interpose itself as *interposing hand* does, or it can bull rush an opponent as *forceful hand* does, but at a +18 bonus.

Directing the spell to a new target is a move action.

Clerics who cast this spell name it for their deities.

Arcane Material Component: The shell of an egg.

Arcane Focus: A glove of snakeskin.

Cure Critical Wounds

Culture and Power Cost: Biomagic 5, Divine Magic 6

This spell functions like *cure light wounds*, except that it cures 1d8 points of damage +1 point (maximum +20).

Cure Critical Wounds, Mass

Culture and Power Cost: Biomagic 9, Divine Magic 10

This spell functions like *mass cure light wounds*, except that it cures 1d8 points of damage +1 point (maximum +40).

Cure Light Wounds

Culture and Power Cost: Biomagic 2, Divine Magic 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Willpower Check half (harmless); see text

When laying your hand upon a living creature, you channel positive energy that cures 1d8 points of damage +1 point (maximum +5).

Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature attempt a Will save to take half damage.

Cure Light Wounds, Mass

Culture and Power Cost: Biomagic 6, Divine Magic 7

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature/+1 PWR, no two of which can be more than 30 ft. apart

Duration: Instantaneous

Saving Throw: Willpower Check half (harmless) or Will half; see text

You channel positive energy to cure 2 points of damage +1 point (maximum +25) in each selected creature.

Like other *cure* spells, *mass cure light wounds* deals damage to undead in its area rather than curing them. Each affected undead may attempt a Will save for half damage.

Cure Minor Wounds

Culture and Power Cost: Biomagic 1, Divine Magic 2
This spell functions like *cure light wounds*, except that it cures only 1 point of damage.

Cure Moderate Wounds

Culture and Power Cost: Biomagic 3, Divine Magic 4
This spell functions like *cure light wounds*, except that it cures 1d4 points of damage +1 point (maximum +10).

Cure Moderate Wounds, Mass

Culture and Power Cost: Biomagic 7, Divine Magic 8
This spell functions like *mass cure light wounds*, except that it cures 1d4 points of damage +1 point (maximum +30).

Cure Serious Wounds

Culture and Power Cost: Biomagic 4, Divine Magic 5
This spell functions like *cure light wounds*, except that it cures 1d6 points of damage +1 point (maximum +15).

Cure Serious Wounds, Mass

Culture and Power Cost: Biomagic 8, Divine Magic 9
This spell functions like *mass cure light wounds*, except that it cures 1d6 points of damage +1 point (maximum +35).

Curse Water

Culture and Power Cost: Infernal Magic 2, Abyssal Magic 2
Components: V, S, M
Casting Time: 1 minute
Range: Touch
Target: Flask of water touched
Duration: Instantaneous
Saving Throw: Willpower Check negates (object)
(object)
This spell imbues a flask (1 pint) of water with negative energy, turning it into unholy water. Unholy water damages good outsiders the way holy water damages undead and evil outsiders.
Material Component: 5 pounds of powdered silver (worth 25 gp).

Crystal Shard

Culture and Power Cost: Magic 2, Alchemy 2, Elementalism 3
Components: V, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Ray
Duration: Instantaneous
Saving Throw: None
Upon manifesting this power, you propel a razor-sharp crystal shard at your target. You must succeed on a ranged touch attack with the ray to deal damage to a target. The ray deals 1d6 points of piercing damage.
Augment: For every additional power point you spend, this power's damage increases by 1d6 points.

Crystallize

Culture and Power Cost: Alchemy 7, Magic 7, Elementalism 8
Components: V
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./ level)
Target: One living creature
Duration: Permanent
Saving Throw: Constitution Check negates
You seed the subject's flesh with supersaturated crystal. In an eyeblink, the subject's form seems to freeze over, as its flesh and fluids are instantly crystallized. Following the application of this power, the subject appears lifeless. In fact, it is not dead (though no life can be detected with powers or spells that detect such).

This power has a chance of being dispelled only by a manifester of a higher level than you when you manifested this power. When the power is dispelled, crystal melts back into flesh, and the subject is in exactly the state he was prior being affected by *crystallize*.

Dancing Lights

Culture and Power Cost: Magic 1
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./+1 PWR)
Effect: Up to four lights, all within a 10- ft.-radius area
Duration: 1 minute (D)
Saving Throw: None
Depending on the version selected, you create up to four lights that resemble lanterns or torches (and cast that amount of light), or up to four glowing spheres of light (which look like will-o'-wisps), or one faintly glowing, vaguely humanoid shape. The *dancing lights* must stay within a 10-foot-radius area in relation to each other but otherwise move as you desire (no concentration required): forward or back, up or down, straight or turning corners, or the like. The lights can move up to 100 feet per round. A light winks out if the distance between you and it exceeds the spell's range.
Dancing lights can be made permanent with a *permanency* spell.

Danger Sense

Culture and Power Cost: Psionic 4, Biomagic 5
Components: S
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 hour/+1 PWR (D)
You can sense the presence of danger before your senses would normally allow it. Your intuitive sense alerts you to danger from traps, giving you a +4 insight bonus on Reflex saves to avoid traps and a +4 insight bonus to Armor Class against attacks by traps.
Augment: If you spend 3 additional power points, this power also gives you the uncanny dodge ability; if you spend 6 additional power points, this power gives you the improved uncanny dodge ability as well.

Darkness

Culture and Power Cost: Magic 3, Infernal Magic 4, Abyssal Magic 4
Components: V, M/DF
Casting Time: 1 standard action
Range: Touch
Target: Object touched
Duration: 10 min./+1 PWR (D)
Saving Throw: None
This spell causes an object to radiate shadowy illumination out to a 20-foot radius. All creatures in the area gain concealment (20% miss chance). Even creatures that can normally see in such conditions (such as with darkvision or low-light vision) have the miss chance in an area shrouded in magical *darkness*.
Normal lights (torches, candles, lanterns, and so forth) are incapable of brightening the area, as are light spells of lower level. Higher level light spells are not affected by *darkness*.
If *darkness* is cast on a small object that is then placed inside or under a lightproof covering, the spell's effect is blocked until the covering is removed.
Darkness counters or dispels any light spell of equal or lower spell level.
Arcane Material Component: A bit of bat fur and either a drop of pitch or a piece of coal.

Darkvision

Culture and Power Cost: Biomagic 3

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour/+1 PWR

Saving Throw: Willpower Check negates (harmless)

The subject gains the ability to see 60 feet even in total darkness. Darkvision is black and white only but otherwise like normal sight. *Darkvision* does not grant one the ability to see in magical darkness.

Darkvision can be made permanent with a *permanency* spell.

Material Component: Either a pinch of dried carrot or an agate.

Daylight

Culture and Power Cost: Biomagic 4, Divine Magic 5

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Object touched

Duration: 10 min./+1 PWR (D)

Saving Throw: None

The object touched sheds light as bright as full daylight in a 60-foot radius, and dim light for an additional 60 feet beyond that. Creatures that take penalties in bright light also take them while within the radius of this magical light. Despite its name, this spell is not the equivalent of daylight for the purposes of creatures that are damaged or destroyed by bright light.

If *daylight* is cast on a small object that is then placed inside or under a light-proof covering, the spell's effects are blocked until the covering is removed.

Daylight brought into an area of magical darkness (or vice versa) is temporarily negated, so that the otherwise prevailing light conditions exist in the overlapping areas of effect.

Daylight counters or dispels any darkness spell of equal or lower level, such as *darkness*.

Daze

Culture and Power Cost: Psionic 1, Empathy 2

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One humanoid creature of 4 HD or less

Duration: 1 round

Saving Throw: Willpower Check negates

This enchantment clouds the mind of a humanoid creature with 4 or fewer Hit Dice so that it takes no actions.

Humanoids of 5 or more HD are not affected. A dazed subject is not stunned, so attackers get no special advantage against it.

Material Component: A pinch of wool or similar substance.

Daze Monster

Culture and Power Cost: Psionic 3, Empathy 4

Range: Medium (100 ft. + 10 ft./+1 PWR)

Target: One living creature of 6 HD or less

This spell functions like *daze*, but *daze monster* can affect any one living creature of any type. Creatures of 7 or more HD are not affected.

Death Knell

Culture and Power Cost: Spiritualism 4, Biomagic 3,

Infernal Magic 4, Abyssal Magic

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: Instantaneous/10 minutes per HD of subject; see text

Saving Throw: Willpower Check negates

You draw forth the ebbing life force of a creature and use it to fuel your own power. Upon casting this spell, you touch a living creature that has -1 or fewer hit points. If the subject fails its saving throw, it dies, and you gain 1d8 temporary hit points and a +2 bonus to Strength. Additionally, your effective caster level goes up by +1, improving spell effects dependent on caster level. (This increase in effective caster level does not grant you access to more spells.) These effects last for 10 minutes per HD of the subject creature.

Death Urge

Culture and Power Cost: Psionic 6, Empathy 5

Components: M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./ level)

Target: One living creature

Duration: 1 round

Saving Throw: Willpower Check negates

You plant a hidden death-urge impulse in the subject's unconscious. On the subject's next turn, it looks for the quickest method to end its life and attempts to do so. The subject takes no other action on its turn except attempting to harm itself.

If armed, the subject attacks itself as a full-round action.

The attack automatically succeeds and deals damage as a critical hit. If unarmed, the subject moves adjacent to the nearest enemy and provokes an attack of opportunity, offering its opponent an opening, which the opponent may or may not choose to take advantage of.

If the subject is unarmed and no enemy is nearby, the subject simply does nothing at all. A subject close to an immediate and lethal hazard such as a cliff or a fire might hurl itself off the cliff or into the fire instead of striking itself with a weapon.

Augment: For every 2 additional power points you spend, this power's duration increases by 1 round.

Death Ward

Culture and Power Cost: Biomagic 5, Divine Magic 6

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 1 min./+1 PWR

Saving Throw: Willpower Check negates (harmless)

The subject is immune to all death spells, magical death effects, energy drain, and any negative energy effects. This spell doesn't remove negative levels that the subject has already gained, nor does it affect the saving throw necessary 24 hours after gaining a negative level.

Death ward does not protect against other sorts of attacks even if those attacks might be lethal.

Deathwatch

Culture and Power Cost: Biomagic 2, Infernal Magic 3,

Abyssal Magic 3

Components: V, S

Casting Time: 1 standard action

Range: 30 ft.

Area: Cone-shaped emanation

Duration: 10 min./+1 PWR

Saving Throw: None

Using the foul sight granted by the powers of unlife, you can determine the condition of creatures near death within the spell's range. You instantly know whether each creature within the area is dead, fragile (alive and wounded, with 3

or fewer hit points left), fighting off death (alive with 4 or more hit points), undead, or neither alive nor dead (such as a construct).

Deathwatch sees through any spell or ability that allows creatures to feign death.

Deceleration

Culture and Power Cost: Magic 2, Abyssal Magic 2

Components: V, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./+1 PWR)

Target: One Medium or smaller creature

Duration: 1 min./+1 PWR

Saving Throw: Reflex negates

You warp space around an individual, hindering the subject's ability to move. The subject's speed (in any movement mode it possesses) is halved. A subsequent manifestation of *deceleration* on the subject does not further decrease its speed.

Augment: For every 1 additional power point you spend, this power can affect a target one size category larger.

Decerebrate

Culture and Power Cost: Biomagic 8, Abyssal Magic 8

Components: M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./+1 PWR)

Target: One living creature

Duration: Instantaneous

Saving Throw: Constitution Check negates

With *decerebrate*, you selectively remove a portion of the subject's brain stem. The creature loses all cerebral function, vision, hearing, and other sensory abilities, and all voluntary motor activity. The subject becomes limp and unresponsive. Without extreme measures, such as *greater restoration* or some other suitable effect of 7th level or higher, the creature perishes in 1d4 days.

Deep Slumber

Culture and Power Cost: Biomagic 4, Psionic 5, Empathy 6

Range: Close (25 ft. + 5 ft./2 levels)

This spell functions like *sleep*, except that it affects 10 HD of creatures.

Deeper Darkness

Culture and Power Cost: Magic 4, Infernal Magic 5, Abyssal Magic 5

Duration: One day/+1 PWR (D)

This spell functions like *darkness*, except that the object radiates shadowy illumination in a 60-foot radius and the *darkness* lasts longer.

Daylight brought into an area of *deeper darkness* (or vice versa) is temporarily negated, so that the otherwise prevailing light conditions exist in the overlapping areas of effect.

Deeper darkness counters and dispels any light spell of equal or lower level, including *daylight* and *light*.

Déjà Vu

Culture and Power Cost: Psionic 2, Divine Magic 2, Infernal Magic 2, Abyssal Magic 2

Components: M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./+1 PWR)

Target: One creature

Duration: 1 round

Saving Throw: Willpower Check negates

Your mental impulse forces the subject to repeat the actions it took on its previous turn. If the situation has changed in such a way that the subject can't take the same actions again (if its foe is dead, or the subject has run out

of power points, and so on), the subject stands still and takes no actions for 1 round. In any event, the subject can still defend itself, and it retains its Dexterity bonus to AC even if it stands still.

Delay Poison

Culture and Power Cost: Biomagic 3, Divine Magic 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour/+1 PWR

Saving Throw: Constitution Check negates (harmless)

The subject becomes temporarily immune to poison. Any poison in its system or any poison to which it is exposed during the spell's duration does not affect the subject until the spell's duration has expired. *Delay poison* does not cure any damage that poison may have already done.

Demoralize

Culture and Power Cost: Empathy 2, Infernal Magic 2, Abyssal Magic 2

Components: M, S

Casting Time: 1 standard action

Range: 30 ft.

Area: 30-ft.-radius spread centered on you

Duration: 1 min./+1 PWR

Saving Throw: Willpower Check negates

You fill your enemies with self-doubt. Any enemy in the area that fails its save becomes shaken for the duration of the power. Allies and creatures without an Intelligence score are unaffected.

Augment: For every 1 additional power point you spend, this power's range and the radius of its area both increase by 5 feet.

Delayed Blast Fireball

Culture and Power Cost: Elementalism 8

Duration: 5 rounds or less; see text

This spell functions like *fireball*, except that it is more powerful and can detonate up to 5 rounds after the spell is cast. The burst of flame deals 1d6 points of fire damage (maximum 20d6).

The glowing bead created by *delayed blast fireball* can detonate immediately if you desire, or you can choose to delay the burst for as many as 5 rounds. You select the amount of delay upon completing the spell, and that time cannot change once it has been set unless someone touches the bead (see below). If you choose a delay, the glowing bead sits at its destination until it detonates. A creature can pick up and hurl the bead as a thrown weapon (range increment 10 feet). If a creature handles and moves the bead within 1 round of its detonation, there is a 25% chance that the bead detonates while being handled.

Demand

Culture and Power Cost: Psionic 9

Saving Throw: Willpower Check partial

This spell functions like *sending*, but the message can also contain a *suggestion* (see the *suggestion* spell), which the subject does its best to carry out. A successful Will save negates the *suggestion* effect but not the contact itself. The *demand*, if received, is understood even if the subject's Intelligence score is as low as 1. If the message is impossible or meaningless according to the circumstances that exist for the subject at the time the *demand* is issued, the message is understood but the *suggestion* is ineffective. The *demand*'s message to the creature must be twenty-five words or less, including the *suggestion*. The creature can also give a short reply immediately.

Material Component: A short piece of copper wire and some small part of the subject—a hair, a bit of nail, or the like.

Desecrate

Culture and Power Cost: Infernal Magic 3, Abyssal Magic 3

Components: V, S, M, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 20-ft.-radius emanation

Duration: 2 hours/+1 PWR

Saving Throw: None

This spell imbues an area with negative energy. Each Charisma check made to turn undead within this area takes a –3 profane penalty, and every undead creature entering a *desecrated* area gains a +1 profane bonus on attack rolls, damage rolls, and saving throws. An undead creature created within or summoned into such an area gains +1 hit points per HD.

If the *desecrated* area contains an altar, shrine, or other permanent fixture dedicated to your deity or aligned higher power, the modifiers given above are doubled (–6 profane penalty on turning checks, +2 profane bonus and +2 hit points per HD for undead in the area).

Furthermore, anyone who casts *animate dead* within this area may create as many as double the normal amount of undead (that is, 4 HD rather than 2 HD).

If the area contains an altar, shrine, or other permanent fixture of a deity, pantheon, or higher power other than your patron, the *desecrate* spell instead curses the area, cutting off its connection with the associated deity or power. This secondary function, if used, does not also grant the bonuses and penalties relating to undead, as given above.

Desecrate counters and dispels *consecrate*.

Material Component: A vial of unholy water and 25 IM worth (5 pounds) of silver dust, all of which must be sprinkled around the area.

Destiny Dissonance

Culture and Power Cost: Divine Magic 2, Infernal Magic 2,

Abyssal Magic 2

Components: M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/+1 PWR

Saving Throw: None

Your mere touch grants your foe an imperfect, unfocused glimpse of the many possible futures in store.

Unaccustomed to and unable to process the information, the subject becomes sickened for 1 round per level of the manifester.

Destruction

Culture and Power Cost: Biomagic 8, Infernal Magic 9,

Abyssal Magic 9

Components: V, S, F

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Constitution Check partial

This spell instantly slays the subject and consumes its remains (but not its equipment and possessions) utterly. If the target's Fortitude saving throw succeeds, it instead takes 10d6 points of damage. The only way to restore life to a character who has failed to save against this spell is to use *true resurrection*, a carefully worded *wish* spell followed by *resurrection*, or *miracle*.

Focus: A special holy (or unholy) symbol of silver marked with verses of anathema (cost 500 gp).

Detect Animals or Plants

Culture and Power Cost: Druid 2 (plants) Shamanism 2 (animals), Biomagic 3 (both)

Components: V, S

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./+1 PWR)

Area: Cone-shaped emanation

Duration: Concentration, up to 10 min./+1 PWR (D)

Saving Throw: None

You can detect a particular kind of animal or plant in a cone emanating out from you in whatever direction you face. You must think of a kind of animal or plant when using the spell, but you can change the animal or plant kind each round. The amount of information revealed depends on how long you search a particular area or focus on a specific kind of animal or plant.

1st Round: Presence or absence of that kind of animal or plant in the area.

2nd Round: Number of individuals of the specified kind in the area, and the condition of the healthiest specimen.

3rd Round: The condition (see below) and location of each individual present. If an animal or plant is outside your line of sight, then you discern its direction but not its exact location.

Conditions: For purposes of this spell, the categories of condition are as follows:

Normal: Has at least 90% of full normal hit points, free of disease.

Fair: 30% to 90% of full normal hit points remaining.

Poor: Less than 30% of full normal hit points remaining, afflicted with a disease, or suffering from a debilitating injury.

Weak: 0 or fewer hit points remaining, afflicted with a disease in the terminal stage, or crippled.

If a creature falls into more than one category, the spell indicates the weaker of the two.

Each round you can turn to detect a kind of animal or plant in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Detect Chaos

Culture and Power Cost: Druidism 2

This spell functions like *detect evil*, except that it detects the auras of chaotic creatures, clerics of chaotic deities, chaotic spells, and chaotic magic items, and you are vulnerable to an overwhelming chaotic aura if you are lawful.

Detect Evil

Culture and Power Cost: Druidism 2, Divine Magic 2

Components: V, S, DF

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped emanation

Duration: Concentration, up to 10 min./ level (D)

Saving Throw: None

You can sense the presence of evil. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of evil.

2nd Round: Number of evil auras (creatures, objects, or spells) in the area and the power of the most potent evil aura present.

If you are of good alignment, and the strongest evil aura's power is overwhelming (see below), and the HD or level of the aura's source is at least twice your character level, you are stunned for 1 round and the spell ends.

3rd Round: The power and location of each aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.

Aura Power: An evil aura's power depends on the type of evil creature or object that you're detecting and its HD, caster level, or (in the case of a cleric) class level; see the accompanying table. If an aura falls into more than one strength category, the spell indicates the stronger of the two.

	----- Aura Power -----			
Creature/ Object	Faint	Moderate	Strong	Overwhelming
Evil creature ¹ (HD)	10 or lower	11–25	26–50	51 or higher
Undead (HD)	2 or lower	3–8	9–20	21 or higher
Evil outsider (HD)	1 or lower	2–4	5–10	11 or higher
Cleric of an evil deity ² (class levels)	1	2–4	5–10	11 or higher
Evil magic item or spell (caster level)	2nd or lower	3rd–8th	9th–20th	21st or higher

¹ Except for undead and outsiders, which have their own entries on the table.

² Some characters who are not clerics may radiate an aura of equivalent power. The class description will indicate whether this applies.

Lingering Aura: An evil aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a creature or magic item). If *detect evil* is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power:

Original Strength	Duration of Lingering Aura
Faint	1d6 rounds
Moderate	1d6 minutes
Strong	1d6x10 minutes
Overwhelming	1d6 days

Animals, traps, poisons, and other potential perils are not evil, and as such this spell does not detect them. Each round, you can turn to detect evil in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Detect Good

Culture and Power Cost: Druidism 2, Infernal Magic 2, Abyssal Magic 2

This spell functions like *detect evil*, except that it detects the auras of good creatures, clerics or paladins of good deities, good spells, and good magic items, and you are vulnerable to an overwhelming good aura if you are evil. Healing potions, antidotes, and similar beneficial items are not good.

Detect Hostile Intent

Culture and Power Cost: Empathy 3, Divine Magic 3

Components: M

Casting Time: 1 standard action

Range: 30 ft.

Area: 30-ft.-radius emanation centered on you

Duration: 10 min./+1 PWR (D)

Saving Throw: None

While the duration of this power lasts, you become aware of the presence of any creatures with hostile intent within 30 feet of you, and their direction from you (but not their specific location). The power detects active aggression, as opposed to vigilance. In addition, while this power is active you cannot be surprised or caught flatfooted by creatures that are susceptible to mind-affecting powers.

While under the effect of this power, you can make Sense Motive checks as a free action against anyone within 30 feet of you.

The power can penetrate barriers, but 3 feet of stone, 3 inches of common metal, 1 inch of lead, or 6 feet of wood or dirt blocks it.

Detect Law

Culture and Power Cost: Druidism 2, Abyssal Magic 2

This spell functions like *detect evil*, except that it detects the auras of lawful creatures, clerics of lawful deities, lawful spells, and lawful magic items, and you are vulnerable to an overwhelming lawful aura if you are chaotic.

Detect Magic (by type)

Culture and Power Cost: (All) Magic 1, Alchemy 1, Abyssal Magic 2, (Psionic) Psionic 2, (Empathy) Empathy 2, (Elementalism) Elementalism 2, (Druidism) Druidism 2, (Spiritualism) Spiritualism 2, Divine Magic 2, Infernal Magic 2, Shamanism 2, Druidism 2, (Divine Magic) Divine Magic 2, Infernal Magic 2, (Infernal Magic) Divine Magic 2, Infernal Magic, (Biomagic) Biomagic 2, (Abyssal Magic) Abyssal Magic 2, Divine Magic 2, Infernal Magic 2, (Shamanism) Shamanism 2, Spiritualism 2, Druidism 2

Components: V, S

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped emanation

Duration: Concentration, up to 1 min./+1 PWR (D)

Saving Throw: None

You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of magical auras.

2nd Round: Number of different magical auras and the power of the most potent aura.

3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Spellcraft skill checks to determine the school of magic involved in each. (Make one check per aura)

Magical areas, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras.

Aura Strength: An aura's power depends on a spell's functioning spell level or an item's caster level. If an aura falls into more than one category, *detect magic* indicates the stronger of the two.

	----- Aura Power -----			
Spell or Object	Faint	Moderate	Strong	Overwhelming
Functioning spell (spell level)	3rd or lower	4th–6th	7th–9th	10th+ (deity-level)
Magic item (caster level)	5th or lower	6th–11th	12th–20th	21st+ (artifact)

Lingering Aura: A magical aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a magic item). If *detect magic* is cast and directed at such a location, the spell indicates an aura

strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power:

Original Strength	Duration of Lingering Aura
Faint	1d6 rounds
Moderate	1d6 minutes
Strong	1d6x10 minutes
Overwhelming	1d6 days

Outsiders and elementals are not magical in themselves, but if they are summoned, the conjuration spell registers. Each round, you can turn to detect magic in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Detect magic can be made permanent with a *permanency* spell.

Detect Psionics

Culture and Power Cost: Psionic 2

Components: V, S

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone -shaped emanation centered on you

Duration: Concentration, up to 1 min./+1 PWR (D)

Saving Throw: None

You detect psionic auras. A psionic aura is given off by any active or permanent power, or during the use of any psionic feat. Characters who have levels in a psionic class, creatures with the psionic subtype, and creatures with the Wild Talent feat possess psionic auras. The amount of information revealed by the manifestation of this power depends on how long you study a particular area or subject.

1st Round: Presence or absence of psionic auras.

2nd Round: Number of different psionic auras and the strength of the most potent aura.

3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Psicraft checks to determine the discipline involved in each aura. (Make one check per aura.)

Psionically charged locations, multiple disciplines, or strong local psionic emanations may confuse or conceal weaker auras.

Aura Strength: A psionic aura's strength depends on a functioning power's level or an item's manifester level. If an aura falls into more than one category, *detect psionics* indicates the stronger of the two. Detection of an overwhelming aura (see the accompanying table) dazes you for 1 round and the power ends.

Detect Psionics

Power or Item	Aura Strength			
	Faint	Moderate	Strong	Overwhelming
Functioning power (power level)	3rd or lower	4th–6th	7th–9th	10th+ (deity-level)
Psionic item (manifester level)	5th or lower	6th–11th	12th–20th	21st+ (artifact)

Lingering Aura: A psionic aura lingers after its original source dissipates (in the case of a power) or is destroyed (in the case of a psionic item). If *detect psionics* is manifested and directed at such a location, the power indicates an aura of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original strength:

Original Strength	Duration
Faint	1d6 minutes
Moderate	1d6 x 10 minutes
Strong	1d6 hours
Overwhelming	1d6 days

Each round, you can turn to detect psionics in a new area. You can tell the difference between magical and psionic auras. The power can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Detect Poison

Culture and Power Cost: Biomagic 1

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target or Area: One creature, one object, or a 5-ft. cube

Duration: Instantaneous

Saving Throw: None

You determine whether a creature, object, or area has been poisoned or is poisonous. You can determine the exact type of poison with a Wisdom check. A character with the Craft (alchemy) skill may try a Craft (alchemy) check if the Wisdom check fails, or may try the Craft (alchemy) check prior to the Wisdom check.

The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Detect Remote Viewing

Culture and Power Cost: Psionic 5, Empathy 6

Components: M, S

Casting Time: 1 standard action

Range: 40 ft.

Area: 40-ft.-radius emanation centered on you

Duration: 24 hours

Saving Throw: None

You immediately become aware of any attempt to observe you by means of a clairsentience (scrying) power or divination (scrying) spell. The power's effect radiates from you and moves as you move. You know the location of every psionic or magical sensor within the power's area. If the viewing attempt originates within the area, you also know the viewer's location. Otherwise, you and the remote viewer immediately make opposed manifester level checks (1d20 + manifester level, or viewer's caster level as appropriate). If you at least match the remote viewer's result, you get a visual image of the remote viewer and an accurate sense of the remote viewer's direction and distance from you.

Detect Scrying

Culture and Power Cost: Alchemy 5, Psionic 6

Components: V, S, M

Casting Time: 1 standard action

Range: 40 ft.

Area: 40-ft.-radius emanation centered on you

Duration: 24 hours

Saving Throw: None

You immediately become aware of any attempt to observe you by means of a divination (scrying) spell or effect. The spell's area radiates from you and moves as you move. You know the location of every magical sensor within the spell's area.

If the scrying attempt originates within the area, you also know its location; otherwise, you and the scrier immediately make opposed caster level checks (1d20 + caster level). If you at least match the scrier's result, you

get a visual image of the scribe and an accurate sense of his or her direction and distance from you.

Material Component: A small piece of mirror and a miniature brass hearing trumpet.

Detect Secret Doors

Culture and Power Cost: Alchemy 2

Components: V, S

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped emanation

Duration: Concentration, up to 1 min./+1 PWR (D)

Saving Throw: None

You can detect secret doors, compartments, caches, and so forth. Only passages, doors, or openings that have been specifically constructed to escape detection are detected by this spell. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of secret doors.

2nd Round: Number of secret doors and the location of each. If an aura is outside your line of sight, then you discern its direction but not its exact location.

Each Additional Round: The mechanism or trigger for one particular secret portal closely examined by you. Each round, you can turn to detect secret doors in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Detect Snares and Pits

Culture and Power Cost: Alchemy 2

Components: V, S

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped emanation

Duration: Concentration, up to 10 min./+1 PWR (D)

Saving Throw: None

You can detect simple pits, deadfalls, and snares as well as mechanical traps constructed of natural materials. The spell does not detect complex traps, including trapdoor traps.

Detect snares and pits does detect certain natural hazards—quicksand (a snare), a sinkhole (a pit), or unsafe walls of natural rock (a deadfall). However, it does not reveal other potentially dangerous conditions. The spell does not detect magic traps (except those that operate by pit, deadfall, or snaring; see the spell *snare*), nor mechanically complex ones, nor those that have been rendered safe or inactive.

The amount of information revealed depends on how long you study a particular area.

1st Round: Presence or absence of hazards.

2nd Round: Number of hazards and the location of each. If a hazard is outside your line of sight, then you discern its direction but not its exact location.

Each Additional Round: The general type and trigger for one particular hazard closely examined by you. Each round, you can turn to detect snares and pits in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Detect Teleportation

Culture and Power Cost: Magic 2, Alchemy 3

Components: S

Casting Time: 1 standard action

Range: 40 ft.

Area: 40-ft.-radius emanation centered on you

Duration: Concentration, up to 1 minute (D)

Saving Throw: No

You sense the use of any effects of the teleportation subdiscipline within the area. You sense the use of these

powers whether or not you have line of sight or line of effect (although a force effect prevents this detection). When you sense the use of an appropriate power, you know the direction in which the power was used, though not the distance or the exact effect.

Augment: If you spend 1 additional power point, this power's range increases to Medium (100 ft. + 10 ft./+1 PWR).

Detect Thoughts

Culture and Power Cost: Psionic 2

Components: V, S, F/DF

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped emanation

Duration: Concentration, up to 1 min./+1 PWR (D)

Saving Throw: Willpower Check negates; see text

You detect surface thoughts. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of thoughts (from conscious creatures with Intelligence scores of 1 or higher).

2nd Round: Number of thinking minds and the Intelligence score of each. If the highest Intelligence is 26 or higher (and at least 10 points higher than your own Intelligence score), you are stunned for 1 round and the spell ends. This spell does not let you determine the location of the thinking minds if you can't see the creatures whose thoughts you are detecting.

3rd Round: Surface thoughts of any mind in the area. A target's Will save prevents you from reading its thoughts, and you must cast *detect thoughts* again to have another chance. Creatures of animal intelligence (Int 1 or 2) have simple, instinctual thoughts that you can pick up. Each round, you can turn to detect thoughts in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Arcane Focus: A copper piece.

Detect Undead

Culture and Power Cost: Spiritualism 2, Divine Magic 3,

Infernal Magic 3, Abyssal Magic 2

Components: V, S, M/DF

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped emanation

Duration: Concentration, up to 1 minute/ level (D)

Saving Throw: None

You can detect the aura that surrounds undead creatures. The amount of information revealed depends on how long you study a particular area.

1st Round: Presence or absence of undead auras.

2nd Round: Number of undead auras in the area and the strength of the strongest undead aura present. If you are of good alignment, and the strongest undead aura's strength is overwhelming (see below), and the creature has HD of at least twice your character level, you are stunned for 1 round and the spell ends.

3rd Round: The strength and location of each undead aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.

Aura Strength: The strength of an undead aura is determined by the HD of the undead creature, as given on the following table:

HD	Strength
1 or lower	Faint
2–4	Moderate
5–10	Strong

11 or higher Overwhelming

Lingering Aura: An undead aura lingers after its original source is destroyed. If *detect undead* is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power:

Original Strength	Duration of Lingering Aura
Faint	1d6 rounds
Moderate	1d6 minutes
Strong	1d6x10 minutes

Overwhelming 1d6 days

Each round, you can turn to detect undead in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Arcane Material Component: A bit of earth from a grave.

Dictum

Culture and Power Cost: Druidism 8

Components: V

Casting Time: 1 standard action

Range: 40 ft.

Area: Nonlawful creatures in a 40-ft.-radius spread centered on you

Duration: Instantaneous

Saving Throw: None or Willpower Check negates; see text

Any nonlawful creature within the area of a *dictum* spell suffers the following ill effects.

HD	Effect
Equal to caster level	Deafened
Up to caster level -1	<i>Slowed</i> , deafened
Up to caster level -5	Paralyzed, <i>slowed</i> , deafened

Up to caster level -10 Killed, paralyzed, *slowed*, deafened
The effects are cumulative and concurrent. No saving throw is allowed against these effects.

Deafened: The creature is deafened for 1d4 rounds.

Slowed: The creature is *slowed*, as by the *slow* spell, for 2d4 rounds.

Paralyzed: The creature is paralyzed and helpless for 1d10 minutes.

Killed: Living creatures die. Undead creatures are destroyed.

Furthermore, if you are on your home plane when you cast this spell, nonlawful extraplanar creatures within the area are instantly banished back to their home planes. Creatures so banished cannot return for at least 24 hours. This effect takes place regardless of whether the creatures hear the *dictum*. The banishment effect allows a Will save (at a -4 penalty) to negate.

Creatures whose HD exceed your caster level are unaffected by *dictum*.

Dimension Door

Culture and Power Cost: Alchemy 5

Components: V

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./+1 PWR)

Target: You and touched objects or other touched willing creatures

Duration: Instantaneous

Saving Throw: None and Willpower Check negates (object) and Yes (object)

You instantly transfer yourself from your current location to any other spot within range. You always arrive at exactly the spot desired—whether by simply visualizing the area or by stating direction. After using this spell, you can't take any other actions until your next turn. You can bring along objects as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to

its maximum load) or its equivalent per three caster levels.

A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you.

If you arrive in a place that is already occupied by a solid body, you and each creature traveling with you take 1d6 points of damage and are shunted to a random open space on a suitable surface within 100 feet of the intended location.

If there is no free space within 100 feet, you and each creature traveling with you take an additional 2d6 points of damage and are shunted to a free space within 1,000 feet.

If there is no free space within 1,000 feet, you and each creature travelling with you take an additional 4d6 points of damage and the spell simply fails.

Dimensional Anchor

Culture and Power Cost: Alchemy 5

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./+1 PWR)

Effect: Ray

Duration: 1 min./+1 PWR

Saving Throw: None

(object)

A green ray springs from your outstretched hand. You must make a ranged touch attack to hit the target. Any creature or object struck by the ray is covered with a shimmering emerald field that completely blocks extradimensional travel. Forms of movement barred by a *dimensional anchor* include *astral projection*, *blink*, *dimension door*, *ethereal jaunt*, *etherealness*, *gate*, *maze*, *plane shift*, *shadow walk*, *teleport*, and similar spell-like or psionic abilities. The spell also prevents the use of a *gate* or *teleportation circle* for the duration of the spell.

A *dimensional anchor* does not interfere with the movement of creatures already in ethereal or astral form when the spell is cast, nor does it block extradimensional perception or attack forms. Also, *dimensional anchor* does not prevent summoned creatures from disappearing at the end of a summoning spell.

Dimensional Lock

Culture and Power Cost: Alchemy 9

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./+1 PWR)

Area: 20-ft.-radius emanation centered on a point in space

Duration: One day/+1 PWR

Saving Throw: None

You create a shimmering emerald barrier that completely blocks extradimensional travel. Forms of movement barred include *astral projection*, *blink*, *dimension door*, *ethereal jaunt*, *etherealness*, *gate*, *maze*, *plane shift*, *shadow walk*, *teleport*, and similar spell-like or psionic abilities. Once *dimensional lock* is in place, extradimensional travel into or out of the area is not possible.

A *dimensional lock* does not interfere with the movement of creatures already in ethereal or astral form when the spell is cast, nor does it block extradimensional perception or attack forms. Also, the spell does not prevent summoned creatures from disappearing at the end of a summoning spell.

Dimension Slide

Culture and Power Cost: Magic 4

Components: S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: You; see text

Duration: Instantaneous

You instantly transfer yourself from your current location to any other spot within range to which you have line of sight. You can bring along possessions that amount to as much as a medium load, including living creatures that weigh as much as 20 pounds. Movement caused by the use of *dimension slide* does not provoke attacks of opportunity. If you somehow attempt to transfer yourself to a location occupied by a solid body or a location you can't see the power simply fails to function.

Augment: If you spend 2 additional power points, you can manifest this power as a move action.

Dimension Swap

Culture and Power Cost: Magic 3

Components: S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: You and one ally in range, or any two allies in range; see text

Duration: Instantaneous

Saving Throw: Willpower Check negates (harmless, object) (harmless, object)

You instantly swap positions between your current position and that of a designated ally in range. Alternatively, you can swap the positions of any two allies in range. This power affects creatures of Large or smaller size. You can bring along objects, but not other creatures.

Special: A psychic warrior can manifest this power to swap positions with an ally, but not to swap the positions of two allies.

Augment: For every 1 additional power point you spend, this power can affect a target one size category larger.

Diminish Plants

Culture and Power Cost: Druid 4, Biomagic 5

Components: V, S, DF

Casting Time: 1 standard action

Range: See text

Target or Area: See text

Duration: Instantaneous

Saving Throw: None

This spell has two versions.

Prune Growth: This version causes normal vegetation within long range (400 feet + 40 feet per level) to shrink to about one-third of their normal size, becoming untangled and less bushy. The affected vegetation appears to have been carefully pruned and trimmed.

At your option, the area can be a 100-foot-radius circle, a 150-foot-radius semicircle, or a 200-foot-radius quarter-circle.

You may also designate portions of the area that are not affected.

Stunt Growth: This version targets normal plants within a range of 1/2 mile, reducing their potential productivity over the course of the following year to one third below normal.

Diminish plants counters *plant growth*.

This spell has no effect on plant creatures.

Disable

Culture and Power Cost: Psionic 2, Empathy 2, Biomagic 3

Components: S

Casting Time: 1 standard action

Range: 20 ft.

Area: Cone-shaped emanation centered on you

Duration: 1 min./+1 PWR (D)

Saving Throw: Willpower Check negates

You broadcast a mental compulsion that convinces one or more creatures of 4 Hit Dice or less that they are disabled (see page 307 of the *Player's Handbook*). Creatures with

the fewest HD are affected first. Among creatures with equal Hit Dice, those who are closest to the power's point of origin are affected first. Hit Dice that are not sufficient to affect a creature are wasted. Creatures that are rendered helpless or are destroyed when they reach 0 hit points cannot be affected.

Creatures affected by this power believe that they have somehow been brought to the brink of unconsciousness and must act accordingly. While it's possible for an important nonplayer character to attempt some sort of "heroic" action, common NPCs and creatures under the effect of this power typically cower or retreat.

Any creature that attempts to take a standard action immediately breaks the compulsion and can act normally. A creature that attempts to heal itself or that receives healing is likewise freed of the compulsion, and if it is not actually wounded, the healing is wasted. A creature that takes damage is also instantly freed of the compulsion (although the damage still counts against its actual current hit points).

Augment: For every 1 additional power point you spend, this power's range increases by 5 feet.

Discern Lies

Culture and Power Cost: Psionic 4, Empathy 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature/+1 PWR, no two of which can be more than 30 ft. apart

Duration: Concentration, up to 1 round/+1 PWR

Saving Throw: Willpower Check negates

Each round, you concentrate on one subject, who must be within range. You know if the subject deliberately and knowingly speaks a lie by discerning disturbances in its aura caused by lying. The spell does not reveal the truth, uncover unintentional inaccuracies, or necessarily reveal evasions.

Each round, you may concentrate on a different subject.

Discern Location

Culture and Power Cost: Druidism 10, Alchemy 9

Components: V, S, DF

Casting Time: 10 minutes

Range: Unlimited

Target: One creature or object

Duration: Instantaneous

Saving Throw: None

A *discern location* spell is among the most powerful means of locating creatures or objects. Nothing short of a *mind blank* spell or the direct intervention of a deity keeps you from learning the exact location of a single individual or object. *Discern location* circumvents normal means of protection from scrying or location. The spell reveals the name of the creature or object's location (place, name, business name, building name, or the like), community, county (or similar political division), country, continent, and the plane of existence where the target lies.

To find a creature with the spell, you must have seen the creature or have some item that once belonged to it. To find an object, you must have touched it at least once.

Disguise Self

Culture and Power Cost: Magic 2, Biomagic 2 (not including clothing, armor, weapons, and equipment)

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./+1 PWR (D)

You make yourself—including clothing, armor, weapons, and equipment—look different. You can seem 1 foot shorter or taller, thin, fat, or in between. You cannot change your body type. Otherwise, the extent of the apparent change is up to you. You could add or obscure a minor feature or look like an entirely different person.

The spell does not provide the abilities or mannerisms of the chosen form, nor does it alter the perceived tactile (touch) or audible (sound) properties of you or your equipment.

If you use this spell to create a disguise, you get a +10 bonus on the Disguise check.

A creature that interacts with the glamor gets a Will save to recognize it as an illusion.

Disintegrate

Culture and Power Cost: Elementalism 8, Abyssal Magic 8, Alchemy 10

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./+1 PWR)

Effect: Ray

Duration: Instantaneous

Saving Throw: Constitution Check partial (object)

A thin, green ray springs from your pointing finger. You must make a successful ranged touch attack to hit. Any creature struck by the ray takes 2d6 points of damage (to a maximum of 40d6). Any creature reduced to 0 or fewer hit points by this spell is entirely disintegrated, leaving behind only a trace of fine dust. A disintegrated creature's equipment is unaffected.

When used against an object, the ray simply disintegrates as much as one 10-foot cube of nonliving matter. Thus, the spell disintegrates only part of any very large object or structure targeted. The ray affects even objects constructed entirely of force, such as *forceful hand* or a *wall of force*, but not magical effects such as a *globe of invulnerability* or an *antimagic field*.

A creature or object that makes a successful Fortitude save is partially affected, taking only 5d6 points of damage. If this damage reduces the creature or object to 0 or fewer hit points, it is entirely disintegrated.

Only the first creature or object struck can be affected; that is, the ray affects only one target per casting.

Arcane Material Component: A lodestone and a pinch of dust.

Dismiss Ectoplasm

Culture and Power Cost: Psionic 4, Spiritualism 4, Biomagic 6

Components: V, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./ level)

Area: 30-ft.-radius burst

Duration: Instantaneous

Saving Throw: Willpower Check negates; see text

You dismiss creatures, objects, or effects composed of ectoplasm, such as astral constructs or the *ectoplasmic cocoon* power, or that were formerly composed of ectoplasm, such as items created by metacreativity (creation) powers.

An ectoplasmic creature that fails its Will saving throw dissipates into so much constituent ectoplasm, which evaporates immediately.

A creature under the effect of the *ectoplasmic form* power that fails its saving throw is either destroyed outright or physically shifted to a random location on the Astral Plane (50% chance for either result).

Other ongoing powers that create ectoplasmic objects or effects, such as *ectoplasmic cocoon*, are dismissed if you succeed.

Dismissal

Culture and Power Cost: Spiritualism 5

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One extraplanar creature

Duration: Instantaneous

Saving Throw: Willpower Check negates; see text

This spell forces an extraplanar creature back to its proper plane if it fails a special Will save. If the spell is successful, the creature is instantly whisked away, but there is a 20% chance of actually sending the subject to a plane other than its own.

Dispel Chaos

Culture and Power Cost: Druidism 5

This spell functions like *dispel evil*, except that you are surrounded by constant, blue, lawful energy, and the spell affects chaotic creatures and spells rather than evil ones.

Dispel Evil

Culture and Power Cost: Druidism 5, Divine Magic 5

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target or Targets: You and a touched evil creature from another plane; or you and an enchantment or evil spell on a touched creature or object

Duration: 1 round/+1 PWR or until discharged, whichever comes first

Saving Throw: See text

Shimmering, white, holy energy surrounds you. This power has three effects.

First, you gain a +4 deflection bonus to AC against attacks by evil creatures.

Second, on making a successful melee touch attack against an evil creature from another plane, you can choose to drive that creature back to its home plane. The creature can negate the effects with a successful Will save. This use discharges and ends the spell.

Third, with a touch you can automatically dispel any one enchantment spell cast by an evil creature or any one evil spell. *Exception:* Spells that can't be dispelled by *dispel magic* also can't be dispelled by *dispel evil*. Saving throws do not apply to this effect. This use discharges and ends the spell.

Dispel Good

Culture and Power Cost: Druidism 5, Infernal Magic 5

This spell functions like *dispel evil*, except that you are surrounded by dark, wavering, unholy energy, and the spell affects good creatures and spells rather than evil ones.

Dispel Law

Culture and Power Cost: Druidism 5, Abyssal Magic 5

This spell functions like *dispel evil*, except that you are surrounded by flickering, yellow, chaotic energy, and the spell affects lawful creatures and spells rather than evil ones.

Dispel Magic

Culture and Power Cost: (All) Magic 4, Alchemy 4, Abyssal Magic 4, (Psionic) Psionic 4, (Empathy) Empathy 4, (Elementalism) Elementalism 4, (Druidism) Druidism 4, (Spiritualism) Spiritualism 4, Divine Magic 4, Infernal Magic 4, Shamanism 4, Druidism 4, (Divine Magic) Divine Magic 4, Infernal Magic 4, (Infernal Magic) Divine Magic 4, Infernal Magic, (Biomagic) Biomagic 4, (Abyssal Magic) Abyssal Magic 4, Divine Magic 4, Infernal Magic 4, (Shamanism) Shamanism 4, Spiritualism 4, Druidism 4

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./+1 PWR)

Target or Area: One spellcaster, creature, or object; or 20-ft.-radius burst

Duration: Instantaneous

Saving Throw: None

You can use *dispel magic* to end ongoing spells that have been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, to end ongoing spells (or at least their effects) within an area, or to counter another spellcaster's spell. A dispelled spell ends as if its duration had expired. Some spells, as detailed in their descriptions, can't be defeated by *dispel magic*. *Dispel magic* can dispel (but not counter) spell-like effects just as it does spells.

Note: The effect of a spell with an instantaneous duration can't be dispelled, because the magical effect is already over before the *dispel magic* can take effect.

You choose to use *dispel magic* in one of three ways: a targeted dispel, an area dispel, or a counterspell:

Targeted Dispel: One object, creature, or spell is the target of the *dispel magic* spell. You make a dispel check (1d20 + your caster level, maximum +10) against the spell or against each ongoing spell currently in effect on the object or creature. If you succeed on a particular check, that spell is dispelled; if you fail, that spell remains in effect.

If you target an object or creature that is the effect of an ongoing spell (such as a monster summoned by *monster summoning*), you make a dispel check to end the spell that conjured the object or creature.

If the object that you target is a magic item, you make a dispel check against the item's caster level. If you succeed, all the item's magical properties are suppressed for 1d4 rounds, after which the item recovers on its own. A suppressed item becomes nonmagical for the duration of the effect. An interdimensional interface (such as a *bag of holding*) is temporarily closed. A magic item's physical properties are unchanged: A suppressed magic sword is still a sword (a masterwork sword, in fact). Artifacts and deities are unaffected by mortal magic such as this.

You automatically succeed on your dispel check against any spell that you cast yourself.

Area Dispel: When *dispel magic* is used in this way, the spell affects everything within a 20-foot radius.

For each creature within the area that is the subject of one or more spells, you make a dispel check against the spell with the highest caster level. If that check fails, you make dispel checks against progressively weaker spells until you dispel one spell (which discharges the *dispel magic* spell so far as that target is concerned) or until you fail all your checks. The creature's magic items are not affected.

For each object within the area that is the target of one or more spells, you make dispel checks as with creatures.

Magic items are not affected by an area dispel.

For each ongoing area or effect spell whose point of origin is within the area of the *dispel magic* spell, you can make a dispel check to dispel the spell.

For each ongoing spell whose area overlaps that of the *dispel magic* spell, you can make a dispel check to end the effect, but only within the overlapping area.

If an object or creature that is the effect of an ongoing spell (such as a monster summoned by *monster summoning*) is in the area, you can make a dispel check to end the spell that conjured that object or creature (returning it whence it came) in addition to attempting to dispel spells targeting the creature or object.

You may choose to automatically succeed on dispel checks against any spell that you have cast.

Counterspell: When *dispel magic* is used in this way, the spell targets a spellcaster and is cast as a counterspell.

Unlike a true counterspell, however, *dispel magic* may not work; you must make a dispel check to counter the other spellcaster's spell.

Dispel Magic, Greater

Culture and Power Cost: (All) Magic 5, Alchemy 5, Abyssal Magic 5, (Psionic) Psionic 5, (Empathy) Empathy 5, (Elementalism) Elementalism 5, (Druidism) Druidism 5, (Spiritualism) Spiritualism 5, Divine Magic 5, Infernal Magic 5, Shamanism 5, Druidism 5, (Divine Magic) Divine Magic 5, Infernal Magic 5, (Infernal Magic) Divine Magic 5, Infernal Magic, (Biomagic) Biomagic 5, (Abyssal Magic) Abyssal Magic 5, Divine Magic 5, Infernal Magic 5, (Shamanism) Shamanism 5, Spiritualism 5, Druidism 5
This spell functions like *dispel magic*, except that the maximum caster level on your dispel check is +20 instead of +10.

Additionally, *greater dispel magic* has a chance to dispel any effect that *remove curse* can remove, even if *dispel magic* can't dispel that effect.

Dispel Psionics

Culture and Power Cost: Psionic 4

Components: S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./+1 PWR)

Target or Area: One manifester, creature, or object; or 20-ft.-radius burst

Duration: Instantaneous or 1d4 rounds; see text

Saving Throw: None

You can use *dispel psionics* to end ongoing powers that have been manifested on a creature or object, to temporarily suppress the psionic abilities of a psionic item, or to end ongoing powers (or at least their effects) within an area. A dispelled power ends as if its duration had expired. Some powers, as detailed in their descriptions, can't be defeated by *dispel psionics*, or can be ended only if you manifest *dispel psionics* at a high enough manifester level. *Dispel psionics* can end spell-like effects just as it does powers.

The effect of a power with an instantaneous duration can't be dispelled, because the psionic effect is already over before the *dispel psionics* can take effect.

You choose to use *dispel psionics* in one of two ways: a targeted dispel or an area dispel.

Targeted Dispel: One object, creature, or power is the target of the *dispel psionics* power. You make a dispel check (1d20 + your manifester level, maximum +10) against the power or against each ongoing power currently in effect on the object or creature. If you succeed on a particular check, that power is dispelled; if you fail, that power remains in effect.

If you target an object or creature that is the effect of an ongoing power or is under the effect of an ongoing power, you make a dispel check to end the power or its effect. If the object that you target is a psionic item, you make a dispel check against the item's manifester level. If you succeed, all the item's psionic properties are suppressed for 1d4 rounds, after which the item recovers on its own. A suppressed item becomes nonpsionic for the duration of the effect. An interdimensional interface is temporarily closed. A psionic item's physical properties are unchanged: A suppressed psionic sword is still a sword (a masterwork sword, in fact). Artifacts and deities are unaffected by mortal power such as this.

You automatically succeed on your dispel check against any power that you manifested yourself.

Area Dispel: When *dispel psionics* is used in this way, the power affects everything within a 20-foot radius. For each creature within the area that is the subject of one or more powers, you make a dispel check against the power with

the highest manifester level. If that check fails, you make dispel checks against progressively weaker powers until you dispel one power (which discharges the *dispel psionics* power so far as that target is concerned) or until you fail all your checks. The creature's psionic items are not affected. For each object within the area that is the target of one or more powers, you make dispel checks as with creatures. Psionic items are not affected by an area dispel. For each ongoing area or effect power whose point of origin is within the area of the *dispel psionics* power, you can make a dispel check to dispel the power. For each ongoing power whose area overlaps that of the *dispel psionics* power, you can make a dispel check to end the effect, but only within the overlapping area. If an object or creature that is the effect of an ongoing power is in the area, you can make a dispel check to end the power that created that object or construct in addition to attempting to dispel powers targeting the creature or object. You can choose to automatically succeed on dispel checks against any power that you have manifested. Augment: For every additional power point you spend, the bonus on your dispel check increases by 2 (to a maximum bonus of +20 for a 5-point expenditure).

Dispelling Buffer

Culture and Power Cost: Psionic 7

Components: M

Casting Time: 1 standard action

Range: Personal or close (25 ft. + 5 ft./2 levels); see text

Target: You or one willing creature or one object (object weighing up to 100 lb./+1 PWR); see text

Duration: 1 hour/+1 PWR (D)

Saving Throw: None

(harmless, object)

You create a psychokinetic shield around the subject that improves the chance that any powers affecting the subject will resist a *dispel psionics* power (or a *dispel magic* spell) or a negation effect that targets a specific power (such as *shatter mind blank*). When *dispelling buffer* is manifested on a creature or object, it adds an additional dispel check for each ongoing effect that is subject to being dispelled. *Dispel psionics* can negate *dispelling buffer*, but against a targeted dispel, *dispelling buffer* is always checked last (with the same +5 bonus). Against an area dispel, *dispelling buffer* is checked in the order according to its level (with the same +5 bonus).

Special: When a psychic warrior manifests this power, the range is personal and the target is the manifester.

Displacement

Culture and Power Cost: Magic 4

Components: V, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/+1 PWR (D)

Saving Throw: Willpower Check negates (harmless)

The subject of this spell appears to be about 2 feet away from its true location. The creature benefits from a 50% miss chance as if it had total concealment. However, unlike actual total concealment, *displacement* does not prevent enemies from targeting the creature normally. *True seeing* reveals its true location.

Material Component: A small strip of leather twisted into a loop.

Disrupt Undead

Culture and Power Cost: Divine Magic 1, Biomagic 3

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray

Duration: Instantaneous

Saving Throw: None

You direct a ray of positive energy. You must make a ranged touch attack to hit, and if the ray hits an undead creature, it deals 1d6 points of damage to it.

Disrupting Weapon

Culture and Power Cost: Divine Magic 6, Alchemy 6

Components: V, S

Casting Time: 1 standard action

Range: Touch

Targets: One melee weapon

Duration: 1 round/+1 PWR

Saving Throw: Willpower Check negates (harmless, object); see text

(harmless, object)

This spell makes a melee weapon deadly to undead. Any undead creature with HD equal to or less than your caster level must succeed on a Will save or be destroyed utterly if struck in combat with this weapon.

Dissipating Touch

Culture and Power Cost: Magic 2, Alchemy 2, Abyssal Magic

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature or object touched

Duration: Instantaneous

Saving Throw: None

(object)

Your mere touch can disperse the surface material of a foe or object, sending a tiny portion of it far away. This effect is disruptive; thus, your successful melee touch attack deals 1d6 points of damage.

Augment: For every additional power point you spend, this power's damage increases by 1d6 points.

Dissolving Touch

Culture and Power Cost: Alchemy 3, Abyssal Magic 3,

Elementalism 3

Components: S

Casting Time: 1 standard action

Range: Touch

Target: Creature or object touched

Duration: Instantaneous

Saving Throw: None

Your touch, claw, or bite is corrosive, and sizzling moisture visibly oozes from your natural weapon or hand. You deal 4d6 points of acid damage to any creature or object you touch with your successful melee touch attack. Acid you secrete denatures 1 round after use, losing all efficacy and ability to deal damage. You are immune to your own acid. Augment: For every 1 additional power point you spend, this power's damage increases by 1d6 points.

Dissolving Weapon

Culture and Power Cost: Alchemy 3, Elementalism 4,

Abyssal Magic 3

Components: S

Casting Time: 1 standard action

Range: Personal

Target: One held weapon; see text

Duration: Instantaneous

Saving Throw: None

As *dissolving touch*, except your weapon is charged with acid until you make a successful attack.

Distract

Culture and Power Cost: Psionic 2, Empathy 2

Components: M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Concentration, up to 1 min./+1 PWR (D)

Saving Throw: Willpower Check negates

You cause your subject's mind to wander, distracting her. Subjects under the effect of *distract* make all Listen, Spot, Search, and Sense Motive checks at a -4 penalty.

Divert Teleport

Culture and Power Cost: Magic 8, Abyssal Magic 8

Components: S

Casting Time: 1 immediate action; see text

Range: Medium (100 ft. + 10 ft./+1 PWR)

Area: A circle, centered on you, with a radius of 50 ft. + 10 ft./+1 PWR

Effect: Diverts the teleportation of any object or creature whose weight does not exceed your maximum load

Duration: 10 min./+1 PWR (D)

Saving Throw: Willpower Check negates (foils diversion) (foils diversion)

Similar to *detect teleportation*, except that you know the intended destination, and you can divert the final destination of any teleportation attempt made by others within the area. This is an immediate action, like manifesting a quickened power, and counts toward the limit of one quickened power per round. You can manifest this power even if it is not your turn.

You can divert the destination of both incoming and outgoing teleportations, psionic and magical. You must overcome the power resistance of creatures that possess it to make a successful diversion, and the teleporting creature can make a Will save to foil the diversion as well.

For the purpose of this power, "divert" means you choose the actual destination of any teleportation attempt you can affect, as if you yourself were teleporting to that location, regardless of the teleportation range of the effect you are diverting. The destination you choose must be a location with which you are very familiar or that you have studied carefully.

Divination

Culture and Power Cost: Divine Magic 5, Infernal Magic 5, Abyssal Magic 5, Druidism 5

Components: V, S, M

Casting Time: 10 minutes

Range: Personal

Target: You

Duration: Instantaneous

Similar to *augury* but more powerful, a *divination* spell can provide you with a useful piece of advice in reply to a question concerning a specific goal, event, or activity that is to occur within one week. The advice can be as simple as a short phrase, or it might take the form of a cryptic rhyme or omen. If your party doesn't act on the information, the conditions may change so that the information is no longer useful. The base chance for a correct *divination* is 70% + 1% , to a maximum of 90%. If the dice roll fails, you know the spell failed, unless specific magic yielding false information is at work.

As with *augury*, multiple *divinations* about the same topic by the same caster use the same dice result as the first *divination* spell and yield the same answer each time.

Material Component: Incense and a sacrificial offering appropriate to your religion, together worth at least 25 gp.

Divine Favor

Culture and Power Cost: Divine Magic 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute

Calling upon the strength and wisdom of a deity, you gain a +1 luck bonus on attack and weapon damage rolls for every three caster levels you have (at least +1, maximum +6). The bonus doesn't apply to spell damage.

Divine Power

Culture and Power Cost: Divine Magic 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/+1 PWR

Calling upon the divine power of your patron, you imbue yourself with strength and skill in combat. Your base attack bonus becomes equal to your character level (which may give you additional attacks), you gain a +6 enhancement bonus to Strength, and you gain 1 temporary hit point .

Dominate Animal

Culture and Power Cost: Shamanism 4, Empathy 5, Psionic 6

Components: V, S

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Target: One animal

Duration: 1 round/+1 PWR

Saving Throw: Willpower Check negates

You can enchant an animal and direct it with simple commands such as "Attack," "Run," and "Fetch." Suicidal or self-destructive commands (including an order to attack a creature two or more size categories larger than the *dominated* animal) are simply ignored.

Dominate animal establishes a mental link between you and the subject creature. The animal can be directed by silent mental command as long as it remains in range. You need not see the creature to control it. You do not receive direct sensory input from the creature, but you know what it is experiencing. Because you are directing the animal with your own intelligence, it may be able to undertake actions normally beyond its own comprehension. You need not concentrate exclusively on controlling the creature unless you are trying to direct it to do something it normally couldn't do. Changing your instructions or giving a *dominated* creature a new command is the equivalent of redirecting a spell, so it is a move action.

Dominate Monster

Culture and Power Cost: Shamanism 9, Empathy 10, Psionic 11

Target: One creature

This spell functions like *dominate person*, except that the spell is not restricted by creature type.

Dominate Person

Culture and Power Cost: Psionic 5, Empathy 7

Components: V, S

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Target: One humanoid

Duration: One day/+1 PWR

Saving Throw: Willpower Check negates

You can control the actions of any humanoid creature through a telepathic link that you establish with the subject's mind.

If you and the subject have a common language, you can generally force the subject to perform as you desire, within

the limits of its abilities. If no common language exists, you can communicate only basic commands, such as "Come here," "Go there," "Fight," and "Stand still." You know what the subject is experiencing, but you do not receive direct sensory input from it, nor can it communicate with you telepathically.

Once you have given a *dominated* creature a command, it continues to attempt to carry out that command to the exclusion of all other activities except those necessary for day-to-day survival (such as sleeping, eating, and so forth). Because of this limited range of activity, a Sense Motive check can determine that the subject's behavior is being influenced by an enchantment effect (see the Sense Motive skill description).

Changing your instructions or giving a *dominated* creature a new command is the equivalent of redirecting a spell, so it is a move action.

By concentrating fully on the spell (a standard action), you can receive full sensory input as interpreted by the mind of the subject, though it still can't communicate with you. You can't actually see through the subject's eyes, so it's not as good as being there yourself, but you still get a good idea of what's going on.

Subjects resist this control, and any subject forced to take actions against its nature receives a new saving throw with a +2 bonus. Obviously self-destructive orders are not carried out. Once control is established, the range at which it can be exercised is unlimited, as long as you and the subject are on the same plane. You need not see the subject to control it.

If you don't spend at least 1 round concentrating on the spell each day, the subject receives a new saving throw to throw off the domination.

Protection from evil or a similar spell can prevent you from exercising control or using the telepathic link while the subject is so ward, but such an effect neither prevents the establishment of domination nor dispels it.

Doom

Culture and Power Cost: Empathy 2, Infernal Magic 3

Components: V, S, DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./+1 PWR)

Target: One living creature

Duration: 1 min./+1 PWR

Saving Throw: Willpower Check negates

This spell fills a single subject with a feeling of horrible dread that causes it to become shaken.

Dream

Culture and Power Cost: Psionic 6

Components: V, S

Casting Time: 1 minute

Range: Unlimited

Target: One living creature touched

Duration: See text

Saving Throw: None

You, or a messenger touched by you, sends a phantasmal message to others in the form of a dream. At the beginning of the spell, you must name the recipient or identify him or her by some title that leaves no doubt as to identity. The messenger then enters a trance, appears in the intended recipient's dream, and delivers the message. The message can be of any length, and the recipient remembers it perfectly upon waking. The communication is one-way. The recipient cannot ask questions or offer information, nor can the messenger gain any information by observing the dreams of the recipient.

Once the message is delivered, the messenger's mind returns instantly to its body. The duration of the spell is the

time required for the messenger to enter the recipient's dream and deliver the message.

If the recipient is awake when the spell begins, the messenger can choose to wake up (ending the spell) or remain in the trance. The messenger can remain in the trance until the recipient goes to sleep, then enter the recipient's dream and deliver the message as normal. A messenger that is disturbed during the trance comes awake, ending the spell.

Creatures who don't sleep (such as elves, but not half-elves) or don't dream cannot be contacted by this spell. The messenger is unaware of its own surroundings or of the activities around it while in the trance. It is defenseless both physically and mentally (always fails any saving throw) while in the trance.

Dream Travel

Culture and Power Cost: Psionic 8, Empathy 9, Abyssal Magic 8

Components: S

Casting Time: 1 standard action

Range: Touch

Targets: You and touched creature or creatures (up to one/+1 PWR)

Duration: 1 hour/+1 PWR (D)

Saving Throw: Willpower Check negates

You and any creature you touch are drawn along a crystal arc of reverie to the edge of conscious thought and into the region of dreams. You can take more than one creature along with you (subject to your level limit), but each one must be touching another one. You physically enter the land of dreams, leaving nothing behind.

In the region of dreams, you move through a menagerie of thoughts, desires, and phantoms created by the minds of dreamers everywhere. For every minute you move through dream, you can "wake" to find yourself five miles displaced in the waking world. Thus, a character can use this power to travel rapidly by physically entering where only dreams normally prowl, moving the desired distance, and then stepping back into the waking world. You know where you will come out in the waking world.

Dream travel can also be used to travel to other planes that contain creatures that dream, but doing this requires crossing into the dreams of outsiders, where you are subject to the vagaries of many dream realities—a potentially perilous proposition. Transferring to another plane of existence in this fashion requires 1d4 hours of uninterrupted travel.

Any creatures that come along when *dream travel* is manifested also make the transition to the borders of unconscious thought. A creature separated from you wanders off into the dreamscape. When the duration ends, all affected creatures return to the waking world as much as 1,000 miles (d% \times 10) from their starting point. If a creature remains in the dreamscape, it is powerless to leave unless it can manifest the *dream travel* power itself or someone who manifests the power seeks out the lost creature.

Duodimensional Claw

Culture and Power Cost: Alchemy 4, Magic 4, Abyssal Magic 4

Components: M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./+1 PWR

If you have a claw attack (either from an actual natural weapon or from an effect such as *claws of the beast*), you can use this power to improve that weapon. One of your claws becomes two-dimensional, making it razorsharp. The

weapon is now psionically keen, increasing its threat range from 20 to 19–20. This benefit does not stack with other effects that improve a weapon's threat range. The third spatial component of your hand still exists but is temporarily shunted into the Ethereal Plane, so against ethereal or incorporeal targets this power is ineffective.

Eagle's Splendor

Culture and Power Cost: Shamanism 2, Biomagic 3

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./+1 PWR

Saving Throw: Willpower Check negates (harmless)

The transmuted creature becomes more poised, articulate, and personally forceful. The spell grants a +4 enhancement bonus to Charisma, adding the usual benefits to Charisma-based skill checks and other uses of the Charisma modifier. Sorcerers and bards (and other spellcasters who rely on Charisma) affected by this spell do not gain any additional bonus spells for the increased Charisma

Arcane Material Component: A few feathers or a pinch of droppings from an eagle.

Eagle's Splendor, Mass

Culture and Power Cost: Shamanism 7, Biomagic 8

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature/+1 PWR, no two of which can be more than 30 ft. apart

This spell functions like *eagle's splendor*, except that it affects multiple creatures.

Earthquake

Culture and Power Cost: Elementalism 8, Druidism 9

Components: V, S, DF

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./+1 PWR)

Area: 80-ft.-radius spread (S)

Duration: 1 round

Saving Throw: See text

When you cast *earthquake*, an intense but highly localized tremor rips the ground. The shock knocks creatures down, collapses structures, opens cracks in the ground, and more. The effect lasts for 1 round, during which time creatures on the ground can't move or attack. A spellcaster on the ground must make a Concentration check or lose any spell he or she tries to cast. The earthquake affects all terrain, vegetation, structures, and creatures in the area. The specific effect of an *earthquake* spell depends on the nature of the terrain where it is cast.

Cave, Cavern, or Tunnel: The spell collapses the roof, dealing 8d6 points of bludgeoning damage to any creature caught under the cave-in (Reflex save for half damage) and pinning that creature beneath the rubble (see below). An *earthquake* cast on the roof of a very large cavern could also endanger those outside the actual area but below the falling debris.

Cliffs: *Earthquake* causes a cliff to crumble, creating a landslide that travels horizontally as far as it fell vertically. Any creature in the path takes 8d6 points of bludgeoning damage (Reflex for half damage) and is pinned beneath the rubble (see below).

Open Ground: Each creature standing in the area must make a Reflex save or fall down. Fissures open in the earth, and every creature on the ground has a 25% chance to fall into one (Reflex to avoid a fissure). At the end of the spell, all fissures grind shut, killing any creatures still trapped within.

Structure: Any structure standing on open ground takes 100 points of damage, enough to collapse a typical wooden or masonry building, but not a structure built of stone or reinforced masonry. Hardness does not reduce this damage, nor is it halved as damage dealt to objects normally is. Any creature caught inside a collapsing structure takes 8d6 points of bludgeoning damage (Reflex save for half damage) and is pinned beneath the rubble (see below).

River, Lake, or Marsh: Fissures open underneath the water, draining away the water from that area and forming muddy ground. Soggy marsh or swampland becomes quicksand for the duration of the spell, sucking down creatures and structures. Each creature in the area must make a Reflex save or sink down in the mud and quicksand. At the end of the spell, the rest of the body of water rushes in to replace the drained water, possibly drowning those caught in the mud.

Pinned beneath Rubble: Any creature pinned beneath rubble takes 1d6 points of nonlethal damage per minute while pinned. If a pinned character falls unconscious, he or she must make a Constitution check or take 1d6 points of lethal damage each minute thereafter until freed or dead.

Ecto Protection

Culture and Power Cost: Psionic 2, Spiritualism 2

Components: S; see text

Casting Time: 1 standard action; see text

Range: Close (25 ft. + 5 ft./2 levels)

Target: An astral construct you manifest

Duration: 1 min./+1 PWR

Saving Throw: None

This power reinforces an astral construct created by the *astral construct* power, giving you a +1 bonus on any manifest level checks you make to protect it against *dispel psionics* or a similar effect, and a +1 bonus on its saving throw to resist *dismiss ectoplasm*. This power can be manifested as a swift action in the same round that you manifest an astral construct, as long as the power points you spend to perform both actions does not exceed your manifest level.

Augment: For every 1 additional power point you spend, your bonus on manifest level checks to protect your astral construct increases by 1, and your astral construct's bonus on its saving throw to resist *dismiss ectoplasm* increases by 1.

Ectoplasmic Cocoon

Culture and Power Cost: Psionic 4, Abyssal Magic 4, Spiritualism 4

Components: V, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One Medium or smaller creature

Duration: 1 round/+1 PWR (D)

Saving Throw: Reflex negates

You draw writhing strands of ectoplasm from the Astral Plane that wrap up the subject like a mummy. The subject can still breathe but is otherwise helpless, unable to see outside the cocoon, speak, or take any physical actions. The subject's nostrils are clear (air passes through the cocoon normally). The subject can execute purely mental actions (such as manifesting powers or casting spells with no verbal, somatic, or material components).

Cutting or damaging the cocoon can free a victim. The cocoon has hardness 8 and 20 hit points. Teleportation and other forms of travel provide a means of escape, but the cocoon extends into the Ethereal Plane, blocking ethereal travel. An *ectoplasmic cocoon* can't be affected by *dispel psionics*, but it can be dismissed with *dismiss ectoplasm*, or otherwise destroyed by extreme measures or items.

The creature within the cocoon is visible only as a vague shape (substantial enough to interrupt line of sight) and cannot be directly harmed or interacted with unless the cocoon is destroyed. The cocooned creature can be moved normally (the weight of the cocoon is negligible). A creature that is cocooned while aloft begins to fall immediately, and a creature that is cocooned while swimming or underwater may drown.
Augment: For every 1 additional power point you spend, this power can affect a target one size category larger.

Ectoplasmic Cocoon, Mass

Culture and Power Cost: Psionic 8, Abyssal Magic 8, Spiritualism 8

Range: Medium (100 ft. + 10 ft./+1 PWR)

Area: 20-ft.-radius burst

Duration: 1 hour/+1 PWR (D)

Saving Throw: Reflex negates

As *ectoplasmic cocoon*, except you can cocoon several creatures (or a single big creature that fits in a 20-foot-radius sphere or hemisphere) in a mass of writhing ectoplasm. Targets entirely within the area who fail their save are caught and cocooned. If a creature's body is only partially within the area, this power does not affect that creature.

Augment: For every 1 additional power point you spend, the radius of this power's area increases by 5 feet.

Ectoplasmic Form

Culture and Power Cost: Biomagic 4, Abyssal Magic 4, Psionic 5

Components: M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./+1 PWR (D)

You and all your gear become a partially translucent mass of rippling ectoplasm that generally conforms to your normal shape. You gain damage reduction 10/psionics, and you gain immunity to poison and critical hits. Your material armor (including *inertial armor*) becomes meaningless, although your size, Dexterity, deflection bonuses, and armor bonuses from force effects (such as those gained by *inertial armor*) still apply to your Armor Class.

You can manifest powers while in *ectoplasmic form*, but you must make a Concentration check for each power you attempt to manifest.

You cannot physically attack, you lose supernatural abilities (if any), and you can't speak while in *ectoplasmic form*. You can't run, but you can fly at a speed of 20 feet (perfect). You can pass through small holes or narrow openings, even mere cracks, with all you were wearing or holding in your hands. You are subject to the effects of wind, and you can't enter water or other liquid. You also can't manipulate objects or activate items, even those carried along with you. Continuously active items remain active, though in some cases their effects may be moot (such as items that provide armor or natural armor bonuses).

Ectoplasmic Shambler

Culture and Power Cost: Spiritualism 6, Abyssal Magic 6, Psionic 7

Components: V, S, M; see text

Casting Time: 1 round

Range: Long (400 ft. + 40 ft./+1 PWR)

Effect: One ectoplasmic manifestation of a size equal to ten 10-ft. cubes (S)

Duration: 1 min./+1 PWR

Saving Throw: None

You fashion an ephemeral, manylegged mass of pseudo-living ectoplasm called an ectoplasmic shambler. You can

direct the shambler as a free action. It has a speed of 10 feet. It can completely surround objects (and opponents) over which it is manifested or onto which it moves, because it has the consistency of thick mist. The vision of those within the shambler is limited to 5 feet, and manifesting powers (or casting spells) within the shambler is difficult due to the constant turbulence felt by those caught in the shambler's form.

Creatures enveloped by the shambler, regardless of Armor Class, take 1 point of damage for every two manifester levels you have in each round they become or remain within the roiling turbulence of the shambler. Anyone trying to manifest a power must make a Concentration check to successfully manifest a power or cast a spell inside the shambler.

A wind stronger than 20 miles per hour that blows against the shambler reduces its speed to 0 feet during the first round, and in subsequent rounds moves it in the direction of the wind at a speed of 5 feet. A wind stronger than 20 miles per hour that blows in the direction the shambler travels increases its speed to 15 feet.

Ego Whip

Culture and Power Cost: Psionic 3, Empathy 4

Components: V

Casting Time: 1 standard action

Range: Medium (100 ft. +10 ft./+1 PWR)

Target: One creature

Duration: Instantaneous

Saving Throw: Willpower Check half; see text

Your rapid mental lashings assault the ego of your enemy, debilitating its confidence. The target takes 1d4 points of Charisma damage, or half that amount (minimum 1 point) on a successful save. A target that fails its save is also dazed for 1 round.

Augment: For every 2 additional power points you spend, this power's Charisma damage increases by 1d4 points.

Elemental Swarm

Culture and Power Cost: Elementalism 10

Components: V, S

Casting Time: 10 minutes

Range: Medium (100 ft. + 10 ft./+1 PWR)

Effect: Two or more summoned creatures, no two of which can be more than 30 ft. apart

Duration: 10 min./+1 PWR (D)

Saving Throw: None

This spell opens a portal to an Elemental Plane and summons elementals from it. A druid can choose the plane (Air, Earth, Fire, or Water); a cleric opens a portal to the plane matching his domain.

When the spell is complete, 2d4 Large elementals appear. Ten minutes later, 1d4 Huge elementals appear. Ten minutes after that, one greater elemental appears. Each elemental has maximum hit points per HD. Once these creatures appear, they serve you for the duration of the spell.

The elementals obey you explicitly and never attack you, even if someone else manages to gain control over them. You do not need to concentrate to maintain control over the elementals. You can dismiss them singly or in groups at any time.

When you use a summoning spell to summon an air, earth, fire, or water creature, it is a spell of that type.

Empathic Feedback

Culture and Power Cost: Empathy 4

Components: V, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./+1 PWR

You empathically share your pain and suffering with your attacker. Each time a creature strikes you in melee, it takes damage equal to the amount it dealt to you or 5 points, whichever is less. This damage is empathic in nature, so powers and abilities the attacker may have such as damage reduction and regeneration do not lessen or change this damage. The damage from *empathic feedback* has no type, so even if you took fire damage from a creature that has immunity to fire, *empathic feedback* will damage your attacker.

Augment: For every additional power point you spend, this power's damage potential increases by 1 point.

Empathic Transfer

Culture and Power Cost: Empathy 4, Psionic 3

Components: V, M

Casting Time: 1 standard action

Range: Touch

Target: Willing creature touched

Duration: Instantaneous

You heal another creature's wounds, transferring some of its damage to yourself. When you manifest this power, you can heal as much as 2d10 points of damage. The target regains a number of hit points equal to the dice result, and you lose hit points equal to half of that amount. (This loss can bring you to 0 or fewer hit points.) Powers and abilities you may have such as damage reduction and regeneration do not lessen or change this damage, since you are taking the target's pain into yourself in an empathic manner. The damage transferred by this power has no type, so even if you have immunity to the type of damage the target originally took, the transfer occurs normally and deals hit point damage to you.

Alternatively, you can use this power to absorb one poison or one disease afflicting the target creature into yourself. When you absorb a poison or disease, you do not take any of the damage previously dealt to the target by the affliction, but you do assume the burden of making the secondary and/or continuing Fortitude saves to combat the affliction.

Finally, you can use this power to transfer up to 1 point of ability damage per manifester level from the target to yourself.

Augment: For every additional power point you spend, you can heal an additional 2d10 points of damage (to a maximum of 10d10 points per manifestation).

Empathic Transfer, Hostile

Culture and Power Cost: Empathy 5, Psionic 4

Components: V, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Willpower Check half

You transfer your hurt to another. When you manifest this power and then make a successful touch attack, you can transfer 50 points of damage (or less, if you choose) from yourself to the touched creature. You immediately regain hit points equal to the amount of damage you transfer. You cannot use this power to gain hit points in excess of your full normal total. The transferred damage is empathic in nature, so powers and abilities the subject may have such as damage reduction and regeneration do not lessen or change this damage.

The damage transferred by this power has no type, so even if the subject has immunity to the type of damage you originally took, the transfer occurs normally and deals hit point damage to the subject.

Augment: You can augment this power in one or both of

the following ways.

1. For every additional power point you spend, you can transfer an additional 10 points of damage (maximum 90 points per manifestation).
2. If you spend 6 additional power points, this power affects all creatures in a 20-foot-radius spread centered on you.

Empathy

Culture and Power Cost: Empathy 1

Components: M

Casting Time: 1 standard action

Range: 30 ft.

Area: 30-ft.-radius spread centered on you

Duration: Concentration, up to 1 min./+1 PWR (D)

Saving Throw: None

You detect the surface emotions of any creature you can see that is in the power's area. You can sense basic needs, drives, and emotions. Thirst, hunger, fear, fatigue, pain, rage, hatred, uncertainty, curiosity, friendliness, and many other kinds of sensations and moods can all be perceived. You gain a +2 insight bonus on any Bluff, Diplomacy, Intimidate, or Sense Motive checks that you make in the round when you cease concentrating on this power.

Augment: You can augment this power in one or both of the following ways.

1. For every additional power point you spend, this power's range and the radius of its area increases by 5 feet.
2. If you spend 1 additional power point, this power's maximum duration increases to 1 hour/+1 PWR.

Empty Mind

Culture and Power Cost: Psionic 2, Empathy 2

Components: V

Casting Time: 1 immediate action

Range: Personal

Target: You

Duration: 1 round

You empty your mind of all transitory and distracting thoughts, improving your self-control. You gain a +2 bonus on all Will saves until your next action.

You can manifest this power instantly, quickly enough to gain its benefit in an emergency. Manifesting this power is an immediate action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round. You can use this power even when it is not your turn.

Augment: For every 1 additional power point you spend, the bonus on your Will saves increases by 1.

Endure Elements

Culture and Power Cost: Elementalism 2

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 24 hours

Saving Throw: Willpower Check negates (harmless)

A creature protected by *endure elements* suffers no harm from being in a hot or cold environment. It can exist comfortably in conditions between -50 and 140 degrees Fahrenheit without having to make Fortitude saves). The creature's equipment is likewise protected.

Endure elements doesn't provide any protection from fire or cold damage, nor does it protect against other environmental hazards such as smoke, lack of air, and so forth.

Energy Adaptation

Culture and Power Cost: Magic 5, Psionic 6, Biomagic 6, Elementalism 5 (Acid, Cold, Electricity and Fire only)

Components: S; see text

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./+1 PWR

Your body assimilates some of the effect of an energy attack and converts it to harmless light. You gain resistance 10 against any attack that deals acid, cold, electricity, fire, or sonic damage.

When you absorb damage, you can choose to radiate visible light that illuminates a 60-foot radius for a number of rounds equal to the points of damage you successfully resisted, or merely dissipate the energy without giving off a visual display.

The energy resistance provided by this power increases to 20 points at 9th manifester level and to a maximum of 30 points at 13th level. The power protects your equipment as well.

The resistance provided by this power does not stack with other forms of energy resistance.

This power's subtype is the same as the type of damage it protects against.

Augment: If you spend 2 additional power points, you can manifest this power as an immediate action.

Energy Adaptation, Specified

Culture and Power Cost: Magic 3, Psionic 4, Biomagic 4, Elementalism 3 (Acid, Cold, Electricity and Fire only)

As *energy adaptation*, except you must choose one type of energy to which you gain resistance when this power is manifested.

This power's subtype is the same as the type of damage it protects against.

Augment: If you spend 2 additional power points, you can manifest this power as an immediate action.

Energy Ball

Culture and Power Cost: Magic 5, Elementalism 5 (Cold, Electricity, Fire only)

Components: V

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./+1 PWR)

Area: 20-ft.-radius spread

Duration: Instantaneous

Saving Throw: Reflex half or Fortitude half; see text

Upon manifesting this power, you choose cold, electricity, fire, or sonic. You create an explosion of energy of the chosen type that deals 7d6 points of damage to every creature or object within the area. The explosion creates almost no pressure.

Cold: A ball of this energy type deals +1 point of damage per die. The saving throw to reduce damage from a *cold ball* is a Fortitude save instead of a Reflex save.

Electricity: Manifesting a ball of this energy type provides a +10% bonus to the save and a +10% bonus on manifester level checks for the purpose of overcoming power resistance.

Fire: A ball of this energy type deals +1 point of damage per die.

Sonic: A ball of this energy type deals -1 point of damage per die and ignores an object's hardness.

This power's subtype is the same as the type of energy you manifest.

Augment: For every additional power point you spend, this power's damage increases by one die (d6).

Energy Bolt

Culture and Power Cost: Magic 4, Elementalism 4 (Cold, Electricity, Fire only)

Components: V

Casting Time: 1 standard action

Range: 120 ft.

Area: 120-ft. line

Duration: Instantaneous

Saving Throw: Reflex half or Fortitude half; see text

Upon manifesting this power, you choose cold, electricity, fire, or sonic. You release a powerful stroke of energy of the chosen type that deals 5d6 points of damage to every creature or object within the area. The beam begins at your fingertips.

Cold: A bolt of this energy type deals +1 point of damage per die. The saving throw to reduce damage from a *cold bolt* is a Fortitude save instead of a Reflex save.

Electricity: Manifesting a ball of this energy type provides a +10% bonus to the save and a +10% bonus on manifester level checks for the purpose of overcoming power resistance.

Fire: A bolt of this energy type deals +1 point of damage per die.

Sonic: A bolt of this energy type deals -1 point of damage per die and ignores an object's hardness.

This power's subtype is the same as the type of energy you manifest.

Augment: For every additional power point you spend, this power's damage increases by one die (d6).

Energy Burst

Culture and Power Cost: Magic 4, Elementalism 4 (Fire, Cold, Electricity only)

Components: V

Casting Time: 1 standard action

Range: 40 ft.

Area: 40-ft-radius burst centered on you

Duration: Instantaneous

Saving Throw: Reflex half or Fortitude half; see text

Upon manifesting this power, you choose cold, electricity, fire, or sonic. You create an explosion of unstable ectoplasmic energy of the chosen type that deals 5d6 points of damage to every creature or object within the area. The explosion creates almost no pressure. Since this power extends outward from you, you are not affected by the damage.

Cold: A burst of this energy type deals +1 point of damage per die. The saving throw to reduce damage from a *cold burst* is a Fortitude save instead of a Reflex save.

Electricity: Manifesting a ball of this energy type provides a +10% bonus to the save and a +10% bonus on manifester level checks for the purpose of overcoming power resistance.

Fire: A burst of this energy type deals +1 point of damage per die.

Sonic: A burst of this energy type deals -1 point of damage per die and ignores an object's hardness.

This power's subtype is the same as the type of energy you manifest.

Augment: For every additional power point you spend, this power's damage increases by one die (d6).

Energy Cone

Culture and Power Cost: Magic 4, Elementalism 4 (Fire, Cold, Electricity only)

Components: V

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped spread

Duration: Instantaneous

Saving Throw: Reflex half or Fortitude half; see text

Upon manifesting this power, you choose cold, electricity, fire, or sonic. You create a cone of energy of the chosen type, extending outward from your hand, that deals 5d6 points of damage to every creature or object within the area.

Cold: A cone of this energy type deals +1 point of damage

per die. The saving throw to reduce damage from a *cold cone* is a Fortitude save instead of a Reflex save.
Electricity: Manifesting a ball of this energy type provides a +10% bonus to the save and a +10% bonus on manifester level checks for the purpose of overcoming power resistance.
Fire: A cone of this energy type deals +1 point of damage per die.
Sonic: A cone of this energy type deals –1 point of damage per die and ignores an object's hardness.
This power's subtype is the same as the type of energy you manifest.
Augment: For every additional power point you spend, this power's damage increases by one die (d6).

Energy Conversion

Culture and Power Cost: Magic 8, Elementalism 8 (Fire, Cold, Electricity, Acid only), Biomagic 9
Components: M
Casting Time: 1 standard action
Range: Personal and close (25 ft. + 5 ft./2 levels); see text
Effect: Ray; see text
Duration: 10 min./+1 PWR
Saving Throw: None
As *energy adaptation*, except that instead of radiating away energy as light, you store up the energy and can later discharge it as a ray. To discharge a ray requires a standard action. You can choose to fire any number of rays during the power's duration. The ray you fire must be of one of the energy types you have stored (if you have stored more than one type, you can choose what kind of energy to use for each ray). If a ray successfully strikes its target (requiring a ranged touch attack), the target takes damage equal to the amount of energy damage of that type you have stored, up to a maximum of three times your manifester level. As long as this power remains in effect, you can continue to absorb energy damage and fire additional rays using the stored damage.
This power's subtype is the same as the type of energy you discharge in a ray; thus, its subtype can change during the course of the power's duration.

Energy Current

Culture and Power Cost: Magic 6, Elementalism 5 (Fire, Cold, Electricity only)
Components: S; see text
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: Any two creatures no more than 15 ft. apart
Duration: Concentration, up to 1 round/+1 PWR
Saving Throw: Reflex half or Fortitude half; see text
Upon manifesting this power, you choose cold, electricity, fire, or sonic. Your body's psionically fueled bioenergetic currents produce an arc of energy of the chosen type that targets a creature you designate as the primary foe for 9d6 points of damage in every round when the power remains in effect. Energy also arcs off the primary foe to strike one additional foe that is initially within 15 feet of the primary foe, or that subsequently moves within 15 feet of the primary foe while the duration lasts. Secondary foes take half the damage that the primary foe takes in every round while the duration lasts.
Should either the primary or secondary foe fall to less than 0 hit points (or should a target completely evade the effect with a special ability or power), the *energy current*'s arc randomly retargets another primary and/or secondary foe while the duration lasts. Targeted foes can move normally, possibly moving out of range of the effect, but each round they are targeted and remain in range they must make a saving throw to avoid taking full damage in that round.
Concentrating to maintain *energy current* is a full-round

action. If you take damage while maintaining *energy current*, you must make a successful Concentration check to avoid losing your concentration on the power.
Cold: A current of this energy type deals +1 point of damage per die. The saving throw to reduce damage from a *cold current* is a Fortitude save instead of a Reflex save.
Electricity: Manifesting a ball of this energy type provides a +10% bonus to the save and a +10% bonus on manifester level checks for the purpose of overcoming power resistance.
Fire: A current of this energy type deals +1 point of damage per die.
Sonic: A current of this energy type deals –1 point of damage per die and ignores an object's hardness.
This power's subtype is the same as the type of energy you manifest.
Augment: You can augment this power in one or both of the following ways.
1. For every additional power point you spend, this power's damage increases by one die (d6).
2. For every 2 additional power points you spend, this power can affect an additional secondary target. Any additional secondary target cannot be more than 15 feet from another target of the power.

Energy Drain

Culture and Power Cost: Biomagic 10, Infernal Magic 10, Abyssal Magic
Saving Throw: Constitution Check partial; see text for *enervation*
This spell functions like *enervation*, except that the creature struck loses 2d4% from all skills and saves, and the effects last longer.
There is no saving throw to avoid gaining the negative effects, but 24 hours after gaining them, the subject must make a Fortitude saving throw. If the save succeeds, 1% of penalty is removed. If it fails, the character loses 1% on all skills and saves permanently.
An undead creature struck by the ray gains 2d4x5 temporary hit points for 1 hour.

Energy Missile

Culture and Power Cost: Magic 3, Elementalism 3 (Fire, Cold, Electricity only)
Components: V
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Targets: Up to five creatures or objects; no two targets can be more than 15 ft. apart.
Duration: Instantaneous
Saving Throw: Reflex half or Fortitude half; see text
Upon manifesting this power, you choose cold, electricity, fire, or sonic. You release a powerful missile of energy of the chosen type at your foe. The missile deals 3d6 points of damage to each creature or object you target, to the maximum of five targets. You cannot hit the same target multiple times with the same manifestation of this power.
Cold: A missile of this energy type deals +1 point of damage per die. The saving throw to reduce damage from a *cold missile* is a Fortitude save instead of a Reflex save.
Electricity: Manifesting a ball of this energy type provides a +10% bonus to the save and a +10% bonus on manifester level checks for the purpose of overcoming power resistance.
Fire: A missile of this energy type deals +1 point of damage per die.
Sonic: A missile of this energy type deals –1 point of damage per die and ignores an object's hardness.
This power's subtype is the same as the type of energy you manifest.
Augment: For every additional power point you spend, this

power's damage increases by one die (d6).

Energy Push

Culture and Power Cost: Magic 3, Elementalism 3 (Fire, Cold, Electricity only)

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./ level)

Effect: Ray

Duration: Instantaneous

Saving Throw: Reflex half or Fortitude half; see text

Upon manifesting this power, you choose cold, electricity, fire, or sonic. You project a solid blast of energy of the chosen type at a target, dealing it 2d6 points of damage. In addition, if a subject of up to one size category larger than you fails a Strength check, the driving force of the energy blast pushes it back 5 feet plus another 5 feet for every 5 points of damage it takes. If a wall or other solid object prevents the subject from being pushed back, the subject instead slams into the object and takes an extra 2d6 points of damage from the impact (no save). The movement caused by *energy push* does not provoke attacks of opportunity.

Cold: A blast of this energy type deals +1 point of damage per die (damage from impact remains at 2d6 points). The saving throw to reduce damage from a *cold push* is a Fortitude save instead of a Reflex save.

Electricity: Manifesting a ball of this energy type provides a +10% bonus to the save and a +10% bonus on manifester level checks for the purpose of overcoming power resistance.

Fire: A blast of this energy type deals +1 point of damage per die (damage from impact remains at 2d6 points).

Sonic: A blast of this energy type deals –1 point of damage per die (damage from impact remains at 2d6 points) and ignores an object's hardness.

This power's subtype is the same as the type of energy you manifest.

Augment: For every 1 additional power point you spend, this power's damage increases by one die (d6). The damage increase applies to both the initial blast and any damage from impact with an object.

Energy Ray

Culture and Power Cost: Magic 2, Elementalism 2 (Fire, Cold, Electricity only)

Components: V

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray

Duration: Instantaneous

Saving Throw: None

Upon manifesting this power, you choose cold, electricity, fire, or sonic. You create a ray of energy of the chosen type that shoots forth from your fingertip and strikes a target within range, dealing 1d6 points of damage, if you succeed on a ranged touch attack with the ray.

Cold: A ray of this energy type deals +1 point of damage per die.

Electricity: Manifesting a ray of this energy type provides a +3 bonus on your attack roll if the target is wearing metal armor and a +2 bonus on manifester level checks for the purpose of overcoming power resistance.

Fire: A ray of this energy type deals +1 point of damage per die.

Sonic: A ray of this energy type deals –1 point of damage per die and ignores an object's hardness.

This power's subtype is the same as the type of energy you manifest.

Augment: For every additional power point you spend, this power's damage increases by one die (d6).

Energy Retort

Culture and Power Cost: Magic 4, Elementalism 4 (Fire, Cold, Electricity only)

Components: S

Casting Time: 1 standard action

Range: Personal and close (25 ft. + 5 ft./2 levels); see text

Targets: You and creature or object attacking you; see text

Duration: 1 min./+1 PWR

Saving Throw: Reflex half or Fortitude half; see text

Upon manifesting this power, you choose cold, electricity, fire, or sonic. You weave a field of potential energy of the chosen type around your body. The first successful attack made against you in each round during the power's duration prompts a response from the field with out any effort on your part. The attack may be physical, the effect of a power, or the effect of a spell (including spell-like, supernatural, and extraordinary abilities). An "ectoburst" discharges from the field, targeting the source of the attack and dealing 4d6 points of damage of the chosen energy type. To be affected, a target must be within close range, you must have line of sight and line of effect to it, and you must be able to identify the source of the attack. The ectoburst is a ranged touch attack made using your base attack bonus plus your key ability modifier for your manifesting class.

Cold: A field of this energy type deals +1 point of damage per die. The saving throw to reduce damage from a *cold retort* is a Fortitude save instead of a Reflex save.

Electricity: Manifesting a ball of this energy type provides a +10% bonus to the save and a +10% bonus on manifester level checks for the purpose of overcoming power resistance.

Fire: A field of this energy type deals +1 point of damage per die.

Sonic: A field of this energy type deals –1 point of damage per die and ignores an object's hardness.

This power's subtype is the same as the type of energy you manifest.

Augment: For every additional power point you spend, this power's duration increases by 1 minute.

Energy Stun

Culture and Power Cost: Magic 3, Elementalism 3 (Fire, Cold, Electricity only)

Components: V

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 5-ft.-radius burst

Duration: Instantaneous

Saving Throw: Reflex half or Fortitude half; see text

Upon manifesting this power, you choose cold, electricity, fire, or sonic. You release a powerful stroke of the chosen energy type that encircles all creatures in the area, dealing 1d6 points of damage to each of them. In addition, any creature that fails its save for half damage must succeed on a Will save or be stunned for 1 round.

Cold: A stroke of this energy type deals +1 point of damage per die. The saving throw to reduce damage from a *cold stun* is a Fortitude save instead of a Reflex save.

Electricity: Manifesting a ball of this energy type provides a +10% bonus to the save and a +10% bonus on manifester level checks for the purpose of overcoming power resistance.

Fire: A stroke of this energy type deals +1 point of damage per die.

Sonic: A stroke of this energy type deals –1 point of damage per die and ignores an object's hardness.

This power's subtype is the same as the type of energy you manifest.

Augment: For every additional power point you spend, this

power's damage increases by one die (d6).

Energy Wall

Culture and Power Cost: Magic 4, Elementalism 4 (Fire, Cold, Electricity only)

Components: V

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./ level)

Area: An opaque sheet of energy up to 20 ft. long/+1 PWR or a ring of energy with a radius of up to 5 ft./2 levels

Duration: Concentration + 1 round/ level

Saving Throw: Reflex half or Fortitude half; see text

Upon manifesting this power, you choose cold, electricity, fire, or sonic. You create an immobile sheet of energy of the chosen type formed out of unstable ectoplasm. One side of the wall, selected by you, sends forth waves of energy, dealing 2d6 points of damage to creatures and objects within 10 feet and 1d6 points of damage to those beyond 10 feet but within 20 feet. In addition, anyone passing through the *energy wall* takes 2d6 points of damage +1 point per manifester level (maximum +20).

If you manifest the wall so that it appears where creatures are, each creature takes damage as if passing through the wall.

If you manifest this power in the form of a ring of energy, you choose whether the waves of energy radiate inward or outward from the ring.

Cold: A sheet of this energy type deals +1 point of damage per die. The saving throw to reduce damage from a *cold wall* is a Fortitude save instead of a Reflex save.

Electricity: Manifesting a ball of this energy type provides a +10% bonus to the save and a +10% bonus on manifester level checks for the purpose of overcoming power resistance.

Fire: A sheet of this energy type deals +1 point of damage per die.

Sonic: A sheet of this energy type deals -1 point of damage per die and ignores an object's hardness.

This power's subtype is the same as the type of energy you manifest.

Energy Wave

Culture and Power Cost: Magic 8, Elementalism 8 (Fire, Cold, Electricity only)

Components: V

Casting Time: 1 standard action

Range: 120 ft.

Area: Cone-shaped spread

Duration: Instantaneous

Saving Throw: Reflex half or Fortitude half; see text

Upon manifesting this power, you choose cold, electricity, fire, or sonic. You create a flood of energy of the chosen type out of unstable ectoplasm that deals 13d6 points of damage to each creature and object in the area. This power originates at your hand and extends outward in a cone.

Cold: A wave of this energy type deals +1 point of damage per die. The saving throw to reduce damage from a *cold wave* is a Fortitude save instead of a Reflex save.

Electricity: Manifesting a ball of this energy type provides a +10% bonus to the save and a +10% bonus on manifester level checks for the purpose of overcoming power resistance.

Fire: A wave of this energy type deals +1 point of damage per die.

Sonic: A wave of this energy type deals -1 point of damage per die and ignores an object's hardness.

This power's subtype is the same as the type of energy you manifest.

Augment: For every additional power point you spend, this power's damage increases by one die (d6).

Enervation

Culture and Power Cost: Abyssal Magic 5, Infernal Magic 6

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray of negative energy

Duration: Instantaneous

Saving Throw: None

You point your finger and utter the incantation, releasing a black ray of crackling negative energy that suppresses the life force of any living creature it strikes. You must make a ranged touch attack to hit. If the attack succeeds, the subject gains 1d4 negative levels.

If the subject has at least as many negative levels as HD, it dies. Each negative level gives a creature a -1 penalty on attack rolls, saving throws, skill checks, ability checks, and effective level (for determining the power, duration, and other details of spells or special abilities).

Additionally, a spellcaster loses one spell or spell slot from his or her highest available level. Negative levels stack. Assuming the subject survives, it regains lost levels after a number of hours equal to your caster level (maximum 15 hours). Usually, negative levels have a chance of permanently draining the victim's levels, but the negative levels from *enervation* don't last long enough to do so.

An undead creature struck by the ray gains 1d4x5 temporary hit points for 1 hour.

Enlarge Person

Culture and Power Cost: Biomagic 2

Components: V, S, M

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Target: One humanoid creature

Duration: 1 min./+1 PWR (D)

Saving Throw: Constitution Check negates

This spell causes instant growth of a humanoid creature, doubling its height and multiplying its weight by 8. This increase changes the creature's size category to the next larger one. The target gains a +2 size bonus to Strength, a -2 size penalty to Dexterity (to a minimum of 1), and a -1 penalty on attack rolls and AC due to its increased size.

A humanoid creature whose size increases to Large has a space of 10 feet and a natural reach of 10 feet. This spell does not change the target's speed.

If insufficient room is available for the desired growth, the creature attains the maximum possible size and may make a Strength check (using its increased Strength) to burst any enclosures in the process. If it fails, it is constrained without harm by the materials enclosing it— the spell cannot be used to crush a creature by increasing its size.

All equipment worn or carried by a creature is similarly enlarged by the spell. Melee and projectile weapons affected by this spell deal more damage. Other magical properties are not affected by this spell. Any *enlarged* item that leaves an *enlarged* creature's possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown weapons deal their normal damage, and projectiles deal damage based on the size of the weapon that fired them. Magical properties of *enlarged* items are not increased by this spell.

Multiple magical effects that increase size do not stack.

Enlarge person counters and dispels *reduce person*.

Enlarge person can be made permanent with a *permanency* spell.

Material Component: A pinch of powdered iron.

Enlarge Person, Mass

Culture and Power Cost: Biomagic 5

Target: One humanoid creature/+1 PWR, no two of which can be more than 30 ft. apart
This spell functions like *enlarge person*, except that it affects multiple creatures.

Entangle

Culture and Power Cost: Druid 2
Components: V, S, DF
Casting Time: 1 standard action
Range: Long (400 ft. + 40 ft./+1 PWR)
Area: Plants in a 40-ft.-radius spread
Duration: 1 min./+1 PWR (D)
Saving Throw: Reflex partial; see text

Grasses, weeds, bushes, and even trees wrap, twist, and entwine about creatures in the area or those that enter the area, holding them fast and causing them to become entangled. The creature can break free and move half its normal speed by using a full-round action to make a Strength check or an Escape Artist check. A creature that succeeds on a Reflex save is not entangled but can still move at only half speed through the area. Each round on your turn, the plants once again attempt to entangle all creatures that have avoided or escaped entanglement.
Note: The effects of the spell may be altered somewhat, based on the nature of the entangling plants.

Entangling Ectoplasm

Culture and Power Cost: Spiritualism 2, Abyssal Magic 2, Psionic 3, Biomagic 3
Components: M, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One Medium or smaller creature
Duration: 5 rounds
Saving Throw: None
You draw forth a glob of ectoplasmic goo from the Astral Plane and immediately throw it as a ranged touch attack at any creature in range. On a successful hit, the subject is covered in goo and becomes entangled. The goo evaporates at the end of the power's duration.
Augment: For every 1 additional power point you spend, this power can affect a target one size category larger.

Enthrall

Culture and Power Cost: Empathy 3, Psionic 4
Components: V, S
Casting Time: 1 round
Range: Medium (100 ft. + 10 ft./+1 PWR)
Targets: Any number of creatures
Duration: 1 hour or less
Saving Throw: Willpower Check negates; see text
If you have the attention of a group of creatures, you can use this spell to hold them spellbound. To cast the spell, you must speak or sing without interruption for 1 full round. Thereafter, those affected give you their undivided attention, ignoring their surroundings. They are considered to have an attitude of friendly while under the effect of the spell. Any potentially affected creature of a race or religion unfriendly to yours gets a +4 bonus on the saving throw. A creature with 4 or more HD or with a Wisdom score of 16 or higher remains aware of its surroundings and has an attitude of indifferent. It gains a new saving throw if it witnesses actions that it opposes.
The effect lasts as long as you speak or sing, to a maximum of 1 hour. Those *enthralled* by your words take no action while you speak or sing and for 1d3 rounds thereafter while they discuss the topic or performance. Those entering the area during the performance must also successfully save or become *enthralled*. The speech ends

(but the 1d3-round delay still applies) if you lose concentration or do anything other than speak or sing. If those not *enthralled* have unfriendly or hostile attitudes toward you, they can collectively make a Charisma check to try to end the spell by jeering and heckling. For this check, use the Charisma bonus of the creature with the highest Charisma in the group; others may make Charisma checks to assist. The heckling ends the spell if this check result beats your Charisma check result. Only one such challenge is allowed per use of the spell.
If any member of the audience is attacked or subjected to some other overtly hostile act, the spell ends and the previously *enthralled* members become immediately unfriendly toward you. Each creature with 4 or more HD or with a Wisdom score of 16 or higher becomes hostile.

Entropic Shield

Culture and Power Cost: Alchemy 2, Druidism 3
Components: V, S
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 min./+1 PWR (D)
A magical field appears around you, glowing with a chaotic blast of multicolored hues. This field deflects incoming arrows, rays, and other ranged attacks. Each ranged attack directed at you for which the attacker must make an attack roll has a 20% miss chance (similar to the effects of concealment). Other attacks that simply work at a distance are not affected.

Eradicate Invisibility

Culture and Power Cost: Magic 4
Components: S
Casting Time: 1 standard action
Range: 50 ft.
Targets: You and all invisible creatures and objects in a 50-ft.-radius burst centered on you
Duration: Instantaneous
Saving Throw: Reflex negates
You radiate a psychokinetic burst that disrupts and negates all types of invisibility (though this power can't negate the effect of *cloud mind*). Any creature that fails its save to avoid the effect loses its invisibility.
Creatures that are naturally invisible, such as an invisible stalker, are revealed as a dim outline for 1 round (until the beginning of your next turn) and do not have total concealment during this period.
Augment: For every additional power point you spend, this power's range and the radius of the burst in which it functions both increase by 5 feet.

Erase

Culture and Power Cost: Alchemy 2
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One scroll or two pages
Duration: Instantaneous
Saving Throw: See text
Erase removes writings of either magical or mundane nature from a scroll or from one or two pages of paper, parchment, or similar surfaces. With this spell, you can remove *explosive runes*, a *glyph of warding*, a *sepia snake sigil*, or an *arcane mark*, but not *illusory script* or a *symbol* spell. Nonmagical writing is automatically erased if you touch it and no one else is holding it. Otherwise, the chance of erasing nonmagical writing is 90%.
Magic writing must be touched to be erased, if you fail to erase *explosive runes*, a *glyph of warding*, or a *sepia snake sigil*, you accidentally activate that writing instead.

Escape Detection

Culture and Power Cost: Magic 4, Psionic 4, Empathy 4

Components: None

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/+1 PWR

You (plus all your gear and any objects you carry) become difficult to detect by clairsentience powers such as *clairvoyant sense*, *remote viewing*, and *psionic true seeing*.

Ethereal Jaunt

Culture and Power Cost: Spiritualism 8, Alchemy 10

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/+1 PWR (D)

You become ethereal, along with your equipment. For the duration of the spell, you are in a place called the Ethereal Plane, which overlaps the normal, physical, Material Plane. When the spell expires, you return to material existence. An ethereal creature is invisible, insubstantial, and capable of moving in any direction, even up or down, albeit at half normal speed. As an insubstantial creature, you can move through solid objects, including living creatures. An ethereal creature can see and hear on the Material Plane, but everything looks gray and ephemeral. Sight and hearing onto the Material Plane are limited to 60 feet.

Force effects and abjurations affect an ethereal creature normally. Their effects extend onto the Ethereal Plane from the Material Plane, but not vice versa. An ethereal creature can't attack material creatures, and spells you cast while ethereal affect only other ethereal things. Certain material creatures or objects have attacks or effects that work on the Ethereal Plane.

Treat other ethereal creatures and ethereal objects as if they were material.

If you end the spell and become material while inside a material object (such as a solid wall), you are shunted off to the nearest open space and take 1d6 points of damage per 5 feet that you so travel.

Etherealness

Culture and Power Cost: Spiritualism 10

Range: Touch; see text

Targets: You and one other touched creature per three levels

Duration: 1 min./+1 PWR (D)

This spell functions like *ethereal jaunt*, except that you and other willing creatures joined by linked hands (along with their equipment) become ethereal. Besides yourself, you can bring one creature per three caster levels to the Ethereal Plane. Once ethereal, the subjects need not stay together.

When the spell expires, all affected creatures on the Ethereal Plane return to material existence.

Evade Burst

Culture and Power Cost: Magic 4, Psionic 5, Biomagic 8

Components: M

Casting Time: 1 immediate action

Range: Personal

Target: You

Duration: Instantaneous

You throw off a faux ectoplasmic shell, allowing you to slide out of range of a damaging effect. When you manifest this power in conjunction with making a successful Reflex save against an attack that normally deals half damage on a successful save, you instead take no damage.

You can manifest this power with an instant thought, quickly enough to save yourself if you unexpectedly come within range of a dangerous effect. Manifesting this power is an immediate action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round. You can even manifest this power when it isn't your turn.

Augment: If you spend 2 additional power points, you take only half damage on a failed Reflex save.

Exhalation of the Black Dragon

Culture and Power Cost: Biomagic 4, Elementalism 5, Biomagic 6

Components: S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray

Duration: Instantaneous

Saving Throw: None

You spit forth vitriolic acid, originating from your mouth, at your target. If you succeed on a ranged touch attack, the target takes 3d6 points of acid damage.

Augment: For every 1 additional power point you spend, this power's damage increases by 1d6 points.

Expansion

Culture and Power Cost: Biomagic 2, Psionic 3

Components: M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round./+1 PWR (D)

This power causes instant growth, doubling your height, length, and width and multiplying your weight by 8. This increase changes your size category to the next larger one. You gain a +2 size bonus to Strength, a -2 size penalty to Dexterity (to a minimum effective Dexterity score of 1), a -1 size penalty on attack rolls, and a -1 size penalty to Armor Class due to your increased size.

If your new size is Large or larger, you have a space of at least 10 feet and a natural reach of at least 10 feet. This power doesn't change your speed. If insufficient room is available for the desired growth, you attain the maximum possible size and can make a Strength check (using your increased Strength score) to burst any enclosures in the process. If you fail, you are constrained without harm by the materials enclosing you—you cannot crush yourself to death by increasing your size.

All your equipment, worn or carried, is similarly expanded by this power. Melee and projectile weapons deal more damage.

Other psionic or magical properties are not affected by this power. Any affected item that leaves your possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown weapons deal their normal damage (projectiles deal damage based on the size of the weapon that fired them). Multiple effects that increase size do not stack, which means (among other things) that you can't use a second manifestation of this power to further expand yourself.

Augment: You can augment this power in one or more of the following ways.

1. If you spend 6 additional power points, this power increases your size by two size categories instead of one. You gain a +4 size bonus to Strength, a -4 size penalty to Dexterity (to a minimum effective Dexterity score of 1), a -2 size penalty on attack rolls, and a -2 size penalty to Armor Class due to your increased size.
2. If you spend 6 additional power points, you can manifest this power as a swift action instead of a standard action.
3. If you spend 1 additional power point, this power's

duration is 1 minute per level rather than 1 round per level.

Expeditious Retreat

Culture and Power Cost: Biomagic 2
Components: V, S
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 min./+1 PWR (D)

This spell increases your base land speed by 30 feet. (This adjustment is treated as an enhancement bonus.) There is no effect on other modes of movement, such as burrow, climb, fly, or swim. As with any effect that increases your speed, this spell affects your jumping distance (see the Jump skill).

Explosive Runes

Culture and Power Cost: Alchemy 4
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: One touched object weighing no more than 10 lb.
Duration: Permanent until discharged (D)
Saving Throw: See text
You trace these mystic runes upon a book, map, scroll, or similar object bearing written information. The *runes* detonate when read, dealing 6d6 points of force damage. Anyone next to the *runes* (close enough to read them) takes the full damage with no saving throw; any other creature within 10 feet of the *runes* is entitled to a Reflex save for half damage. The object on which the *runes* were written also takes full damage (no saving throw). You and any characters you specifically instruct can read the protected writing without triggering the *runes*. Likewise, you can remove the *runes* whenever desired. Another creature can remove them with a successful *dispel magic* or *erase* spell, but attempting to dispel or erase the *runes* and failing to do so triggers the explosion.
Note: Magic traps such as *explosive runes* are hard to detect and disable.

Eyebite

Culture and Power Cost: Infernal Magic 7, Abyssal Magic 7
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: 1 round per three levels; see text
Saving Throw: Constitution Check negates

Each round, you may target a single living creature, striking it with waves of evil power. Depending on the target's HD, this attack has as many as three effects.

HD	Effect
10 or more	Sickened
5–9	Panicked, sickened
4 or less	Comatose, panicked, sickened

The effects are cumulative and concurrent.
Sickened: Sudden pain and fever sweeps over the subject's body. A sickened creature takes a –2 penalty on attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks. A creature affected by this spell remains sickened for 10 minutes. The effects cannot be negated by a *remove disease* or *heal* spell, but a *remove curse* is effective.
Panicked: The subject becomes panicked for 1d4 rounds. Even after the panic ends, the creature remains shaken for 10 minutes, and it automatically becomes panicked again if it comes within sight of you during that time. This is a fear effect.

Comatose: The subject falls into a catatonic coma for 10 minutes. During this time, it cannot be awakened by any means short of dispelling the effect. This is not a *sleep* effect, and thus elves are not immune to it. The spell lasts for 1 round per three caster levels. You must spend a move action each round after the first to target a foe.

Fabricate

Culture and Power Cost: Alchemy 6
Components: V, S, M
Casting Time: See text
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to 10 cu. ft./+1 PWR; see text
Duration: Instantaneous
Saving Throw: None
You convert material of one sort into a product that is of the same material. Creatures or magic items cannot be created or transmuted by the *fabricate* spell. The quality of items made by this spell is commensurate with the quality of material used as the basis for the new fabrication. If you work with a mineral, the target is reduced to 1 cubic foot per level instead of 10 cubic feet. You must make an appropriate Craft check to fabricate articles requiring a high degree of craftsmanship. Casting requires 1 round per 10 cubic feet (or 1 cubic foot) of material to be affected by the spell.
Material Component: The original material, which costs the same amount as the raw materials required to craft the item to be created.

Faerie Fire

Culture and Power Cost: Magic 2
Components: V, S, DF
Casting Time: 1 standard action
Range: Long (400 ft. + 40 ft./+1 PWR)
Area: Creatures and objects within a 5-ft.-radius burst
Duration: 1 min./+1 PWR (D)
Saving Throw: None
A pale glow surrounds and outlines the subjects. Outlined subjects shed light as candles. Outlined creatures do not benefit from the concealment normally provided by darkness (though a 2nd-level or higher magical *darkness* effect functions normally), *blur*, displacement, invisibility, or similar effects. The light is too dim to have any special effect on undead or dark-dwelling creatures vulnerable to light. The *faerie fire* can be blue, green, or violet, according to your choice at the time of casting. The *faerie fire* does not cause any harm to the objects or creatures thus outlined.

False Life

Culture and Power Cost: Biomagic 3, Infernal Magic 4, Spiritualism 3, Abyssal Magic 4
Components: V, S, M
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 hour/+1 PWR or until discharged; see text
You harness the power of unlife to grant yourself a limited ability to avoid death. While this spell is in effect, you gain temporary hit points equal to 1d10 +1 (maximum +10).
Material Component: A small amount of alcohol or distilled spirits, which you use to trace certain sigils on your body during casting. These sigils cannot be seen once the alcohol or spirits evaporate.

False Sensory Input

Culture and Power Cost: Psionic 4, Biomagic 5
Components: M
Casting Time: 1 round

Range: Long (400 ft. + 40 ft./+1 PWR)

Target: One creature

Duration: Concentration, up to 1 min./+1 PWR (D)

Saving Throw: Willpower Check negates

You have a limited ability to falsify one of the subject's senses. The subject thinks she sees, hears, smells, tastes, or feels something other than what her senses actually report. You can't create a sensation where none exists, nor make the subject completely oblivious to a sensation, but you can replace the specifics of one sensation with different specifics. For instance, you could make a human look like a dwarf (or one human look like another specific human), a closed door look like it is open, a vat of acid smell like rose water, a parrot look like a bookend, stale rations taste like fresh fruit, a light pat feel like a dagger thrust, a scream sound like the howling wind, and so on.

You can switch between senses you falsify round by round. You can't alter the size of an object by more than 50% by using this power. Thus, you couldn't make a castle look like a hovel, but you could make it look like a different castle, or a rough hillock of approximately the same size. If this power is used to distract an enemy manifester who is attempting to use his powers, the enemy must make a Concentration check as if being grappling or pinned. Because you override a victim's senses, you can fool a victim who is using *true seeing* or some other method of gathering information, assuming you know that the victim is actively using such an effect and you can maintain concentration.

Augment: For every 1 additional power point you spend, this power can affect an additional target. Any additional target cannot be more than 15 feet from another target of the power.

False Vision

Culture and Power Cost: Divine Magic 6, Infernal Magic 6,

Abyssal Magic 6, Druidism 6

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Area: 40-ft.-radius emanation

Duration: 1 hour/+1 PWR (D)

Saving Throw: None

Any divination (scrying) spell used to view anything within the area of this spell instead receives a false image (as the *major image* spell), as defined by you at the time of casting. As long as the duration lasts, you can concentrate to change the image as desired. While you aren't concentrating, the image remains static.

Arcane Material Component: The ground dust of a piece of jade worth at least 250 gp, which is sprinkled into the air when the spell is cast.

Far Hand

Culture and Power Cost: Magic 2, Psionic 2

Components: S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: A nonmagical, unattended object weighing up to 5 lb.

Duration: Concentration, up to 1 min.

Saving Throw: None

You can mentally lift and move an object at will from a distance. As a move action, you can propel the object as far as 15 feet in any direction, though the power ends if the distance between you and the object exceeds the power's range.

Augment: You can augment this power in one or both of the following ways.

1. For every 1 additional power point you spend, this power's range increases by 5 feet.

2. For every additional power point you spend, the weight limit of the target increases by 2 pounds.

Fate Link

Culture and Power Cost: Psionic 4, Divine Magic 4, Infernal Magic 4, Abyssal Magic 4

Components: M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: Any two living creatures that are initially no more than 30 ft. apart.

Duration: 10 min./+1 PWR

Saving Throw: Willpower Check negates

You temporarily link the fates of any two creatures, if both fail their saving throws. If either linked creature experiences pain, both feel it. When one loses hit points, the other loses the same amount. If one takes nonlethal damage, so does the other. If one creature is subjected to an effect to which it is immune (such as a type of energy damage), the linked creature is not subjected to it either. If one dies, the other must immediately succeed on a Fortitude save or gain -2% to all skills and saves. No other effects are transferred by the *fate link*.

Fate of One

Culture and Power Cost: Psionic 8, Divine Magic 8, Infernal Magic 8, Abyssal Magic 8, Magic 8

Components: M, S

Casting Time: 1 immediate action

Range: Personal

Target: You

Duration: Instantaneous

Your limited omniscience allows you to reroll a saving throw, attack roll, or skill check. Whatever the result of the reroll, you must use it even if it is worse than the original roll.

You can manifest this power instantly, quickly enough to gain its benefits in an emergency. Manifesting this power is an immediate action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round. If you use the power to reroll a saving throw, you can manifest this power even when it is not your turn.

Fear

Culture and Power Cost: Empathy 4, Infernal Magic 5,

Abyssal Magic 5

Components: V, S, M

Casting Time: 1 standard action

Range: 30 ft.

Area: Cone-shaped burst

Duration: 1 round/+1 PWR or 1 round; see text

Saving Throw: Willpower Check partial

An invisible cone of terror causes each living creature in the area to become panicked unless it succeeds on a Will save. If cornered, a panicked creature begins cowering. If the Will save succeeds, the creature is shaken for 1 round.

Material Component: Either the heart of a hen or a white feather.

Feat Leech

Culture and Power Cost: Psionic 3, Biomagic 4, Infernal Magic 4

Components: M, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./+1 PWR

Saving Throw: Willpower Check negates; see text

You can use another's psionic or metapsionic feats for

yourself. You make a melee touch attack against a target. If successful, you immediately are familiar with the target's psionic and metapsionic feats, if any, and you can choose a number of these feats to "leech" equal to your Wisdom modifier (minimum one).

While the power lasts, you are treated as if you possessed the stolen feats, despite the fact that you have more feats than normally allowed. During this same period, the target can make no use of the stolen feats. When the power's duration expires, you lose access to the feats, and the target gains immediate use of them. This transfer occurs regardless of the distance between you and the target. If the duration of *feat leech* is extended by the use of a metapsionic feat, the target gains a Will saving throw every 10 minutes beyond the normal duration. If this save succeeds, the power's duration ends. If the target is killed before the duration expires, you immediately lose the benefit of the stolen feats.

You cannot steal a feat for which you do not meet the prerequisites, if any. However, you can use a stolen feat as the prerequisite for another stolen feat.

Feather Fall

Culture and Power Cost: Alchemy 2

Components: V

Casting Time: 1 free action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One Medium or smaller freefalling object or creature/+1 PWR, no two of which may be more than 20 ft. apart

Duration: Until landing or 1 round/+1 PWR

Saving Throw: Willpower Check negates (harmless) or

Willpower Check negates (object)
(object)

The affected creatures or objects fall slowly. *Feather fall* instantly changes the rate at which the targets fall to a mere 60 feet per round (equivalent to the end of a fall from a few feet), and the subjects take no damage upon landing while the spell is in effect. However, when the spell duration expires, a normal rate of falling resumes.

The spell affects one or more Medium or smaller creatures (including gear and carried objects up to each creature's maximum load) or objects, or the equivalent in larger creatures: A Large creature or object counts as two Medium creatures or objects, a Huge creature or object counts as two Large creatures or objects, and so forth.

You can cast this spell with an instant utterance, quickly enough to save yourself if you unexpectedly fall. Casting the spell is a free action, like casting a quickened spell, and it counts toward the normal limit of one quickened spell per round. You may even cast this spell when it isn't your turn. This spell has no special effect on ranged weapons unless they are falling quite a distance. If the spell is cast on a falling item the object does half normal damage based on its weight, with no bonus for the height of the drop.

Feather fall works only upon free-falling objects. It does not affect a sword blow or a charging or flying creature.

Feeblemind

Culture and Power Cost: Psionic 6, Empathy 7

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./+1 PWR)

Target: One creature

Duration: Instantaneous

Saving Throw: Willpower Check negates; see text

If the target creature fails a Will saving throw, its Intelligence and Charisma scores each drop to 1. The affected creature is unable to use Intelligence- or Charisma-based skills, cast spells, understand language, or communicate coherently. Still, it knows who its friends are

and can follow them and even protect them. The subject remains in this state until a *heal*, *limited wish*, *miracle*, or *wish* spell is used to cancel the effect of the *feeblemind*. A creature that can cast arcane spells, such as a sorcerer or a wizard, takes a -4 penalty on its saving throw.

Material Component: A handful of clay, crystal, glass, or mineral spheres.

Fiery Disincorporation

Culture and Power Cost: Elementalism 6

Components: S

Casting Time: 1 immediate action

Range: Personal

Target: You

Duration: Instantaneous and up to one day; see text

You use your mastery of energy to cheat death. If you are within 30 feet of an open flame, you can use this power. Any damage that would reduce you to 0 hit points or lower instead has a chance to disincorporate you. You attempt a Will save; if it succeeds, you simply break apart into dozens of flitting tongues of flame and vanish, along with all your gear and anything you are holding or carrying.

One day later, you reappear adjacent to an open flame nearest to the place where you disincorporated, seeming to materialize from the fire (you choose where you appear along the perimeter of that open flame). While disincorporated, you do not exist—you can do nothing, nor can any of your enemies do anything to you.

Augment: For every 3 additional power points you spend, you gain a +1 bonus on your Will save to determine whether you disincorporate.

Find the Path

Culture and Power Cost: Druidism 7, Shamanism 8

Components: V, S, F

Casting Time: 3 rounds

Range: Personal or touch

Target: You or creature touched

Duration: 10 min./+1 PWR

Saving Throw: None or Willpower Check negates (harmless)

or Yes (harmless)

The recipient of this spell can find the shortest, most direct physical route to a specified destination, be it the way into or out of a locale. The locale can be outdoors, underground, or even inside a *maze* spell. *Find the path* works with respect to locations, not objects or creatures at a locale. The location must be on the same plane as you are at the time of casting.

The spell enables the subject to sense the correct direction that will eventually lead it to its destination, indicating at appropriate times the exact path to follow or physical actions to take. For example, the spell enables the subject to sense trip wires or the proper word to bypass a *glyph of warding*. The spell ends when the destination is reached or the duration expires, whichever comes first. *Find the path* can be used to remove the subject and its companions from the effect of a *maze* spell in a single round.

This divination is keyed to the recipient, not its companions, and its effect does not predict or allow for the actions of creatures (including guardians).

Focus: A set of divination counters of the sort you favor.

Find Traps

Culture and Power Cost: Alchemy 3

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./+1 PWR

You gain intuitive insight into the workings of traps. You can use the Search skill to detect traps just as a rogue can. In addition, you gain an insight bonus equal to one-half your caster level (maximum +10) on Search checks made to find traps while the spell is in effect. Note that *find traps* grants no ability to disable the traps that you may find.

Finger of Death

Culture and Power Cost: Biomagic 8, Infernal Magic 8, Abyssal Magic 8

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: Instantaneous

Saving Throw: Constitution Check partial

You can slay any one living creature within range. The target is entitled to a Fortitude saving throw to survive the attack. If the save is successful, the creature instead takes 3d6 points of damage +1 point (maximum +25). The subject might die from damage even if it succeeds on its saving throw.

Fire Seeds

Culture and Power Cost: Elementalism 7, Druidism 8

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Targets: Up to four touched acorns or up to eight touched holly berries

Duration: 10 min./+1 PWR or until used

Saving Throw: None or Reflex half; see text

Depending on the version of *fire seeds* you choose, you turn acorns into splash weapons that you or another character can throw, or you turn holly berries into bombs that you can detonate on command.

Acorn Grenades: As many as four acorns turn into special splash weapons that can be hurled as far as 100 feet. A ranged touch attack roll is required to strike the intended target. Together, the acorns are capable of dealing 1d6 points of fire damage (maximum 20d6), divided up among the acorns as you wish.

Each acorn explodes upon striking any hard surface. In addition to its regular fire damage, it deals 1 point of splash damage per die, and it ignites any combustible materials within 10 feet. A creature within this area that makes a successful Reflex saving throw takes only half damage; a creature struck directly is not allowed a saving throw.

Holly Berry Bombs: You turn as many as eight holly berries into special bombs. The holly berries are usually placed by hand, since they are too light to make effective thrown weapons (they can be tossed only 5 feet). If you are within 200 feet and speak a word of command, each berry instantly bursts into flame, causing 1d8 points of fire damage +1 point to every creature in a 5-foot radius burst and igniting any combustible materials within 5 feet. A creature in the area that makes a successful Reflex saving throw takes only half damage.

Material Component: The acorns or holly berries.

Fire Shield

Culture and Power Cost: Elementalism 5

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/+1 PWR (D)

This spell wreathes you in flame and causes damage to each creature that attacks you in melee. The flames also

protect you from either cold-based or fire-based attacks (your choice).

Any creature striking you with its body or a handheld weapon deals normal damage, but at the same time the attacker takes 1d6 points of damage +1 point (maximum +15). This damage is either cold damage (if the *shield* protects against fire-based attacks) or fire damage (if the *shield* protects against cold-based attacks).

When casting this spell, you appear to immolate yourself, but the flames are thin and wispy, giving off light equal to only half the illumination of a normal torch (10 feet). The color of the flames is determined randomly (50% chance of either color)—blue or green if the *chill shield* is cast, violet or blue if the *warm shield* is employed. The special powers of each version are as follows.

Warm Shield: The flames are warm to the touch. You take only half damage from cold-based attacks. If such an attack allows a Reflex save for half damage, you take no damage on a successful save.

Chill Shield: The flames are cool to the touch. You take only half damage from fire-based attacks. If such an attack allows a Reflex save for half damage, you take no damage on a successful save.

Arcane Material Component: A bit of phosphorus for the *warm shield*; a live firefly or glowworm or the tail portions of four dead ones for the *chill shield*.

Fire Storm

Culture and Power Cost: Elementalism 8

Components: V, S

Casting Time: 1 round

Range: Medium (100 ft. + 10 ft./+1 PWR)

Area: Two 10-ft. cubes per level (S)

Duration: Instantaneous

Saving Throw: Reflex half

When a *fire storm* spell is cast, the whole area is shot through with sheets of roaring flame. The raging flames do not harm natural vegetation, ground cover, and any plant creatures in the area that you wish to exclude from damage. Any other creature within the area takes 1d6 points of fire damage (maximum 20d6).

Fire Trap

Culture and Power Cost: Elementalism 3, Alchemy 4

Components: V, S, M

Casting Time: 10 minutes

Range: Touch

Target: Object touched

Duration: Permanent until discharged (D)

Saving Throw: Reflex half; see text

Fire trap creates a fiery explosion when an intruder opens the item that the trap protects. A *fire trap* can ward any object that can be opened and closed.

When casting *fire trap*, you select a point on the object as the spell's center. When someone other than you opens the object, a fiery explosion fills the area within a 5-foot radius around the spell's center. The flames deal 1d4 points of fire damage +1 point (maximum +20). The item protected by the trap is not harmed by this explosion.

A *fire trapped* item cannot have a second closure or warding spell placed on it.

A *knock* spell does not bypass a *fire trap*. An unsuccessful *dispel magic* spell does not detonate the spell.

Underwater, this ward deals half damage and creates a large cloud of steam.

You can use the *fire trapped* object without discharging it, as can any individual to whom the object was specifically attuned when cast. Attuning a *fire trapped* object to an individual usually involves setting a password that you can share with friends.

Note: Magic traps such as *fire trap* are hard to detect and disable. A rogue (only) can use the Search skill to find a *fire trap* and Disable Device to thwart it.

Material Component: A half-pound of gold dust (cost 25 gp) sprinkled on the warded object.

Fireball

Culture and Power Cost: Elementalism 4

Components: V, S, M

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./+1 PWR)

Area: 20-ft.-radius spread

Duration: Instantaneous

Saving Throw: Reflex half

A *fireball* spell is an explosion of flame that detonates with a low roar and deals 1d6 points of fire damage (maximum 10d6) to every creature within the area. Unattended objects also take this damage. The explosion creates almost no pressure.

You point your finger and determine the range (distance and height) at which the *fireball* is to burst. A glowing, pea-sized bead streaks from the pointing digit and, unless it impacts upon a material body or solid barrier prior to attaining the prescribed range, blossoms into the *fireball* at that point. (An early impact results in an early detonation.) If you attempt to send the bead through a narrow passage, such as through an arrow slit, you must "hit" the opening with a ranged touch attack, or else the bead strikes the barrier and detonates prematurely.

The *fireball* sets fire to combustibles and damages objects in the area. It can melt metals with low melting points, such as lead, gold, copper, silver, and bronze. If the damage caused to an interposing barrier shatters or breaks through it, the *fireball* may continue beyond the barrier if the area permits; otherwise it stops at the barrier just as any other spell effect does.

Material Component: A tiny ball of bat guano and sulfur.

Fission

Culture and Power Cost: Biomagic 8

Components: M

Casting Time: 1 standard action

Range: Personal

Effect: Duplicate of yourself

Duration: 1 round/+1 PWR (D)

You can divide yourself, creating a duplicate that comes into existence 5 feet away. Your duplicate thinks and acts exactly as you do and follows your orders, although it will not do anything you wouldn't do yourself. Your duplicate has all your abilities but none of your psionic or magical equipment (it does possess a duplicate of all your mundane equipment, clothing, armor, and implements, as well as mundane versions of any psionic or magical equipment you have). You and your duplicate evenly split your power points, your remaining usages of pertinent special abilities for the day, and so on. You retain your psionic focus, if you maintain such when this power is manifested. Treat your duplicate as yourself with two negative levels for the purpose of determining the powers to which the duplicate has access (while the duration of this power lasts, those negative levels cannot be removed by any means). Your duplicate has all other physical traits you had at the time you manifest this power. Powers, spells, or other effects affecting you when you manifest this power do not transfer to your duplicate.

When the duration expires or when you dismiss the power, you and your duplicate rejoin, no matter how far from each other you are. You gain back any power points the duplicate has not spent. At the time of rejoining, you take half of the damage your duplicate has taken since this power was manifested. This damage could potentially leave

you with negative hit points, but it can't reduce your hit points to less than -9.

If your duplicate dies before the duration expires, no rejoining occurs, and you gain one negative level. If you die, your duplicate remains in existence, and is for all intents you, but with two negative levels. (Once the duration expires, one of the negative levels immediately converts to one lost level; the other negative level can be removed by standard means.)

You can have only one *fissioned* duplicate in existence at one time; your duplicate cannot use this power. You cannot use *fusion* or *metaconcert* with a duplicate, or share any other power or effect that pools abilities (the sum of you and you is still just you). Similarly, attempting to use powers such as *claws of the vampire* or *vampiric blade* to hurt your duplicate only damages your duplicate; these powers do not heal you. *Empathic transfer* and similar powers are likewise ineffective (transferring wounds to yourself isn't a good healing strategy).

All powers affecting a *fissioned* creature, either the original or the duplicate, end when the *fission* ends. All damage, including hit point damage, ability damage, ability drain, and ability burn damage, is added together.

Flame Arrow

Culture and Power Cost: Elementalism 4, Alchemy 5

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: Fifty projectiles, all of which must be in contact with each other at the time of casting

Duration: 10 min./+1 PWR

Saving Throw: None

You turn ammunition (such as arrows, bolts, shuriken, and stones) into fiery projectiles. Each piece of ammunition deals an extra 1d6 points of fire damage to any target it hits. A flaming projectile can easily ignite a flammable object or structure, but it won't ignite a creature it strikes.

Material Component: A drop of oil and a small piece of flint.

Flame Blade

Culture and Power Cost: Elementalism 3, Alchemy 4

Components: V, S, DF

Casting Time: 1 standard action

Range: 0 ft.

Effect: Sword-like beam

Duration: 1 min./+1 PWR (D)

Saving Throw: None

A 3-foot-long, blazing beam of red-hot fire springs forth from your hand. You wield this bladelike beam as if it were a scimitar. Attacks with the *flame blade* are melee touch attacks. The blade deals 1d8 points of fire damage +1 point per two caster levels (maximum +10). Since the blade is immaterial, your Strength modifier does not apply to the damage. A *flame blade* can ignite combustible materials such as parchment, straw, dry sticks, and cloth. The spell does not function underwater.

Flame Strike

Culture and Power Cost: Elementalism 5, Divine Magic 6, Infernal Magic 6, Abyssal Magic 7

Components: V, S, DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./+1 PWR)

Area: Cylinder (10-ft. radius, 40 ft. high)

Duration: Instantaneous

Saving Throw: Reflex half

A *flame strike* produces a vertical column of divine fire roaring downward. The spell deals 1d6 points of damage (maximum 15d6). Half the damage is fire damage, but the other half results directly from divine power and is

therefore not subject to being reduced by resistance to fire-based attacks.

Flaming Sphere

Culture and Power Cost: Elementalism 3

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./+1 PWR)

Effect: 5-ft.-diameter sphere

Duration: 1 round/+1 PWR

Saving Throw: Reflex negates

A burning globe of fire rolls in whichever direction you point and burns those it strikes. It moves 30 feet per round. As part of this movement, it can ascend or jump up to 30 feet to strike a target. If it enters a space with a creature, it stops moving for the round and deals 2d6 points of fire damage to that creature, though a successful Reflex save negates that damage. A *flaming sphere* rolls over barriers less than 4 feet tall. It ignites flammable substances it touches and illuminates the same area as a torch would. The sphere moves as long as you actively direct it (a move action for you); otherwise, it merely stays at rest and burns. It can be extinguished by any means that would put out a normal fire of its size. The surface of the sphere has a spongy, yielding consistency and so does not cause damage except by its flame. It cannot push aside unwilling creatures or batter down large obstacles. A *flaming sphere* winks out if it exceeds the spell's range.

Arcane Material Component: A bit of tallow, a pinch of brimstone, and a dusting of powdered iron.

Flare

Culture and Power Cost: Magic 1

Components: V

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Burst of light

Duration: Instantaneous

Saving Throw: Constitution Check negates

This cantrip creates a burst of light. If you cause the light to burst directly in front of a single creature, that creature is dazzled for 1 minute unless it makes a successful Fortitude save. Sightless creatures, as well as creatures already dazzled, are not affected by *flare*.

Flesh to Stone

Culture and Power Cost: Elementalism 7, Biomagic 7

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./+1 PWR)

Target: One creature

Duration: Instantaneous

Saving Throw: Constitution Check negates

The subject, along with all its carried gear, turns into a mindless, inert statue. If the statue resulting from this spell is broken or damaged, the subject (if ever returned to its original state) has similar damage or deformities. The creature is not dead, but it does not seem to be alive either when viewed with spells such as *deathwatch*.

Only creatures made of flesh are affected by this spell.

Material Component: Lime, water, and earth.

Fly

Culture and Power Cost: Elementalism 4, Magic 5

Components: V, S, F/DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./+1 PWR

Saving Throw: Willpower Checkpower Check negates (harmless)

The subject can fly at a speed of 60 feet (or 40 feet if it wears medium or heavy armor, or if it carries a medium or heavy load). It can ascend at half speed and descend at double speed, and its maneuverability is good. Using a *fly* spell requires only as much concentration as walking, so the subject can attack or cast spells normally. The subject of a *fly* spell can charge but not run, and it cannot carry aloft more weight than its maximum load, plus any armor it wears.

Should the spell duration expire while the subject is still aloft, the magic fails slowly. The subject floats downward 60 feet per round for 1d6 rounds. If it reaches the ground in that amount of time, it lands safely. If not, it falls the rest of the distance, taking 1d6 points of damage per 10 feet of fall. Since dispelling a spell effectively ends it, the subject also descends in this way if the *fly* spell is dispelled, but not if it is negated by an *antimagic field*.

Arcane Focus: A wing feather from any bird.

Float

Culture and Power Cost: Elementalism 2

Components: V

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/+1 PWR (D)

You mentally support yourself in water or similar liquid. You can swim at a speed of 10 feet using the power alone, or use it to boost your swim speed by 10 feet.

Floating Disk

Culture and Power Cost: Alchemy 2

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: 3-ft.-diameter disk of force

Duration: 1 hour/+1 PWR

Saving Throw: None

You create a slightly concave, circular plane of force that follows you about and carries loads for you. The disk is 3 feet in diameter and 1 inch deep at its center. It can hold 100 pounds of weight. (If used to transport a liquid, its capacity is 2 gallons.) The disk floats approximately 3 feet above the ground at all times and remains level. It floats along horizontally within spell range and will accompany you at a rate of no more than your normal speed each round. If not otherwise directed, it maintains a constant interval of 5 feet between itself and you. The disk winks out of existence when the spell duration expires. The disk also winks out if you move beyond range or try to take the disk more than 3 feet away from the surface beneath it. When the disk winks out, whatever it was supporting falls to the surface beneath it.

Material Component: A drop of mercury.

Fog Cloud

Culture and Power Cost: Elementalism 3, Druidism 4

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft. level)

Effect: Fog spreads in 20-ft. radius, 20 ft. high

Duration: 10 min./+1 PWR

Saving Throw: None

A bank of fog billows out from the point you designate. The fog obscures all sight, including darkvision, beyond 5 feet.

A creature within 5 feet has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target).

A moderate wind (11+ mph) disperses the fog in 4 rounds; a strong wind (21+ mph) disperses the fog in 1 round.

The spell does not function underwater.

Forbiddance

Culture and Power Cost: Spiritualism 7, Divine Magic 8, Infernal Magic 8, Abyssal Magic 8, Alchemy 9

Components: V, S, M, DF

Casting Time: 6 rounds

Range: Medium (100 ft. + 10 ft./+1 PWR)

Area: 60-ft. cube/+1 PWR (S)

Duration: Permanent

Saving Throw: See text

Forbiddance seals an area against all planar travel into or within it. This includes all teleportation spells (such as *dimension door* and *teleport*), *plane shifting*, astral travel, ethereal travel, and all summoning spells. Such effects simply fail automatically.

In addition, it damages entering creatures whose alignments are different from yours. The effect on those attempting to enter the warded area is based on their alignment relative to yours (see below). A creature inside the area when the spell is cast takes no damage unless it exits the area and attempts to reenter, at which time it is affected as normal.

Alignments identical: No effect. The creature may enter the area freely (although not by planar travel).

Alignments different with respect to either law/chaos or good/evil: The creature takes 6d6 points of damage. A successful Will save halves the damage.

Alignments different with respect to both law/chaos and good/evil: The creature takes 12d6 points of damage. A successful Will save halves the damage.

At your option, the abjuration can include a password, in which case creatures of alignments different from yours can avoid the damage by speaking the password as they enter the area. You must select this option (and the password) at the time of casting.

Dispel magic does not dispel a *forbiddance* effect unless the dispeller's level is at least as high as your caster level. You can't have multiple overlapping *forbiddance* effects. In such a case, the more recent effect stops at the boundary of the older effect.

Material Component: A sprinkling of holy water and rare incenses worth at least 1,500 gp, plus 1,500 IM per 60-foot cube. If a password is desired, this requires the burning of additional rare incenses worth at least 1,000 gp, plus 1,000 IM per 60-foot cube.

Force Screen

Culture and Power Cost: Magic 2

Components: V

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./+1 PWR

You create an invisible mobile disk of force that hovers in front of you. The *force screen* provides a +4 shield bonus to Armor Class (which applies against incorporeal touch attacks, since the *force screen* is a force effect). Since it hovers in front of you, the effect has no armor check penalty associated with it.

Augment: For every 2 additional power points you spend, the shield bonus to Armor Class improves by 1.

Forcecage

Culture and Power Cost: Magic 8

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: Barred cage (20-ft. cube) or windowless cell (10-ft. cube)

Duration: 2 hours/+1 PWR (D)

Saving Throw: None

This powerful spell brings into being an immobile, invisible cubical prison composed of either bars of force or solid walls of force (your choice).

Creatures within the area are caught and contained unless they are too big to fit inside, in which case the spell automatically fails. Teleportation and other forms of astral travel provide a means of escape, but the force walls or bars extend into the Ethereal Plane, blocking ethereal travel.

Like a *wall of force* spell, a *forcecage* resists *dispel magic*, but it is vulnerable to a *disintegrate* spell, and it can be destroyed by a *sphere of annihilation* or a *rod of cancellation*.

Barred Cage: This version of the spell produces a 20-foot cube made of bands of force (similar to a *wall of force* spell) for bars. The bands are a half-inch wide, with half-inch gaps between them. Any creature capable of passing through such a small space can escape; others are confined. You can't attack a creature in a barred cage with a weapon unless the weapon can fit between the gaps. Even against such weapons (including arrows and similar ranged attacks), a creature in the barred cage has cover. All spells and breath weapons can pass through the gaps in the bars.

Windowless Cell: This version of the spell produces a 10-foot cube with no way in and no way out. Solid walls of force form its six sides.

Material Component: Ruby dust worth 1,500 gp, which is tossed into the air and disappears when you cast the spell.

Forceful Hand

Culture and Power Cost: Psionic 7, Magic 8

Components: V, S, F

This spell functions like *interposing hand*, except that the *forceful hand* pursues and pushes away the opponent that you designate. Treat this attack as a bull rush with a +14 bonus on the Strength check (+8 for Strength 27, +4 for being Large, and a +2 bonus for charging, which it always gets). The hand always moves with the opponent to push that target back the full distance allowed, and it has no speed limit. Directing the spell to a new target is a move action.

A very strong creature could not push the hand out of its way because the latter would instantly reposition itself between the creature and you, but an opponent could push the hand up against you by successfully bull rushing it.

Focus: A sturdy glove made of leather or heavy cloth.

Foresight

Culture and Power Cost: Divine Magic 10, Infernal Magic 10, Abyssal Magic 10, Druidism 10

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Personal or touch

Target: See text

Duration: 10 min./+1 PWR

Saving Throw: None or Willpower Check negates (harmless)

or Yes (harmless)

This spell grants you a powerful sixth sense in relation to yourself or another. Once *foresight* is cast, you receive instantaneous warnings of impending danger or harm to the subject of the spell. You are never surprised or flat-footed. In addition, the spell gives you a general idea of what action you might take to best protect yourself and gives you a +2 insight bonus to AC and Reflex saves. This insight bonus is lost whenever you would lose a Dexterity bonus to AC.

When another creature is the subject of the spell, you receive warnings about that creature. You must

communicate what you learn to the other creature for the warning to be useful, and the creature can be caught unprepared in the absence of such a warning. Shouting a warning, yanking a person back, and even telepathically communicating (via an appropriate spell) can all be accomplished before some danger befalls the subject, provided you act on the warning without delay. The subject, however, does not gain the insight bonus to AC and Reflex saves.

Arcane Material Component: A hummingbird's feather.

Form of Doom

Culture and Power Cost: Empathy 7, Biomagic 9, Psionic 9, Infernal Magic 7, Abyssal Magic 7

Components: S; see text

Casting Time: 1 standard action

Range: Personal; see text

Target: You

Duration: 1 round/+1 PWR (D)

You wrench from your subconscious a terrifying visage of deadly hunger and become one with it. You are transformed into a nightmarish version of yourself, complete with an ooze-sleek skin coating, lashing tentacles, and a fright-inducing countenance. You effectively gain a +10 bonus on Disguise checks, though you retain your basic shape and can continue to use your equipment. This power cannot be used to impersonate someone; while horrible, your form is recognizably your own.

You gain the frightful presence extraordinary ability, which takes effect automatically when you charge a foe. Opponents within 30 feet of you that have fewer Hit Dice or levels than you and that witness your charge become shaken for 5d6 rounds if they fail a Will save. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

Your horrific form grants you a natural armor bonus of +5, damage reduction 5/–, and a +4 bonus to your Strength score. In addition, you gain +10 feet to your land speed as well as a +10 bonus on Climb and Jump checks.

A nest of violently flailing black tentacles sprout from your hair and back. You can make up to four additional attacks with these tentacles in addition to your regular melee attacks in each round that you take a full attack action. You can make tentacle attacks within the space you normally threaten. If you make your tentacle attacks in addition to your regular melee attacks, each tentacle attacks at your highest base attack bonus with a –5 penalty. If you forgo all your other attacks, making only tentacle attacks, you make your tentacle attacks at your highest base attack bonus with no penalty. These tentacles deal 2d8 points of damage plus one-half your Strength bonus on each successful strike.

This power functions only while you inhabit your base form (for instance, you can't be metamorphed or polymorphed into another form, though you can use *breath of the black dragon*, *claws of the beast*, and *bite of the wolf* in conjunction with this power for your regular attacks), and while your mind resides within your own body.

Augment: For every additional power point you spend, this power's duration increases by 2 rounds.

Fox's Cunning

Culture and Power Cost: Shamanism 3, Biomagic 4

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./+1 PWR

Saving Throw: Willpower Checkpower Check negates (harmless)

The transmuted creature becomes smarter. The spell grants a +4 enhancement bonus to Intelligence, adding the usual benefits to Intelligence-based skill checks and other uses of the Intelligence modifier.

Arcane Material Component: A few hairs, or a pinch of dung, from a fox.

Fox's Cunning, Mass

Culture and Power Cost: Shamanism 7, Biomagic 8

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature/+1 PWR, no two of which can be more than 30 ft. apart

This spell functions like *fox's cunning*, except that it affects multiple creatures.

Freedom

Culture and Power Cost: Alchemy 10, Divine Magic 10

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels) or see text

Target: One creature

Duration: Instantaneous

Saving Throw: Willpower Checkpower Check negates (harmless)

The subject is freed from spells and effects that restrict its movement, including *binding*, *entangle*, *grappling*, *imprisonment*, *maze*, *paralysis*, *petrification*, *pinning*, *sleep*, *slow*, *stunning*, *temporal stasis*, and *web*. To free a creature from *imprisonment* or *maze*, you must know its name and background, and you must cast this spell at the spot where it was entombed or banished into the *maze*.

Freedom of Movement

Culture and Power Cost: Druidism 5

Components: V, S, M, DF

Casting Time: 1 standard action

Range: Personal or touch

Target: You or creature touched

Duration: 10 min./+1 PWR

Saving Throw: Willpower Checkpower Check negates (harmless)

This spell enables you or a creature you touch to move and attack normally for the duration of the spell, even under the influence of magic that usually impedes movement, such as *paralysis*, *solid fog*, *slow*, and *web*. The subject automatically succeeds on any grapple check made to resist a grapple attempt, as well as on grapple checks or Escape Artist checks made to escape a grapple or a pin.

The spell also allows the subject to move and attack normally while underwater, even with slashing weapons such as axes and swords or with bludgeoning weapons such as flails, hammers, and maces, provided that the weapon is wielded in the hand rather than hurled. The *freedom of movement* spell does not, however, allow water breathing.

Material Component: A leather thong, bound around the arm or a similar appendage.

Freezing Sphere

Culture and Power Cost: Elementalism 7

Components: V, S, F

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./+1 PWR)

Target, Effect, or Area: See text

Duration: Instantaneous or 1 round/+1 PWR; see text

Saving Throw: Reflex half; see text

Freezing sphere creates a frigid globe of cold energy that streaks from your fingertips to the location you select, where it explodes in a 10-foot-radius burst, dealing 1d6 points of cold damage (maximum 15d6) to each creature in the area. An elemental (water) creature instead takes 1d8 points of cold damage (maximum 15d8).

If the *freezing sphere* strikes a body of water or a liquid that is principally water (not including water-based creatures), it freezes the liquid to a depth of 6 inches over an area equal to 100 square feet (a 10-foot square) (maximum 1,500 square feet). This ice lasts for 1 round. Creatures that were swimming on the surface of frozen water become trapped in the ice. Attempting to break free is a full-round action. A trapped creature must make a Strength check or a Escape Artist check to do so. You can refrain from firing the globe after completing the spell, if you wish. Treat this as a touch spell for which you are holding the charge. You can hold the charge for as long as 1 round per level, at the end of which time the *freezing sphere* bursts centered on you (and you receive no saving throw to resist its effect). Firing the globe in a later round is a standard action.

Focus: A small crystal sphere.

Fuse Flesh

Culture and Power Cost: Biomagic 7

Components: S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/+1 PWR

Saving Throw: Constitution Check negates and Fortitude partial; see text

You cause the touched subject's flesh to ripple, grow together, and fuse into a nearly seamless whole. The subject is forced into a fetal position (if humanoid), with only the vaguest outline of its folded arms and legs visible below the all-encompassing wave of flesh. The subject retains the ability to breathe, eat, and excrete, but may lose the use of its senses (see below). If the sudden transformation would prove fatal to the creature (such as fusing a swimming airbreathing subject, or a flying subject), the subject gets a +4 bonus on the save. Unless it loses the use of its senses (see below), the creature can still perform purely mental actions, such as manifesting powers.

If the target fails its Fortitude save to avoid the power's effect, the subject must immediately attempt a second Fortitude save. If this second save is failed, the creature's eyes and ears fuse over, effectively blinding and deafening it. Moreover, it loses its extraordinary, supernatural, and spell-like abilities, as well as its ability to manifest powers (if any), and is generally in sorry shape.

Incorporeal or gaseous creatures and creatures not composed of flesh are immune to *fuse flesh*, and a shapechanger can revert to its unfused form as a standard action.

Fusion

Culture and Power Cost: Biomagic 9

Components: V, material, and visual

Casting Time: 1 round

Range: Touch

Targets: You and one touched willing creature of your type and your size or smaller

Duration: 1 min./+1 PWR (D)

You and another willing, corporeal, living creature of the same or smaller size fuse into one being. As the manifester, you control the actions of the fused being. However, you can give up this control to the other creature. Once you give up control, you cannot regain it unless the other creature relinquishes it.

The fused being has your current hit points plus the other creature's current hit points. The fused being knows all the powers you and the other creature know, has the sum of your and the other creature's power points, and knows or has prepared any spells you or the other creature

possesses (if any). Likewise, all feats, racial abilities, and class features are pooled (if both creatures have the same ability, the fused being gains it only once). For each of the six ability scores, the fused being's score is the higher of yours and the other creature's, and the fused being also has the higher Hit Dice or manifester level—this effectively means the fused being uses the better saving throws, attack bonus, and skill modifiers of either member, and it manifests powers at the higher of the manifester levels that you or the other creature possessed before becoming fused.

You decide what equipment is absorbed into the fused being and what equipment remains available for use. These fused items are restored once the power ends.

When the power ends, the fused being separates. The other creature appears in an area adjacent to you that you determine. If separation occurs in a cramped space, the other creature is expelled through the Astral Plane, finally coming to rest materially in the nearest empty space and taking 1d6 points of damage for each 10 feet of solid material passed through.

Damage taken by the fused being is split evenly between you and the other creature when the power ends. You do not leave the *fusion* with more hit points than you entered it with, unless you were damaged prior to the *fusion* and the fused being was subsequently healed. In a like manner, the fused being's remaining power points are split between you and the other creature (you can leave with more points than you entered with, as long as you don't exceed the maximum power points for your level and ability score). Ability damage and negative levels are also split between you and the other creature. (If an odd number of negative levels or ability score reductions must be split, you decide whether you or the other creature receives the additional loss.)

If a fused being is killed, it separates into its constituent creatures, both of which are also dead. You cannot use *fission* on a fused being.

XP Cost: 50 XP.

Gaseous Form

Culture and Power Cost: Elementalism 4, Biomagic 5

Components: S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Willing corporeal creature touched

Duration: 2 min./+1 PWR (D)

Saving Throw: None

The subject and all its gear become insubstantial, misty, and translucent. Its material armor (including natural armor) becomes worthless, though its size, Dexterity, deflection bonuses, and armor bonuses from force effects still apply. The subject gains damage reduction 10/magic and becomes immune to poison and critical hits. It can't attack or cast spells with verbal, somatic, material, or focus components while in gaseous form. (This does not rule out the use of certain spells that the subject may have prepared using the feats Silent Spell, Still Spell, and Eschew Materials.) The subject also loses supernatural abilities while in gaseous form. If it has a touch spell ready to use, that spell is discharged harmlessly when the *gaseous form* spell takes effect.

A gaseous creature can't run, but it can fly at a speed of 10 feet (maneuverability perfect). It can pass through small holes or narrow openings, even mere cracks, with all it was wearing or holding in its hands, as long as the spell persists. The creature is subject to the effects of wind, and it can't enter water or other liquid. It also can't manipulate objects or activate items, even those carried along with its gaseous form. Continuously active items remain active, though in some cases their effects may be moot.

Arcane Material Component: A bit of gauze and a wisp of smoke.

Gate

Culture and Power Cost: Alchemy 10, Spiritualism 10, Divine Magic 10, Abyssal Magic 10, Infernal Magic 10

Components: V, S, XP; see text

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./+1 PWR)

Effect: See text

Duration: Instantaneous or concentration (up to 1 round/+1 PWR); see text

Saving Throw: None

Casting a *gate* spell has two effects. First, it creates an interdimensional connection between your plane of existence and a plane you specify, allowing travel between those two planes in either direction.

Second, you may then call a particular individual or kind of being through the *gate*.

The *gate* itself is a circular hoop or disk from 5 to 20 feet in diameter (caster's choice), oriented in the direction you desire when it comes into existence (typically vertical and facing you). It is a two-dimensional window looking into the plane you specified when casting the spell, and anyone or anything that moves through is shunted instantly to the other side.

A *gate* has a front and a back. Creatures moving through the *gate* from the front are transported to the other plane; creatures moving through it from the back are not.

Planar Travel: As a mode of planar travel, a *gate* spell functions much like a *plane shift* spell, except that the *gate* opens precisely at the point you desire (a creation effect). Deities and other beings who rule a planar realm can prevent a *gate* from opening in their presence or personal demesnes if they so desire. Travelers need not join hands with you—anyone who chooses to step through the portal is transported. A *gate* cannot be opened to another point on the same plane; the spell works only for interplanar travel. You may hold the *gate* open only for a brief time (no more than 1 round), and you must concentrate on doing so, or else the interplanar connection is severed.

Calling Creatures: The second effect of the *gate* spell is to call an extraplanar creature to your aid (a calling effect). By naming a particular being or kind of being as you cast the spell, you cause the *gate* to open in the immediate vicinity of the desired creature and pull the subject through, willing or unwilling. Deities and unique beings are under no compulsion to come through the *gate*, although they may choose to do so of their own accord. This use of the spell creates a *gate* that remains open just long enough to transport the called creatures. This use of the spell has an XP cost (see below).

If you choose to call a kind of creature instead of a known individual you may call either a single creature (of any HD) or several creatures. You can call and control several creatures as long as their HD total does not exceed your caster level. In the case of a single creature, you can control it if its HD do not exceed twice your caster level. A single creature with more HD than twice your caster level can't be controlled. Deities and unique beings cannot be controlled in any event. An uncontrolled being acts as it pleases, making the calling of such creatures rather dangerous. An uncontrolled being may return to its home plane at any time.

A controlled creature can be commanded to perform a service for you. Such services fall into two categories: immediate tasks and contractual service. Fighting for you in a single battle or taking any other actions that can be accomplished within 1 round counts as an immediate task; you need not make any agreement or pay any reward for

the creature's help. The creature departs at the end of the spell.

If you choose to exact a longer or more involved form of service from a called creature, you must offer some fair trade in return for that service. The service exacted must be reasonable with respect to the promised favor or reward; see the *lesser planar ally* spell for appropriate rewards. (Some creatures may want their payment in "livestock" rather than in coin, which could involve complications.) Immediately upon completion of the service, the being is transported to your vicinity, and you must then and there turn over the promised reward. After this is done, the creature is instantly freed to return to its own plane.

Failure to fulfill the promise to the letter results in your being subjected to service by the creature or by its liege and master, at the very least. At worst, the creature or its kin may attack you.

Note: When you use a calling spell such as *gate* to call an air, chaotic, earth, evil, fire, good, lawful, or water creature, it becomes a spell of that type.

XP Cost: 1,000 XP (only for the *calling creatures* function).

Geas/Quest

Culture and Power Cost: Psionic 7, Divine Magic 7, Infernal Magic 8, Abyssal Magic 8, Empathy 9

Casting Time: 10 minutes

Target: One living creature

Saving Throw: None

This spell functions similarly to *lesser geas*, except that it affects a creature of any HD and allows no saving throw. Instead of taking penalties to ability scores (as with *lesser geas*), the subject takes 3d6 points of damage each day it does not attempt to follow the *geas/quest*. Additionally, each day it must make a Fortitude saving throw or become sickened. These effects end 24 hours after the creature attempts to resume the *geas/quest*.

A *remove curse* spell ends a *geas/quest* spell only if its caster level is at least two higher than your caster level.

Break enchantment does not end a *geas/quest*, but *limited wish*, *miracle*, and *wish* do.

Bards, sorcerers, and wizards usually refer to this spell as *geas*, while clerics call the same spell *quest*.

Geas, Lesser

Culture and Power Cost: Psionic 4, Divine Magic 4, Infernal Magic 5, Abyssal Magic 5, Empathy 6

Components: V

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature with 7 HD or less

Duration: One day/+1 PWR or until discharged (D)

Saving Throw: Willpower Checkpower Check negates

A *lesser geas* places a magical command on a creature to carry out some service or to refrain from some action or course of activity, as desired by you. The creature must have 7 or fewer Hit Dice and be able to understand you. While a *geas* cannot compel a creature to kill itself or perform acts that would result in certain death, it can cause almost any other course of activity.

The *geased* creature must follow the given instructions until the *geas* is completed, no matter how long it takes.

If the instructions involve some open-ended task that the recipient cannot complete through his own actions the spell remains in effect for a maximum of one day. A clever recipient can subvert some instructions:

If the subject is prevented from obeying the *lesser geas* for 24 hours, it takes a –2 penalty to each of its ability scores. Each day, another –2 penalty accumulates, up to a total of –8. No ability score can be reduced to less than 1 by this

effect. The ability score penalties are removed 24 hours after the subject resumes obeying the *lesser geas*. A *lesser geas* (and all ability score penalties) can be ended by *break enchantment*, *limited wish*, *remove curse*, *miracle*, or *wish*. *Dispel magic* does not affect a *lesser geas*.

Genesis

Culture and Power Cost: Spiritualism 10, Magic 10

Components: M

Casting Time: One week (8 hours/day)

Range: 180 ft.; see text

Effect: A demiplane coterminous with the Astral Plane, centered on your location

Duration: Instantaneous

Saving Throw: None

You create a finite plane with limited access: a demiplane. Demiplanes created by this power are very small, very minor planes. This power works best when manifested while you are on the Astral Plane. Manifestation of this power creates a local density fluctuation that precipitates the creation of a demiplane. At first, the fledgling plane grows in radius at a rate of 1 foot per day to an initial maximum radius of 180 feet as it rapidly draws substance from the surrounding astral ectoplasm. Once the new demiplane reaches its maximum size, it doesn't really stop growing, but its growth rate decreases to only 1 foot per week (approximately a 50-foot increase in radius per year). Once your demiplane is created, you can travel to it using *astral caravan*, *plane shift*, or some other power or permanent link that you arrange for separately. You determine the environment within the demiplane when you manifest *genesis*, reflecting most any desire you can visualize. You determine factors such as atmosphere, water, temperature, and the general shape of the terrain. This power cannot create life (including vegetation), nor can it create construction (such as buildings, roads, wells, dungeons, and so forth). You must add these details in some other fashion if you desire. You can't create lingering psionic effects with this power; you have to add those separately, if desired. Similarly, you can't create a demiplane out of esoteric material, such as silver or uranium; you're limited to stone and dirt. You can't manipulate the time trait on your demiplane; its time trait is as the Material Plane. Once your demiplane reaches 180 feet in radius, you can manifest this power again to gradually add another 180 feet of radius to it, and so on. Antigenesis: If *genesis* is manifested on the Material Plane, the power takes effect and the demiplane begins to grow at the rate noted above, but it gets no larger than a radius of 1 foot per level. The energies of the new plane are exactly canceled by the energies of the original plane, creating a dead spot like a limited cancer on the original plane. The expanding boundary of the dead spot wipes away all construction, crumbles natural land forms, and evaporates water, leaving behind a uniformly level area of inert dust. Living creatures that pass the boundary of the growing dead spot are not directly affected, but plants can find no sustenance in the dust of the dead spot, water-breathing creatures die quickly when water turns to dust, and mobile animals know enough to leave the area alone. Once the wave of change passes, no special essence remains in the dead spot, and it may be colonized naturally over the course of several years by bacteria, plants, and animals. *XP Cost*: 1,000 XP.

Gentle Repose

Culture and Power Cost: Spiritualism 3, Biomagic 3, Divine Magic 4

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Corpse touched

Duration: One day/+1 PWR

Saving Throw: Willpower Checkpower Check negates (object)
(object)

You preserve the remains of a dead creature so that they do not decay. Doing so effectively extends the time limit on raising that creature from the dead (see *raise dead*). Days spent under the influence of this spell don't count against the time limit. Additionally, this spell makes transporting a fallen comrade more pleasant.

The spell also works on severed body parts and the like.

Arcane Material Component: A pinch of salt, and a copper piece for each eye the corpse has (or had).

Ghost Sound

Culture and Power Cost: Magic 1

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Illusory sounds

Duration: 1 round/+1 PWR (D)

Saving Throw: Willpower Checkpower Check disbelief (if interacted with)

Ghost sound allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place. You choose what type of sound *ghost sound* creates when casting it and cannot thereafter change the sound's basic character.

The volume of sound created depends on your level. You can produce as much noise as four normal humans (maximum twenty humans). Thus, talking, singing, shouting, walking, marching, or running sounds can be created. The noise a *ghost sound* spell produces can be virtually any type of sound within the volume limit. A horde of rats running and squeaking is about the same volume as eight humans running and shouting. A roaring lion is equal to the noise from sixteen humans, while a roaring dire tiger is equal to the noise from twenty humans.

Ghost sound can enhance the effectiveness of a *silent image* spell.

Ghost sound can be made permanent with a *permanency* spell.

Material Component: A bit of wool or a small lump of wax.

Ghoul Touch

Culture and Power Cost: Biomagic 3, Infernal Magic 3, Abyssal Magic 3

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Living humanoid touched

Duration: 1d6+2 rounds

Saving Throw: Constitution Check negates

Imbuing you with negative energy, this spell allows you to paralyze a single living humanoid for the duration of the spell with a successful melee touch attack.

Additionally, the paralyzed subject exudes a carrion stench that causes all living creatures (except you) in a 10-foot-radius spread to become sickened (Fortitude negates). A *neutralize poison* spell removes the effect from a sickened creature, and creatures immune to poison are unaffected by the stench.

Material Component: A small scrap of cloth taken from clothing worn by a ghoul, or a pinch of earth from a ghoul's lair.

Giant Vermin

Culture and Power Cost: Shamanism 5, Biomagic 6

Components: V, S, DF

Casting Time: 1 standard action
 Range: Close (25 ft. + 5 ft./2 levels)
 Targets: Up to three vermin, no two of which can be more than 30 ft. apart
 Duration: 1 min./+1 PWR
 Saving Throw: None
 You turn three normal-sized centipedes, two normal-sized spiders, or a single normal-sized scorpion into larger forms. Only one type of vermin can be transmuted (so a single casting cannot affect both a centipede and a spider), and all must be grown to the same size. The size to which the vermin can be grown depends on your level; see the table below.

Any giant vermin created by this spell do not attempt to harm you, but your control of such creatures is limited to simple commands ("Attack," "Defend," "Stop," and so forth). Orders to attack a certain creature when it appears or guard against a particular occurrence are too complex for the vermin to understand. Unless commanded to do otherwise, the giant vermin attack whoever or whatever is near them.

Caster Level	Vermin Size
9th or lower	Medium
10th–13th	Large
14th–17th	Huge
18th–19th	Gargantuan
20th or higher	Colossal

Glibness

Culture and Power Cost: Empathy 4

Components: S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./+1 PWR (D)

Your speech becomes fluent and more believable. You gain a +30 bonus on Bluff checks made to convince another of the truth of your words. (This bonus doesn't apply to other uses of the Bluff skill, such as feinting in combat, creating a diversion to hide, or communicating a hidden message via innuendo.)

Glitterdust

Culture and Power Cost: Alchemy 3, Magic 4

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./+1 PWR)

Area: Creatures and objects within 10-ft.-radius spread

Duration: 1 round/+1 PWR

Saving Throw: Willpower Checkpower Check negates (blinding only)

A cloud of golden particles covers everyone and everything in the area, causing creatures to become blinded and visibly outlining invisible things for the duration of the spell. All within the area are covered by the dust, which cannot be removed and continues to sparkle until it fades.

Any creature covered by the dust takes a –40 penalty on Hide checks.

Material Component: Ground mica.

Globe of Invulnerability

Culture and Power Cost: Magic 7, Alchemy 7

This spell functions like *lesser globe of invulnerability*, except that it also excludes 4th-level spells and spell-like effects.

Globe of Invulnerability, Lesser

Culture and Power Cost: Magic 5, Alchemy 5

Components: V, S, M

Casting Time: 1 standard action

Range: 10 ft.

Area: 10-ft.-radius spherical emanation, centered on you

Duration: 1 round/+1 PWR (D)

Saving Throw: None

An immobile, faintly shimmering magical sphere surrounds you and excludes all spell effects of 3rd level or lower. The area or effect of any such spells does not include the area of the *lesser globe of invulnerability*. Such spells fail to affect any target located within the globe. Excluded effects include spell-like abilities and spells or spell-like effects from items. However, any type of spell can be cast through or out of the magical globe. Spells of 4th level and higher are not affected by the globe, nor are spells already in effect when the globe is cast. The globe can be brought down by a targeted *dispel magic* spell, but not by an area *dispel magic*. You can leave and return to the globe without penalty.

Note that spell effects are not disrupted unless their effects enter the globe, and even then they are merely suppressed, not dispelled.

If a given spell has more than one level depending on which character class is casting it, use the level appropriate to the caster to determine whether *lesser globe of invulnerability* stops it.

Material Component: A glass or crystal bead that shatters at the expiration of the spell.

Glyph of Warding

Culture and Power Cost: Alchemy 4

Components: V, S, M

Casting Time: 10 minutes

Range: Touch

Target or Area: Object touched or up to 5 sq. ft./+1 PWR

Duration: Permanent until discharged (D)

Saving Throw: See text

(object) and Yes; see text

This powerful inscription harms those who enter, pass, or open the warded area or object. A *glyph of warding* can guard a bridge or passage, ward a portal, trap a chest or box, and so on.

You set the conditions of the ward. Typically, any creature entering the warded area or opening the warded object without speaking a password (which you set when casting the spell) is subject to the magic it stores. Alternatively or in addition to a password trigger, *glyphs* can be set according to physical characteristics (such as height or weight) or creature type, subtype, or kind. *Glyphs* can also be set with respect to good, evil, law, or chaos, or to pass those of your religion. They cannot be set according to class, Hit Dice, or level. *Glyphs* respond to invisible creatures normally but are not triggered by those who travel past them ethereally. Multiple *glyphs* cannot be cast on the same area. However, if a cabinet has three drawers, each can be separately warded.

When casting the spell, you weave a tracery of faintly glowing lines around the warding sigil. A *glyph* can be placed to conform to any shape up to the limitations of your total square footage. When the spell is completed, the *glyph* and tracery become nearly invisible.

Glyphs cannot be affected or bypassed by such means as physical or magical probing, though they can be dispelled. *Mislead*, *polymorph*, and *nondetection* (and similar magical effects) can fool a *glyph*, though nonmagical disguises and the like can't. *Read magic* allows you to identify a *glyph of warding* with a Spellcraft check. Identifying the *glyph* does not discharge it and allows you to know the basic nature of the *glyph* (version, type of damage caused, what spell is stored).

Note: Magic traps such as *glyph of warding* are hard to detect and disable. A rogue (only) can use the Search skill to find the *glyph* and Disable Device to thwart it.

Depending on the version selected, a *glyph* either blasts the intruder or activates a spell.

Blast Glyph: A *blast glyph* deals 1d8 points of damage per two caster levels (maximum 5d8) to the intruder and to all within 5 feet of him or her. This damage is acid, cold, fire, electricity, or sonic (caster's choice, made at time of casting). Each creature affected can attempt a Reflex save to take half damage.

Spell Glyph: You can store any harmful spell of 3rd level or lower that you know. All level-dependent features of the spell are based on your caster level at the time of casting the *glyph*. If the spell has a target, it targets the intruder. If the spell has an area or an amorphous effect the area or effect is centered on the intruder. If the spell summons creatures, they appear as close as possible to the intruder and attack. Saving throws operate as normal.

Material Component: You trace the *glyph* with incense, which must first be sprinkled with powdered diamond worth at least 200 gp.

Glyph of Warding, Greater

Culture and Power Cost: Alchemy 7

This spell functions like *glyph of warding*, except that a *greater blast glyph* deals up to 10d8 points of damage, and a *greater spell glyph* can store a spell of 6th level or lower.

Material Component: You trace the *glyph* with incense, which must first be sprinkled with powdered diamond worth at least 400 gp.

Goodberry

Culture and Power Cost: Druidism 2, Biomagic 3, Divine Magic 3

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Targets: 2d4 fresh berries touched

Duration: One day/+1 PWR

Saving Throw: None

Casting *goodberry* upon a handful of freshly picked berries makes 2d4 of them magical. You (as well as any other druid of 3rd or higher level) can immediately discern which berries are affected. Each transmuted berry provides nourishment as if it were a normal meal for a Medium creature. The berry also cures 1 point of damage when eaten, subject to a maximum of 8 points of such curing in any 24-hour period.

Good Hope

Culture and Power Cost: Divine Magic 4, Empathy 4

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./+1 PWR)

Targets: One living creature/+1 PWR, no two of which may be more than 30 ft. apart

Duration: 1 min./+1 PWR

Saving Throw: Willpower Check negates (harmless)

This spell instills powerful hope in the subjects. Each affected creature gains a +2 morale bonus on saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls.

Good hope counters and dispels *crushing despair*.

Graft Weapon

Culture and Power Cost: Alchemy 5, Biomagic 4

Components: M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 24 hours (D)

You attach any melee weapon you can use in one hand—mundane, psionic, or magical—onto the end of one of your

arms. The weapon becomes a natural extension of your arm, and that hand blends seamlessly into the shaft, hilt, or head of the weapon. Now that the weapon and you are one, you gain a +1 competence bonus on all attack and damage rolls while using the weapon.

The grafted weapon is considered both a standard weapon and a natural weapon for the purpose of effects that distinguish between either weapon type. For instance, the grafted weapon is treated as a natural weapon for the purpose of delivering a touch attack with a power in conjunction with the weapon attack. As with any power (or spell) melee touch attack made in conjunction with a natural weapon attack, the touch attack effect is not delivered unless the natural weapon strikes normally; on a failed attack, the touch power (or spell) is wasted.

For a psychic warrior under the effect of the *claws of the beast* power, grafting a weapon means that attacks with this hand deal the base damage of the weapon, instead of the claw upon which a psychic warrior normally relies.

While your hand is grafted to a weapon, you lose the use of that hand and take a –2 penalty on all skill checks requiring the use of hands. Powers that temporarily polymorph or metamorph you can ignore the grafted weapon or alter it normally, at your discretion. If the weapon takes damage, you take damage as well. If you are healed, so is your grafted weapon. If your weapon is destroyed, you permanently lose 2 points of Constitution; the ability drain persists until you can restore your natural anatomy (by means of *regenerate* or a similar effect).

When this power's duration expires, the grafted weapon falls to the ground and your hand returns.

Grasping Hand

Culture and Power Cost: Psionic 8, Magic 8

Components: V, S, F/DF

This spell functions like *interposing hand*, except the hand can also grapple one opponent that you select. The *grasping hand* gets one grapple attack per round.

Its attack bonus to make contact equals your caster level + your Intelligence, Wisdom, or Charisma modifier (for wizards, clerics, and sorcerers, respectively), +10 for the hand's Strength score (31), –1 for being Large. Its grapple bonus is this same figure, except with a +4 modifier for being Large instead of –1. The hand holds but does not harm creatures it grapples.

Directing the spell to a new target is a move action.

The *grasping hand* can also bull rush an opponent as *forceful hand* does, but at a +16 bonus on the Strength check (+10 for Strength 35, +4 for being Large, and a +2 bonus for charging, which it always gets), or interpose itself as *interposing hand* does.

Clerics who cast this spell name it for their deities.

Arcane Focus: A leather glove.

Grease

Culture and Power Cost: Elementalism 2, Alchemy 2

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target or Area: One object or a 10-ft. square

Duration: 1 round/+1 PWR (D)

Saving Throw: See text

A *grease* spell covers a solid surface with a layer of slippery grease. Any creature in the area when the spell is cast must make a successful Reflex save or fall. This save is repeated on your turn each round that the creature remains within the area. A creature can walk within or through the area of grease at half normal speed with a DC 10 Balance check. Failure means it can't move that round (and must then make a Reflex save or fall), while failure by 5 or more means it falls (see the Balance skill for details).

The spell can also be used to create a greasy coating on an item. Material objects not in use are always affected by this spell, while an object wielded or employed by a creature receives a Reflex saving throw to avoid the effect. If the initial saving throw fails, the creature immediately drops the item. A saving throw must be made in each round that the creature attempts to pick up or use the *greased* item. A creature wearing *greased* armor or clothing gains a +10 circumstance bonus on Escape Artist checks and on grapple checks made to resist or escape a grapple or to escape a pin.

Material Component: A bit of pork rind or butter.

Greater (Spell Name)

Any spell whose name begins with *greater* is alphabetized in this chapter according to the second word of the spell name. Thus, the description of a *greater* spell appears near the description of the spell on which it is based. Spell chains that have *greater* spells in them include those based on the spells *arcane sight*, *command*, *dispel magic*, *glyph of warding*, *invisibility*, *magic fang*, *magic weapon*, *planar ally*, *planar binding*, *prying eyes*, *restoration*, *scrying*, *shadow conjuration*, *shadow evocation*, *shout*, and *teleport*.

Grip of Iron

Culture and Power Cost: Psionic 2, Biomagic 2

Components: S

Casting Time: 1 immediate action

Range: Personal

Target: You

Duration: 1 round/+1 PWR

You can improve your chances in a grapple as an immediate action, gaining a +4 enhancement bonus on your grapple checks.

You can manifest this power with an instant thought, quickly enough to gain the benefit of the power in the current round. Manifesting this power is an immediate action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round. You can manifest this power when it isn't your turn (if you are grappled).

Augment: For every 2 additional power points you spend, the enhancement bonus on your grapple checks increases by 2.

Guards and Wards

Culture and Power Cost: Alchemy 7

Components: V, S, M, F

Casting Time: 30 minutes

Range: Anywhere within the area to be warded

Area: Up to 200 sq. ft./+1 PWR (S)

Duration: 2 hours/+1 PWR (D)

Saving Throw: See text

This powerful spell is primarily used to defend your stronghold. The ward protects 200 square feet. The warded area can be as much as 20 feet high, and shaped as you desire. You can ward several stories of a stronghold by dividing the area among them; you must be somewhere within the area to be warded to cast the spell. The spell creates the following magical effects within the warded area.

Fog: Fog fills all corridors, obscuring all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target).

Saving Throw: None.

Arcane Locks: All doors in the warded area are *arcane locked*. Saving Throw: None.

Webs: Webs fill all stairs from top to bottom. These strands are identical with those created by the *web* spell, except

that they regrow in 10 minutes if they are burned or torn away while the *guards and wards* spell lasts. Saving Throw: Reflex negates; see text for *web*.

Confusion: Where there are choices in direction—such as a corridor intersection or side passage—a minor *confusion*-type effect functions so as to make it 50% probable that intruders believe they are going in the opposite direction from the one they actually chose. This is an enchantment, mind-affecting effect. Saving Throw: None.

Lost Doors: One door is covered by a *silent image* to appear as if it were a plain wall. Saving Throw: Willpower Check disbelief (if interacted with).

In addition, you can place your choice of one of the following five magical effects.

1. *Dancing lights* in four corridors. You can designate a simple program that causes the lights to repeat as long as the *guards and wards* spell lasts. Saving Throw: None.

2. A *magic mouth* in two places. Saving Throw: None.

3. A *stinking cloud* in two places. The vapors appear in the places you designate; they return within 10 minutes if dispersed by wind while the *guards and wards* spell lasts. Saving Throw: Constitution Check negates; see text for *stinking cloud*.

4. A *gust of wind* in one corridor or room. Saving Throw: Constitution Check negates.

5. A *suggestion* in one place. You select an area of up to 5 feet square, and any creature who enters or passes through the area receives the *suggestion* mentally. Saving Throw: Willpower Check negates.

The whole warded area radiates strong magic of the abjuration school. A *dispel magic* cast on a specific effect, if successful, removes only that effect. A successful *Mage's disjunction* destroys the entire *guards and wards* effect.

Material Component: Burning incense, a small measure of brimstone and oil, a knotted string, and a small amount of blood.

Focus: A small silver rod.

Guidance

Culture and Power Cost: Divine Magic 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute or until discharged

Saving Throw: Willpower Check negates (harmless)

This spell imbues the subject with a touch of divine guidance. The creature gets a +5% competence bonus on a single attack roll, saving throw, or skill check. It must choose to use the bonus before making the roll to which it applies.

Gust of Wind

Culture and Power Cost: Elementalism 3, Druidism 3

Components: V, S

Casting Time: 1 standard action

Range: 60 ft.

Effect: Line-shaped gust of severe wind emanating out from you to the extreme of the range

Duration: 1 round

Saving Throw: Constitution Check negates

This spell creates a severe blast of air (approximately 50 mph) that originates from you, affecting all creatures in its path.

A Tiny or smaller creature on the ground is knocked down and rolled 1d4x10 feet, taking 1d4 points of nonlethal damage per 10 feet. If flying, a Tiny or smaller creature is blown back 2d6x10 feet and takes 2d6 points of nonlethal damage due to battering and buffeting.

Small creatures are knocked prone by the force of the wind, or if flying are blown back 1d6x10 feet.

Medium creatures are unable to move forward against the force of the wind, or if flying are blown back 1d6x5 feet. Large or larger creatures may move normally within a *gust of wind* effect.

A *gust of wind* can't move a creature beyond the limit of its range.

Any creature, regardless of size, takes a -4 penalty on ranged attacks and Listen checks in the area of a *gust of wind*.

The force of the *gust* automatically extinguishes candles, torches, and similar unprotected flames. It causes protected flames, such as those of lanterns, to dance wildly and has a 50% chance to extinguish those lights.

In addition to the effects noted, a *gust of wind* can do anything that a sudden blast of wind would be expected to do. It can create a stinging spray of sand or dust, fan a large fire, overturn delicate awnings or hangings, heel over a small boat, and blow gases or vapors to the edge of its range.

Gust of wind can be made permanent with a *permanency* spell.

Hail of Crystals

Culture and Power Cost: Elementalism 6, Biomagic 7, Spiritualism 8

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./ level)

Area: 20-ft.-radius burst

Duration: Instantaneous

Saving Throw: Reflex half

A tiny ectoplasmic crystal emanates from your outstretched hand and rapidly expands to a 2-foot-diameter ball of crystal as it speeds toward the location you designate. You can choose to aim this crystal at a single target or at a specific point in space (a grid intersection).

If you aim the crystal at a single target, you must make a ranged touch attack to strike the target. Any creature or object struck by the ball of crystal takes 5d4 points of bludgeoning damage.

Whether the crystal hits its target, misses, or was aimed at a point in space, it explodes upon arrival at the location you designated. Anyone within 20 feet of the explosion takes 9d4 points of slashing damage from the thousands of crystal shards that spray forth.

Augment: For every additional power point you spend, this power's damage from the explosion of the crystal increases by 1d4 points.

Hallow

Culture and Power Cost: Divine Magic 6

Components: V, S, M, DF

Casting Time: 24 hours

Range: Touch

Area: 40-ft. radius emanating from the touched point

Duration: Instantaneous

Saving Throw: See text

Hallow makes a particular site, building, or structure a holy site. This has four major effects.

First, the site or structure is guarded by a *magic circle against evil* effect.

Second, all Charisma checks made to turn undead gain a +4 sacred bonus, and Charisma checks to command undead take a -4 penalty. Third, any dead body interred in a *hallowed* site cannot be turned into an undead creature.

Finally, you may choose to fix a single spell effect to the *hallowed* site. The spell effect lasts for one year and functions throughout the entire site, regardless of the normal duration and area or effect. You may designate whether the effect applies to all creatures, creatures who share your faith or alignment, or creatures who adhere to

another faith or alignment. At the end of the year, the chosen effect lapses, but it can be renewed or replaced simply by casting *hallow* again.

Spell effects that may be tied to a *hallowed* site include *aid*, *bane*, *bless*, *cause fear*, *darkness*, *daylight*, *death ward*, *deeper darkness*, *detect evil*, *detect magic*, *dimensional anchor*, *discern lies*, *dispel magic*, *endure elements*, *freedom of movement*, *invisibility purge*, *protection from energy*, *remove fear*, *resist energy*, *silence*, *tongues*, and *zone of truth*. Saving throws might apply to these spells' effects. (See the individual spell descriptions for details.)

An area can receive only one *hallow* spell (and its associated spell effect) at a time. *Hallow* counters but does not dispel *unhallow*.

Material Component: Herbs, oils, and incense worth at least 1,000 gp, plus 1,000 IM per level of the spell to be included in the *hallowed* area.

Hallucinatory Terrain

Culture and Power Cost: Magic 5

Components: V, S, M

Casting Time: 10 minutes

Range: Long (400 ft. + 40 ft./+1 PWR)

Area: One 30-ft. cube/+1 PWR (S)

Duration: 2 hours/+1 PWR (D)

Saving Throw: Willpower Check disbelief (if interacted with) You make natural terrain look, sound, and smell like some other sort of natural terrain. Structures, equipment, and creatures within the area are not hidden or changed in appearance.

Material Component: A stone, a twig, and a bit of green plant.

Halt Undead

Culture and Power Cost: Spiritualism 4, Divine Magic 4,

Infernal Magic 4, Abyssal Magic 4

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./+1 PWR)

Targets: Up to three undead creatures, no two of which can be more than 30 ft. apart

Duration: 1 round/+1 PWR

Saving Throw: Willpower Check negates (see text)

This spell renders as many as three undead creatures immobile. A nonintelligent undead creature gets no saving throw; an intelligent undead creature does. If the spell is successful, it renders the undead creature immobile for the duration of the spell (similar to the effect of *hold person* on a living creature). The effect is broken if the *halted* creatures are attacked or take damage.

Material Component: A pinch of sulfur and powdered garlic.

Harm

Culture and Power Cost: Biomagic 7, Infernal Magic 7,

Abyssal Magic 7

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Willpower Check half; see text

Harm charges a subject with negative energy that deals 10 points of damage (to a maximum of 150 points at 15th level). If the creature successfully saves, *harm* deals half this amount, but it cannot reduce the target's hit points to less than 1.

If used on an undead creature, *harm* acts like *heal*.

Hammer

Culture and Power Cost: Psionic 2, Biomagic 3

Components: V, M

Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round
This power charges your touch with the force of a sledgehammer. A successful melee touch attack deals 1d8 points of bludgeoning damage. This damage is not increased or decreased by your Strength modifier.
Augment: For every additional power point you spend, this power's duration increases by 1 round.

Haste
Culture and Power Cost: Magic 4, Biomagic 4
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Targets: One creature/+1 PWR, no two of which can be more than 30 ft. apart
Duration: 1 round/+1 PWR
Saving Throw: Constitution Check negates (harmless)

The transmuted creatures move and act more quickly than normal. This extra speed has several effects.
When making a full attack action, a hasted creature may make one extra attack with any weapon he is holding. The attack is made using the creature's full base attack bonus, plus any modifiers appropriate to the situation. (This effect is not cumulative with similar effects, such as that provided by a weapon of speed, nor does it actually grant an extra action, so you can't use it to cast a second spell or otherwise take an extra action in the round.)
A *hasted* creature gains a +1 bonus on attack rolls and a +1 dodge bonus to AC and Reflex saves. Any condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses.
All of the *hasted* creature's modes of movement (including land movement, burrow, climb, fly, and swim) increase by 30 feet, to a maximum of twice the subject's normal speed using that form of movement. This increase counts as an enhancement bonus, and it affects the creature's jumping distance as normal for increased speed.
Multiple *haste* effects don't stack. *Haste* dispels and counters *slow*.
Material Component: A shaving of licorice root.

Heal
Culture and Power Cost: Biomagic 7, Divine Magic 7
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: Instantaneous
Saving Throw: Willpower Check negates (harmless)
Heal enables you to channel positive energy into a creature to wipe away injury and afflictions. It immediately ends any and all of the following adverse conditions affecting the Target: ability damage, blinded, *confused*, dazed, dazzled, deafened, diseased, exhausted, fatigued, *feebleminded*, insanity, nauseated, sickened, stunned, and poisoned. It also cures 10 hit points of damage per level of the caster, to a maximum of 150 points at 15th level.
Heal does not remove negative levels, restore permanently drained levels, or restore permanently drained ability score points.
If used against an undead creature, *heal* instead acts like *harm*.

Heal, Mass
Culture and Power Cost: Biomagic 10, Divine Magic 10
Range: Close (25 ft. + 5 ft./2 levels)

Targets: One or more creatures, no two of which can be more than 30 ft. apart
This spell functions like *heal*, except as noted above. The maximum number of hit points restored to each creature is 250.

Heal Mount
Culture and Power Cost: Divine Magic 4, Shamanism 4, Biomagic 4
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Your mount touched
Duration: Instantaneous
Saving Throw: Willpower Check negates (harmless)
This spell functions like *heal*, but it affects only the paladin's special mount (typically a warhorse).

Heat Metal
Culture and Power Cost: Elementalism 3, Alchemy 3
Components: V, S, DF
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: Metal equipment of one creature per two levels, no two of which can be more than 30 ft. apart; or 25 lb. of metal/+1 PWR, all of which must be within a 30-ft. circle
Duration: 7 rounds
Saving Throw: Willpower Check negates (object)
(object)

Heat metal makes metal extremely warm. Unattended, nonmagical metal gets no saving throw. Magical metal is allowed a saving throw against the spell. An item in a creature's possession uses the creature's saving throw bonus unless its own is higher.
A creature takes fire damage if its equipment is heated. It takes full damage if its armor is affected or if it is holding, touching, wearing, or carrying metal weighing one-fifth of its weight. The creature takes minimum damage (1 point or 2 points; see the table) if it's not wearing metal armor and the metal that it's carrying weighs less than one-fifth of its weight.
On the first round of the spell, the metal becomes warm and uncomfortable to touch but deals no damage. The same effect also occurs on the last round of the spell's duration. During the second (and also the next-to-last) round, intense heat causes pain and damage. In the third, fourth, and fifth rounds, the metal is searing hot, causing more damage, as shown on the table below.

Round	Metal Temperature	Damage
1	Warm	None
2	Hot	1d4 points
3-5	Searing	2d4 points
6	Hot	1d4 points
7	Warm	None

Any cold intense enough to damage the creature negates fire damage from the spell (and vice versa) on a point-for-point basis. If cast underwater, *heat metal* deals half damage and boils the surrounding water.
Heat metal counters and dispels *chill metal*.

Helping Hand
Culture and Power Cost: Psionic 4
Components: V, S, DF
Casting Time: 1 standard action
Range: 5 miles
Effect: Ghostly hand
Duration: 1 hour/+1 PWR
Saving Throw: None
You create the ghostly image of a hand, which you can send to find a creature within 5 miles. The hand then

beckons to that creature and leads it to you if the creature is willing to follow.

When the spell is cast, the hand appears in front of you. You then specify a person (or any creature) by physical description, which can include race, gender, and appearance but not ambiguous factors such as level, alignment, or class. When the description is complete, the hand streaks off in search of a subject that fits the description. The amount of time it takes to find the subject depends on how far away she is.

Distance	Time to Locate
100 ft. or less	1 round
1,000 ft.	1 minute
1 mile	10 minutes
2 miles	1 hour
3 miles	2 hours
4 miles	3 hours
5 miles	4 hours

Once the hand locates the subject, it beckons the creature to follow it. If the subject does so, the hand points in your direction, indicating the most direct feasible route. The hand hovers 10 feet in front of the subject, moving before it at a speed of as much as 240 feet per round. Once the hand leads the subject back to you, it disappears.

The subject is not compelled to follow the hand or act in any particular way toward you. If the subject chooses not to follow, the hand continues to beckon for the duration of the spell, then disappears. If the spell expires while the subject is en route to you, the hand disappears; the subject must then rely on her own devices to locate you.

If more than one subject in a 5-mile radius meets the description, the hand locates the closest creature. If that creature refuses to follow the hand, the hand does not seek out a second subject.

If, at the end of 4 hours of searching, the hand has found no subject that matches the description within 5 miles, it returns to you, displays an outstretched palm (indicating that no such creature was found), and disappears.

The ghostly hand has no physical form. It is invisible to anyone except you and a potential subject. It cannot engage in combat or execute any other task aside from locating a subject and leading it back to you. The hand can't pass through solid objects but can ooze through small cracks and slits. The hand cannot travel more than 5 miles from the spot it appeared when you cast the spell.

Heroes' Feast

Culture and Power Cost: Divine Magic 7

Components: V, S, DF

Casting Time: 10 minutes

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Feast for one creature/+1 PWR

Duration: 1 hour plus 12 hours; see text

Saving Throw: None

You bring forth a great feast, including a magnificent table, chairs, service, and food and drink. The feast takes 1 hour to consume, and the beneficial effects do not set in until this hour is over. Every creature partaking of the feast is cured of all diseases, sickness, and nausea; becomes immune to poison for 12 hours; and gains 1d8 temporary hit points +1 point per two caster levels (maximum +10) after imbibing the nectar-like beverage that is part of the feast. The ambrosial food that is consumed grants each creature that partakes a +1 morale bonus on attack rolls and Will saves and immunity to fear effects for 12 hours. If the feast is interrupted for any reason, the spell is ruined and all effects of the spell are negated.

Heroism

Culture and Power Cost: Divine Magic 3, Empathy 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 min./+1 PWR

Saving Throw: Willpower Check negates (harmless)

This spell imbues a single creature with great bravery and morale in battle. The target gains a +2 morale bonus on attack rolls, saves, and skill checks.

Heroism, Greater

Culture and Power Cost: Divine Magic 6, Empathy 6

Duration: 1 min./+1 PWR

This spell functions like *heroism*, except the creature gains a +4 morale bonus on attack rolls, saves, and skill checks, immunity to fear effects, and temporary hit points equal to your caster level (maximum 20).

Hide from Animals

Culture and Power Cost: Shamanism 2

Components: S, DF

Casting Time: 1 standard action

Range: Touch

Targets: One creature touched/+1 PWR

Duration: 10 min./+1 PWR (D)

Saving Throw: Willpower Check negates (harmless)

Animals cannot see, hear, or smell the warded creatures. Even extraordinary or supernatural sensory capabilities, such as blindsense, blindsight, scent, and tremorsense, cannot detect or locate warded creatures. Animals simply act as though the warded creatures are not there. If a warded character touches an animal or attacks any creature, even with a spell, the spell ends for all recipients.

Hide from Undead

Culture and Power Cost: Spiritualism 2, Divine Magic 2,

Infernal Magic 2, Abyssal Magic 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Targets: One touched creature/+1 PWR

Duration: 10 min./+1 PWR (D)

Saving Throw: Willpower Check negates (harmless); see text

Undead cannot see, hear, or smell the warded creatures. Even extraordinary or supernatural sensory capabilities, such as blindsense, blindsight, scent, and tremorsense, cannot detect or locate warded creatures. Nonintelligent undead creatures are automatically affected and act as though the warded creatures are not there. An intelligent undead creature gets a single Will saving throw. If it fails, the subject can't see any of the warded creatures. However, if it has reason to believe unseen opponents are present, it can attempt to find or strike them. If a warded creature attempts to turn or command undead, touches an undead creature, or attacks any creature (even with a spell), the spell ends for all recipients.

Hideous Laughter

Culture and Power Cost: Empathy 2

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature; see text

Duration: 1 round/+1 PWR

Saving Throw: Willpower Check negates

This spell afflicts the subject with uncontrollable laughter. It collapses into gales of manic laughter, falling prone. The subject can take no actions while laughing, but is not considered helpless. After the spell ends, it can act normally.

A creature with an Intelligence score of 2 or lower is not affected. A creature whose type is different from the caster's receives a +4 bonus on its saving throw, because humor doesn't "translate" well.

Material Component: Tiny tarts that are thrown at the target and a feather that is waved in the air.

Hold Animal

Culture and Power Cost: Shamanism 3, Biomagic 4

Components: V, S

Target: One animal

This spell functions like *hold person*, except that it affects an animal instead of a humanoid.

Hold Monster

Culture and Power Cost: Shamanism 6, Biomagic 6

Components: V, S, M/DF

Target: One living creature

This spell functions like *hold person*, except that it affects any living creature that fails its Will save.

Arcane Material Component: One hard metal bar or rod, which can be as small as a three-penny nail.

Hold Monster, Mass

Culture and Power Cost: Shamanism 4, Biomagic 4

Targets: One or more creatures, no two of which can be more than 30 ft. apart

This spell functions like *hold person*, except that it affects multiple creatures and holds any living creature that fails its Will save.

Hold Person

Culture and Power Cost: Psionic 3, Biomagic 3

Components: V, S, F/DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./+1 PWR)

Target: One humanoid creature

Duration: 1 round/+1 PWR (D); see text

Saving Throw: Willpower Check negates; see text

The subject becomes paralyzed and freezes in place. It is aware and breathes normally but cannot take any actions, even speech. Each round on its turn, the subject may attempt a new saving throw to end the effect. (This is a full-round action that does not provoke attacks of opportunity.)

A winged creature who is paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown.

Arcane Focus: A small, straight piece of iron.

Hold Person, Mass

Culture and Power Cost: Psionic 8, Biomagic 8

Targets: One or more humanoid creatures, no two of which can be more than 30 ft. apart

This spell functions like *hold person*, except as noted above.

Hold Portal

Culture and Power Cost: Alchemy 2

Component: V

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./+1 PWR)

Target: One portal, up to 20 sq. ft./+1 PWR

Duration: 1 min./+1 PWR (D)

Saving Throw: None

This spell magically holds shut a door, gate, window, or shutter of wood, metal, or stone. The magic affects the portal just as if it were securely closed and normally locked. A *knock* spell or a successful *dispel magic* spell can negate a *hold portal* spell.

Holy Aura

Culture and Power Cost: Divine Magic 9

Components: V, S, F

Casting Time: 1 standard action

Range: 20 ft.

Targets: One creature/+1 PWR in a 20-ft.-radius burst centered on you

Duration: 1 round/+1 PWR (D)

Saving Throw: See text

A brilliant divine radiance surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by evil creatures, and causing evil creatures to become blinded when they strike the subjects. This abjuration has four effects.

First, each warded creature gains a +4 deflection bonus to AC and a +4 resistance bonus on saves. Unlike *protection from evil*, this benefit applies against all attacks, not just against attacks by evil creatures.

Second, the abjuration blocks possession and mental influence, just as *protection from evil* does.

Finally, if an evil creature succeeds on a melee attack against a warded creature, the offending attacker is blinded (Fortitude save negates, as *blindness/deafness*).

Focus: A tiny reliquary containing some sacred relic. The reliquary costs at least 500 gp.

Holy Smite

Culture and Power Cost: Divine Magic 5

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./+1 PWR)

Area: 20-ft.-radius burst

Duration: Instantaneous (1 round); see text

Saving Throw: Willpower Check partial; see text

You draw down holy power to smite your enemies. Only evil and neutral creatures are harmed by the spell; good creatures are unaffected.

The spell deals 1d8 points of damage per two caster levels (maximum 5d8) to each evil creature in the area (or 1d6 points of damage, maximum 10d6, to an evil outsider) and causes it to become blinded for 1 round. A successful Will saving throw reduces damage to half and negates the blinded effect.

The spell deals only half damage to creatures who are neither good nor evil, and they are not blinded. Such a creature can reduce that damage by half (down to one-quarter of the roll) with a successful Will save.

Holy Sword

Culture and Power Cost: Divine Magic 5

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Melee weapon touched

Duration: 1 round/+1 PWR

Saving Throw: None

This spell allows you to channel holy power into your sword, or any other melee weapon you choose. The weapon acts as a +5 *holy weapon* (+5 enhancement bonus on attack and damage rolls, extra 2d6 damage against evil opponents). It also emits a *magic circle against evil* effect (as the spell). If the *magic circle* ends, the sword creates a new one on your turn as a free action. The spell is automatically canceled 1 round after the weapon leaves your hand. You cannot have more than one *holy sword* at a time.

If this spell is cast on a magic weapon, the powers of the spell supersede any that the weapon normally has, rendering the normal enhancement bonus and powers of the weapon inoperative for the duration of the spell. This spell is not cumulative with *bless weapon* or any other spell that might modify the weapon in any way.

This spell does not work on artifacts.

Note: A masterwork weapon's bonus to attack does not stack with an enhancement bonus to attack.

Holy Word

Culture and Power Cost: Divine Magic 8

Components: V

Casting Time: 1 standard action

Range: 40 ft.

Area: Nongood creatures in a 40-ft.-radius spread centered on you

Duration: Instantaneous

Saving Throw: None or Willpower Check negates; see text

Any nongood creature within the area that hears the *holy word* suffers the following ill effects.

HD	Effect
Equal to caster level	Deafened
Up to caster level	-1 Blinded, deafened
Up to caster level	-5 Paralyzed, blinded, deafened
Up to caster level	-10 Killed, paralyzed, blinded, deafened

The effects are cumulative and concurrent. No saving throw is allowed against these effects.

Deafened: The creature is deafened for 1d4 rounds.

Blinded: The creature is blinded for 2d4 rounds.

Paralyzed: The creature is paralyzed and helpless for 1d10 minutes.

Killed: Living creatures die. Undead creatures are destroyed.

Furthermore, if you are on your home plane when you cast this spell, nongood extraplanar creatures within the area are instantly banished back to their home planes. Creatures so banished cannot return for at least 24 hours. This effect takes place regardless of whether the creatures hear the *holy word*. The banishment effect allows a Will save (at a -4 penalty) to negate.

Creatures whose HD exceed your caster level are unaffected by *holy word*.

Horrid Wilting

Culture and Power Cost: Elementalism 9, Biomagic 9,

Infernal Magic 10, Abyssal Magic 10

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./+1 PWR)

Targets: Living creatures, no two of which can be more than 60 ft. apart

Duration: Instantaneous

Saving Throw: Constitution Check half

This spell evaporates moisture from the body of each subject living creature, dealing 1d6 points of damage (maximum 20d6). This spell is especially devastating to water elementals and plant creatures, which instead take 1d8 points of damage (maximum 20d8).

Arcane Material Component: A bit of sponge.

Hustle

Culture and Power Cost: Psionic 4, Biomagic 5

Components: V

Casting Time: 1 swift action

Range: Personal

Target: You

Effect: 1 extra move action

You gain an additional move action in the current round.

Taking a full round's worth of attacks and then using this power to move away from your foe does provoke attacks of opportunity.

You can manifest this power with an instant thought, quickly enough to gain the benefit of the power before you

move. Manifesting the power is a swift action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round. You cannot manifest this power when it isn't your turn.

Hypercognition

Culture and Power Cost: Psionic 9

Components: M

Casting Time: 1 standard action or 1 immediate action; see text

Range: Personal

Target: You

Duration: Instantaneous

You make lightning-fast deductions based on only the slightest clue, pattern, or scrap of memory resident in your mind. You can make reasonable statements about a person, place, or object, seemingly from very little knowledge. However, your knowledge is in fact the result of a rigorously logical process that you force your mind to undertake, digging up and correlating every possible piece of knowledge bearing on the topic (possibly even extracting echoes of knowledge from the Astral Plane).

The nature of the knowledge you gain concerning the subject of your analysis might include the answer to a riddle, the way out of a maze, stray bits of information about a person, legends about a place or an object, or even a conclusion concerning a dilemma that your conscious mind is unable to arrive at.

An Intelligence check may be required to obtain the desired information. If so, you can manifest *hypercognition* as an immediate action prior to making the check and receive a +20 bonus for doing so.

Hypnotic Pattern

Culture and Power Cost: Magic 3

Components: V (Brd only), S, M; see text

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./+1 PWR)

Effect: Colorful lights in a 10-ft.-radius spread

Duration: Concentration + 2 rounds

Saving Throw: Willpower Check negates

A twisting pattern of subtle, shifting colors weaves through the air, fascinating creatures within it. Roll 2d4 and add your caster level (maximum 10) to determine the total number of Hit Dice of creatures affected. Creatures with the fewest HD are affected first; and, among creatures with equal HD, those who are closest to the spell's point of origin are affected first. Hit Dice that are not sufficient to affect a creature are wasted. Affected creatures become fascinated by the pattern of colors. Sightless creatures are not affected.

A wizard or sorcerer need not utter a sound to cast this spell, but a bard must sing, play music, or recite a rhyme as a verbal component.

Material Component: A glowing stick of incense or a crystal rod filled with phosphorescent material.

Hypnotism

Culture and Power Cost: Psionic 2

Components: V, S

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Area: Several living creatures, no two of which may be more than 30 ft. apart

Duration: 2d4 rounds (D)

Saving Throw: Willpower Check negates

Your gestures and droning incantation fascinate nearby creatures, causing them to stop and stare blankly at you. In addition, you can use their rapt attention to make your suggestions and requests seem more plausible. Roll 2d4 to see how many total Hit Dice of creatures you affect.

Creatures with fewer HD are affected before creatures with more HD. Only creatures that can see or hear you are affected, but they do not need to understand you to be fascinated.

If you use this spell in combat, each target gains a +2 bonus on its saving throw. If the spell affects only a single creature not in combat at the time, the saving throw has a penalty of -2.

While the subject is fascinated by this spell, it reacts as though it were two steps more friendly in attitude. This allows you to make a single request of the affected creature (provided you can communicate with it). The request must be brief and reasonable. Even after the spell ends, the creature retains its new attitude toward you, but only with respect to that particular request.

A creature that fails its saving throw does not remember that you enspelled it.

Ice Storm

Culture and Power Cost: Elementalism 5, Druidism 6

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./+1 PWR)

Area: Cylinder (20-ft. radius, 40 ft. high)

Duration: 1 full round

Saving Throw: None

Great magical hailstones pound down for 1 full round, dealing 3d6 points of bludgeoning damage and 2d6 points of cold damage to every creature in the area. A -4 penalty applies to each Listen check made within the *ice storm's* effect, and all land movement within its area is at half speed. At the end of the duration, the hail disappears, leaving no aftereffects (other than the damage dealt).

Arcane Material Component: A pinch of dust and a few drops of water.

Id Insinuation

Culture and Power Cost: Psionic 3, Empathy 4

Components: V

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Concentration + 1 round

Saving Throw: Willpower Check negates

As the *confusion* spell, except as noted here.

Swift tendrils of thought disrupt the unconscious mind of any one creature, sapping its might. As long as the manifester remains concentrating fully on this power, the subject is *confused*, making it unable to independently determine it will do. Roll on the following table at the beginning of each of the subject's turns to see what the subject does in that round.

d%	Behavior
01-10	Attack manifester with melee or ranged weapons (or move toward manifester if attack is not possible).
11-20	Act normally.
21-50	Do nothing but babble incoherently.
51-70	Flee from manifester at top possible speed.
71-100	Attack nearest creature (for this purpose, a psicrystal counts as part of the subject's self).

Augment: For every 1 additional power point you spend, the power can affect an additional target. Any additional target cannot be more than 15 feet from another target of the power.

Identify

Divination

Culture and Power Cost: Brd 1, Magic 2, Sor/Wiz 1

Components: V, S, M/DF

Casting Time: 1 hour

Range: Touch

Targets: One touched object

Duration: Instantaneous

Saving Throw: None

The spell determines all magic properties of a single magic item, including how to activate those functions (if appropriate), and how many charges are left (if any).

Identify does not function when used on an artifact.

Arcane Material Component: A pearl of at least 100 IM value, crushed and stirred into wine with an owl feather; the infusion must be drunk prior to spellcasting.

Illusory Script

Culture and Power Cost: Magic 3, Alchemy 3

Components: V, S, M

Casting Time: 1 minute or longer; see text

Range: Touch

Target: One touched object weighing no more than 10 lb.

Duration: One day/+1 PWR (D)

Saving Throw: Willpower Check negates; see text

You write instructions or other information on parchment, paper, or any suitable writing material. The *illusory script* appears to be some form of foreign or magical writing. Only the person (or people) designated by you at the time of the casting are able to read the writing; it's unintelligible to any other character, although an illusionist recognizes it as *illusory script*.

Any unauthorized creature attempting to read the script triggers a potent illusory effect and must make a saving throw. A successful saving throw means the creature can look away with only a mild sense of disorientation. Failure means the creature is subject to a suggestion implanted in the script by you at the time the *illusory script* spell was cast. The suggestion lasts only 30 minutes. Typical suggestions include "Close the book and leave," "Forget the existence of the book," and so forth. If successfully dispelled by *dispel magic*, the *illusory script* and its secret message disappear. The hidden message can be read by a combination of the *true seeing* spell with the *read magic* or *comprehend languages* spell.

The casting time depends on how long a message you wish to write, but it is always at least 1 minute.

Material Component: A lead-based ink (cost of not less than 50 gp).

Illusory Wall

Culture and Power Cost: Magic 5

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Image 1 ft. by 10 ft. by 10 ft.

Duration: Permanent

Saving Throw: Willpower Check disbelief (if interacted with)
This spell creates the illusion of a wall, floor, ceiling, or similar surface. It appears absolutely real when viewed, but physical objects can pass through it without difficulty. When the spell is used to hide pits, traps, or normal doors, any detection abilities that do not require sight work normally. Touch or a probing search reveals the true nature of the surface, though such measures do not cause the illusion to disappear.

Imbue with Spell Ability

Culture and Power Cost: Biomagic 5, Divine Magic 5,

Infernal Magic 5, Abyssal Magic 5

Components: V, S, DF

Casting Time: 10 minutes

Range: Touch

Target: Creature touched; see text
Duration: Permanent until discharged (D)
Saving Throw: Willpower Check negates (harmless)
You transfer some of your currently prepared spells, and the ability to cast them, to another creature. Only a creature with an Intelligence score of at least 5 and a Wisdom score of at least 9 can receive this bestowal. Only cleric spells from the schools of abjuration, divination, and conjuration (healing) can be transferred. The number and level of spells that the subject can be granted depends on its Hit Dice; even multiple castings of *imbue with spell ability* can't exceed this limit.

HD of Spells Imbued
Recipient

2 or lower	One 1st-level spell
3–4	One or two 1st-level spells
5 or higher	One or two 1st-level spells and one 2nd-level spell

The transferred spell's variable characteristics (range, duration, area, and the like) function according to your level, not the level of the recipient.

Once you cast *imbue with spell ability*, you cannot prepare a new 4th-level spell to replace it until the recipient uses the imbued spells or is slain, or until you dismiss the *imbue with spell ability* spell. In the meantime, you remain responsible to your deity or your principles for the use to which the spell is put. If the number of 4th-level spells you can cast decreases, and that number drops below your current number of active *imbue with spell ability* spells, the more recently cast imbued spells are dispelled.

To cast a spell with a verbal component, the subject must be able to speak. To cast a spell with a somatic component, it must have humanlike hands. To cast a spell with a material component or focus, it must have the materials or focus.

Immovability

Culture and Power Cost: Psionic 5, Elementalism 5, Biomagic 6

Components: S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: Concentration

You are almost impossible to move. Your weight does not vary; instead, you mentally attach yourself to the underlying fabric of the plane. Thus, you could conceivably anchor yourself in midair. Any creature attempting to physically move you must succeed on an opposed Strength check, and you gain a +20 bonus on the check. You can't voluntarily move to a new location unless you stop concentrating, which ends the power.

You cannot apply your Dexterity bonus to Armor Class; however, your anchored body gains damage reduction 15/–.

You cannot make physical attacks or perform any other large-scale movements (you can make smallscale movements, such as breathing, turning your head, moving your eyes, talking, and so on). Powers with the teleportation descriptor, or any telekinetic effect, manifested on you automatically fail.

Augment: If you spend 4 additional power points, you can manifest this power as an immediate action.

Implosion

Culture and Power Cost: Magic 10

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One corporeal creature/round

Duration: Concentration (up to 4 rounds)

Saving Throw: Constitution Check negates

You create a destructive resonance in a corporeal creature's body. For each round you concentrate, you cause one creature to collapse in on itself, killing it. (This effect, being instantaneous, cannot be dispelled.)

You can target a particular creature only once with each casting of the spell.

Implosion has no effect on creatures in gaseous form or on incorporeal creatures.

Imprisonment

Culture and Power Cost: Elementalism 10, Magic 10

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Willpower Check negates; see text

When you cast *imprisonment* and touch a creature, it is entombed in a state of suspended animation (see the *temporal stasis* spell) in a small sphere far beneath the surface of the earth. The subject remains there unless a *freedom* spell is cast at the locale where the imprisonment took place. Magical search by a *crystal ball*, a *locate object* spell, or some other similar divination does not reveal the fact that a creature is imprisoned, but *discern location* does. A *wish* or *miracle* spell will not free the recipient, but will reveal where it is entombed. If you know the target's name and some facts about its life, the target takes a –4 penalty on its save.

Incarnate

Culture and Power Cost: Biomagic 6

Components: M

Casting Time: 2 rounds

Range: See text

Target, Effect, or Area: See text

Duration: Permanent; see text

Saving Throw: None

This power makes certain other powers permanent.

Depending on the power to be affected, you must be of a minimum manifester level and must expend a number of XP.

You can make the following powers permanent only in regard to yourself.

Power	Minimum Manifester Level	XP Cost
<i>Aura sight</i>	15th	2,000 XP
<i>Conceal thoughts</i>	9th	500 XP
<i>Danger sense</i>	13th	1,500 XP
<i>Detect psionics</i>	9th	500 XP
<i>Detect remote viewing</i>	15th	2,000 XP
<i>Detect teleportation</i>	9th	500 XP
<i>Elfsight</i>	11th	1,000 XP
<i>Know direction and location</i>	9th	500 XP
<i>My light</i>	9th	500 XP
<i>Psionic darkvision</i>	13th	1,500 XP
<i>Psionic tongues</i>	11th	1,000 XP
<i>Ubiquitous vision</i>	13th	1,500 XP

You manifest the desired power and then follow it with the *incarnate* manifestation.

Incendiary Cloud

Culture and Power Cost: Elementalism 9

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./+1 PWR)

Effect: Cloud spreads in 20-ft. radius, 20 ft. high

Duration: 1 round/+1 PWR

Saving Throw: Reflex half; see text

An *incendiary cloud* spell creates a cloud of roiling smoke shot through with white-hot embers. The smoke obscures all sight as a *fog cloud* does. In addition, the white-hot embers within the cloud deal 4d6 points of fire damage to everything within the cloud on your turn each round. All targets can make Reflex saves each round to take half damage.

As with a *cloudkill* spell, the smoke moves away from you at 10 feet per round. Figure out the smoke's new spread each round based on its new point of origin, which is 10 feet farther away from where you were when you cast the spell. By concentrating, you can make the cloud (actually its point of origin) move as much as 60 feet each round. Any portion of the cloud that would extend beyond your maximum range dissipates harmlessly, reducing the remainder's spread thereafter.

As with *fog cloud*, wind disperses the smoke, and the spell can't be cast underwater.

Inertial Armor

Culture and Power Cost: Magic 2, Psionic 2

Components: S; see text

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/+1 PWR (D)

Your mind generates a tangible field of force that provides a +4 armor bonus to Armor Class. Unlike mundane armor, *inertial armor* entails no armor check penalty or speed reduction. Because *inertial armor* is composed of psychokinetic force, incorporeal creatures can't bypass it the way they do normal armor.

Your *inertial armor* can be invisible or can appear as a colored glow, at your option.

The armor bonus provided by *inertial armor* does not stack with the armor bonus provided by regular armor.

Augment: For every 1 additional power point you spend, the armor bonus to Armor Class increases by 1.

Inertial Barrier

Culture and Power Cost: Magic 5, Psionic 5

Components: V, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./+1 PWR

You create a skin-tight psychokinetic barrier around yourself that resists blows, cuts, stabs, and slashes, as well as providing some protection against falling. You gain damage reduction 5/-. *Inertial barrier* also absorbs half the damage you take from any fall.

Inflict Critical Wounds

Culture and Power Cost: Biomagic 5, Infernal Magic 5, Abyssal Magic 5

This spell functions like *inflict light wounds*, except that you deal 4d8 points of damage +1 point (maximum +20).

Inflict Critical Wounds, Mass

Culture and Power Cost: Biomagic 9, Infernal Magic 9, Abyssal Magic 9

This spell functions like *mass inflict light wounds*, except that it deals 4d8 points of damage +1 point (maximum +40).

Inflict Light Wounds

Culture and Power Cost: Biomagic 2, Infernal Magic 2, Abyssal Magic 2

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Willpower Check half

When laying your hand upon a creature, you channel negative energy that deals 1d8 points of damage +1 point (maximum +5).

Since undead are powered by negative energy, this spell cures such a creature of a like amount of damage, rather than harming it.

Inflict Light Wounds, Mass

Culture and Power Cost: Biomagic 6, Infernal Magic 6, Abyssal Magic 6

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature/+1 PWR, no two of which can be more than 30 ft. apart

Duration: Instantaneous

Saving Throw: Willpower Check half

Negative energy spreads out in all directions from the point of origin, dealing 1d8 points of damage +1 point (maximum +25) to nearby living enemies.

Like other *inflict* spells, *mass inflict light wounds* cures undead in its area rather than damaging them. A cleric capable of spontaneously casting *inflict* spells can also spontaneously cast *mass inflict* spells.

Inflict Minor Wounds

Culture and Power Cost: Biomagic 1, Infernal Magic 1, Abyssal Magic 1

Saving Throw: Willpower Check negates

This spell functions like *inflict light wounds*, except that you deal 1 point of damage and a Will save negates the damage instead of halving it.

Inflict Moderate Wounds

Culture and Power Cost: Biomagic 3, Infernal Magic 3, Abyssal Magic 3

This spell functions like *inflict light wounds*, except that you deal 2d8 points of damage +1 point (maximum +10).

Inflict Moderate Wounds, Mass

Culture and Power Cost: Biomagic 7, Infernal Magic 7, Abyssal Magic 7

This spell functions like *mass inflict light wounds*, except that it deals 2d8 points of damage +1 point (maximum +30).

Inflict Pain

Culture and Power Cost: Psionic 3, Biomagic 4, Empathy 4

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round/+1 PWR

Saving Throw: Willpower Check partial; see text

You telepathically stab the mind of your foe, causing horrible agony. The subject suffers wracking pain that imposes a -4 penalty on attack rolls, skill checks, and ability checks. If the target makes its save, it takes only a -2 penalty.

Augment: For every 1 additional power point you spend, the power can affect an additional target. Any additional target cannot be more than 15 feet from another target of the power.

Inflict Serious Wounds

Culture and Power Cost: Biomagic 4, Infernal Magic 4, Abyssal Magic 4

This spell functions like *inflict light wounds*, except that you deal 3d8 points of damage +1 point (maximum +15).

Inflict Serious Wounds, Mass

Culture and Power Cost: Biomagic 8, Infernal Magic 8, Abyssal Magic 8

This spell functions like *mass inflict light wounds*, except that it deals 3d8 points of damage +1 point (maximum +35).

Insanity

Culture and Power Cost: Empathy 8, Abyssal Magic 8

Components: M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./+1 PWR)

Target: One creature

Duration: Instantaneous

Saving Throw: Willpower Check negates

As the *confusion* spell, except as noted here.

The affected creature suffers from a continuous *confusion* effect, as the spell. Creatures affected by this power are permanently *confused* and constantly behave randomly. Roll on the following table at the beginning the subject's turn each round to see what the subject does in that round.

d%	Behavior
01–10	Attack manifester with melee or ranged weapons (or move toward manifester if attack is not possible).
11–20	Act normally.
21–50	Do nothing but babble incoherently.
51–70	Flee from manifester at top possible speed.
71–100	Attack nearest creature (for this purpose, a psicrystal counts as part of the subject's self).

Remove curse does not remove *insanity*. *Greater restoration*, *heal*, *limited wish*, *miracle*, or *wish* can restore the creature. Only *psychic surgery*, *reality revision*, and other similarly extreme measures can restore the subject's sanity.

Augment: For every 1 additional power point you spend, the power can affect an additional target. Any additional target cannot be more than 15 feet from another target of the power.

Insect Plague

Culture and Power Cost: Shamanism 8, Infernal Magic 8, Abyssal Magic 8

Components: V, S, DF

Casting Time: 1 round

Range: Long (400 ft. + 40 ft./+1 PWR)

Effect: One swarm of locusts per three levels, each of which must be adjacent to at least one other swarm

Duration: 1 min./+1 PWR

Saving Throw: None

You summon a number of swarms of locusts (one per three levels, to a maximum of six swarms at 18th level). The swarms must be summoned so that each one is adjacent to at least one other swarm (that is, the swarms must fill one contiguous area). You may summon the locust swarms so that they share the area of other creatures. Each swarm attacks any creatures occupying its area. The swarms are stationary after being summoned, and won't pursue creatures that flee.

Instant Summons

Culture and Power Cost: Alchemy 8

Components: V, S, M

Casting Time: 1 standard action

Range: See text

Target: One object weighing 10 lb. or less whose longest dimension is 6 ft. or less

Duration: Permanent until discharged

Saving Throw: None

You call some nonliving item from virtually any location directly to your hand.

First, you must place your *arcane mark* on the item. Then you cast this spell, which magically and invisibly inscribes the name of the item on a sapphire worth at least 1,000 gp. Thereafter, you can summon the item by speaking a special word (set by you when the spell is cast) and crushing the gem. The item appears instantly in your hand. Only you can use the gem in this way.

If the item is in the possession of another creature, the spell does not work, but you know who the possessor is and roughly where that creature is located when the summons occurs.

The inscription on the gem is invisible. It is also unreadable, except by means of a *read magic* spell, to anyone but you.

The item can be summoned from another plane, but only if no other creature has claimed ownership of it.

Material Component: A sapphire worth at least 1,000 gp.

Intellect Fortress

Culture and Power Cost: Psionic 5, Empathy 6

Components: V

Casting Time: 1 immediate action

Range: 20 ft.

Area: 20-ft.-radius spread centered on you

Duration: 1 round

Saving Throw: None

You encase yourself and your allies in a shimmering fortress of telekinetic force. All damage from powers and psi-like abilities taken by subjects inside the area of the *intellect fortress*, including ability damage, is halved. This lowering takes place prior to the effects of other powers or abilities that lessen damage, such as damage reduction and evasion.

Powers that are not subject to power resistance are not affected by an *intellect fortress*.

You can manifest this power instantly, quickly enough to gain its benefits in an emergency. Manifesting the power is an immediate action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round. You can use this power even when it's not your turn.

Augment: For every additional power point you spend, this power's duration increases by 1 round.

Interposing Hand

Culture and Power Cost: Psionic 6, Magic 6

Components: V, S, F

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./+1 PWR)

Effect: 10-ft. hand

Duration: 1 round/+1 PWR (D)

Saving Throw: None

Interposing hand creates a Large magic hand that appears between you and one opponent. This floating, disembodied hand then moves to remain between the two of you, regardless of where you move or how the opponent tries to get around it, providing cover (+4 AC) for you against that opponent. Nothing can fool the hand—it sticks with the selected opponent in spite of darkness, invisibility,

polymorphing, or any other attempt at hiding or disguise. The hand does not pursue an opponent, however. An *interposing hand* is 10 feet long and about that wide with its fingers outstretched. It has as many hit points as you do when you're undamaged, and its AC is 20 (-1 size, +11 natural). It takes damage as a normal creature, but most magical effects that don't cause damage do not affect it. The hand never provokes attacks of opportunity from opponents. It cannot push through a *wall of force* or enter an *antimagic field*, but it suffers the full effect of a *prismatic wall* or *prismatic sphere*. The hand makes saving throws as its caster. *Disintegrate* or a successful *dispel magic* destroys it. Any creature weighing 2,000 pounds or less that tries to push past the hand is slowed to half its normal speed. The hand cannot reduce the speed of a creature weighing more than 2,000 pounds, but it still affects the creature's attacks. Directing the spell to a new target is a move action. *Focus*: A soft glove.

Invisibility

Culture and Power Cost: Magic 3
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Personal or touch
Target: You or a creature or object weighing no more than 100 lb./+1 PWR
Duration: 1 min./+1 PWR (D)
Saving Throw: Willpower Check negates (harmless) or Willpower Check negates (harmless, object)
The creature or object touched becomes invisible, vanishing from sight, even from darkvision. If the recipient is a creature carrying gear, that vanishes, too. If you cast the spell on someone else, neither you nor your allies can see the subject, unless you can normally see invisible things or you employ magic to do so. Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Light, however, never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source). Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible. Of course, the subject is not magically *silenced*, and certain other conditions can render the recipient detectable (such as stepping in a puddle). The spell ends if the subject attacks any creature. For purposes of this spell, an attack includes any spell targeting a foe or whose area or effect includes a foe. (Exactly who is a foe depends on the invisible character's perceptions.) Actions directed at unattended objects do not break the spell. Causing harm indirectly is not an attack. Thus, an invisible being can open doors, talk, eat, climb stairs, summon monsters and have them attack, cut the ropes holding a rope bridge while enemies are on the bridge, remotely trigger traps, open a portcullis to release attack dogs, and so forth. If the subject attacks directly, however, it immediately becomes visible along with all its gear. Spells such as *bless* that specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area. *Invisibility* can be made permanent (on objects only) with a *permanency* spell. *Arcane Material Component*: An eyelash encased in a bit of gum arabic.

Invisibility, Greater

Culture and Power Cost: Magic 5
Components: V, S
Target: You or creature touched
Duration: 1 round/+1 PWR (D)

Saving Throw: Willpower Check negates (harmless)
This spell functions like *invisibility*, except that it doesn't end if the subject attacks.

Invisibility, Mass

Culture and Power Cost: Magic 8
Components: V, S, M
Range: Long (400 ft. + 40 ft./+1 PWR)
Targets: Any number of creatures, no two of which can be more than 180 ft. apart
This spell functions like *invisibility*, except that the effect is mobile with the group and is broken when anyone in the group attacks. Individuals in the group cannot see each other. The spell is broken for any individual who moves more than 180 feet from the nearest member of the group. (If only two individuals are affected, the one moving away from the other one loses its invisibility. If both are moving away from each other, they both become visible when the distance between them exceeds 180 feet.) *Material Component*: An eyelash encased in a bit of gum arabic.

Invisibility Purge

Culture and Power Cost: Magic 4
Components: V, S
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 min./+1 PWR (D)
You surround yourself with a sphere of power with a radius of 5 feet that negates all forms of invisibility. Anything invisible becomes visible while in the area.

Invisibility Sphere

Culture and Power Cost: Magic 4
Components: V, S, M
Area: 10-ft.-radius emanation around the creature or object touched
This spell functions like *invisibility*, except that this spell confers invisibility upon all creatures within 10 feet of the recipient. The center of the effect is mobile with the recipient. Those affected by this spell can see each other and themselves as if unaffected by the spell. Any affected creature moving out of the area becomes visible, but creatures moving into the area after the spell is cast do not become invisible. Affected creatures (other than the recipient) who attack negate the invisibility only for themselves. If the spell recipient attacks, the *invisibility sphere* ends.

Iron Body

Culture and Power Cost: Elementalism 9
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 min./+1 PWR (D)
This spell transforms your body into living iron, which grants you several powerful resistances and abilities. You gain damage reduction 15/adamantine. You are immune to blindness, critical hits, ability score damage, deafness, disease, drowning, electricity, poison, stunning, and all spells or attacks that affect your physiology or respiration, because you have no physiology or respiration while this spell is in effect. You take only half damage from acid and fire of all kinds. However, you also become vulnerable to all special attacks that affect iron golems. You gain a +6 enhancement bonus to your Strength score, but you take a -6 penalty to Dexterity as well (to a minimum Dexterity score of 1), and your speed is reduced

to half normal. You have an arcane spell failure chance of 50% and a –8 armor check penalty, just as if you were clad in full plate armor. You cannot drink (and thus can't use potions) or play wind instruments.

Your unarmed attacks deal damage equal to a club sized for you (1d4 for Small characters or 1d6 for Medium characters), and you are considered armed when making unarmed attacks.

Your weight increases by a factor of ten, causing you to sink in water like a stone. However, you could survive the crushing pressure and lack of air at the bottom of the ocean—at least until the spell duration expires.

Arcane Material Component: A small piece of iron that was once part of either an iron golem, a hero's armor, or a war machine.

Ironwood

Culture and Power Cost: Elementalism 8, Alchemy 7

Components: V, S, M

Casting Time: 1 minute/lb. created

Range: 0 ft.

Effect: An *ironwood* object weighing up to 5 lb./+1 PWR

Duration: One day/+1 PWR (D)

Saving Throw: None

Ironwood is a magical substance created by druids from normal wood. While remaining natural wood in almost every way, *ironwood* is as strong, heavy, and resistant to fire as steel. Spells that affect metal or iron do not function on *ironwood*. Spells that affect wood do affect *ironwood*, although *ironwood* does not burn. Using this spell with *wood shape* or a wood-related Craft check, you can fashion wooden items that function as steel items. Thus, wooden plate armor and wooden swords can be created that are as durable as their normal steel counterparts. These items are freely usable by druids.

Further, if you make only half as much *ironwood* as the spell would normally allow, any weapon, shield, or suit of armor so created is treated as a magic item with a +1 enhancement bonus.

Material Component: Wood shaped into the form of the intended *ironwood* object.

Irresistible Dance

Culture and Power Cost: Psionic 7, Biomagic 8

Components: V

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 1d4+1 rounds

Saving Throw: None

The subject feels an undeniable urge to dance and begins doing so, complete with foot shuffling and tapping. The spell effect makes it impossible for the subject to do anything other than caper and prance in place. The effect imposes a –4 penalty to Armor Class and a –10 penalty on Reflex saves, and it negates any AC bonus granted by a shield the target holds. The dancing subject provokes attacks of opportunity each round on its turn.

Jump

Culture and Power Cost: Magic 2, Biomagic 2

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./+1 PWR (D)

Saving Throw: Willpower Check negates (harmless)

The subject gets a +10 enhancement bonus on Jump checks. The enhancement bonus increases to +20 at caster level 5th, and to +30 (the maximum) at caster level 9th.

Material Component: A grasshopper's hind leg, which you break when the spell is cast.

Keen Edge

Culture and Power Cost: Alchemy 4

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One weapon or fifty projectiles, all of which must be in contact with each other at the time of casting

Duration: 10 min./+1 PWR

Saving Throw: Willpower Check negates (harmless, object)

This spell makes a weapon magically keen, improving its ability to deal telling blows. This transmutation doubles the threat range of the weapon. A threat range of 20 becomes 19–20, a threat range of 19–20 becomes 17–20, and a threat range of 18–20 becomes 15–20. The spell can be cast only on piercing or slashing weapons. If cast on arrows or crossbow bolts, the *keen edge* on a particular projectile ends after one use, whether or not the missile strikes its intended target. (Treat shuriken as arrows, rather than as thrown weapons, for the purpose of this spell.)

Multiple effects that increase a weapon's threat range (such as the *keen edge* spell and the Improved Critical feat) don't stack. You can't cast this spell on a natural weapon, such as a claw.

Knock

Culture and Power Cost: Alchemy 3, Magic 4

Components: V

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./+1 PWR)

Target: One door, box, or chest with an area of up to 10 sq. ft./+1 PWR

Duration: Instantaneous; see text

Saving Throw: None

The *knock* spell opens stuck, barred, locked, *held*, or *arcane locked* doors. It opens secret doors, as well as locked or trick-opening boxes or chests. It also loosens welds, shackles, or chains (provided they serve to hold closures shut). If used to open a *arcane locked* door, the spell does not remove the *arcane lock* but simply suspends its functioning for 10 minutes. In all other cases, the door does not relock itself or become stuck again on its own. *Knock* does not raise barred gates or similar impediments (such as a portcullis), nor does it affect ropes, vines, and the like. The effect is limited by the area. Each spell can undo as many as two means of preventing egress.

Know Direction

Culture and Power Cost: Druidism 1

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: Instantaneous

You instantly know the direction of north from your current position. The spell is effective in any environment in which "north" exists, but it may not work in extraplanar settings. Your knowledge of north is correct at the moment of casting, but you can get lost again within moments if you don't find some external reference point to help you keep track of direction.

Know Direction and Location

Culture and Power Cost: Psionic 2

Components: M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: Instantaneous

You generally know where you are. This power is useful to characters who end up at unfamiliar destinations after teleporting, using a *gate*, or traveling to or from other planes of existence. The power reveals general information about your location as a feeling or presentiment. The information is usually no more detailed than a summary that locates you according to a prominent local or regional site. Using this power also tells you what direction you are facing.

Using this power prior to making a Knowledge (the planes) check with *astral caravan* grants a +2 bonus on the check.

Leech Field

Culture and Power Cost: Psionic 6, Infernal Magic 6,

Abyssal Magic 6, Magic 6

Components: S; see text

Casting Time: 1 standard action

Range: Personal; see text

Target: You

Duration: 1 min.

You raise a field of potentiality that drains the vitality from powers that you successfully save against. When you succeed on a saving throw to negate the effect of a foe's power on you, and the power is one that *leech field* is effective against (see below), your body erupts in a brief flash of crackling dark energy. You gain 1 power point for every 2 power points your foe spent to manifest the power you just saved against (to a maximum number of points equal to your manifester level). You cannot gain power points that would cause you to exceed your normal daily maximum.

This power is effective against any power that targets a single creature and allows the target a saving throw to negate it, except those that are delivered by a touch attack or a ranged touch attack (including a ray).

Augment: For every 1 additional power point you spend, this power's duration increases by 1 minute.

Legend Lore

Culture and Power Cost: Alchemy 7, Magic 7

Components: V, S, M, F

Casting Time: See text

Range: Personal

Target: You

Duration: See text

Legend lore brings to your mind legends about an important person, place, or thing. If the person or thing is at hand, or if you are in the place in question, the casting time is only 1d4x10 minutes. If you have only detailed information on the person, place, or thing, the casting time is 1d10 days, and the resulting lore is less complete and specific (though it often provides enough information to help you find the person, place, or thing, thus allowing a better *legend lore* result next time). If you know only rumors, the casting time is 2d6 weeks, and the resulting lore is vague and incomplete (though it often directs you to more detailed information, thus allowing a better *legend lore* result next time).

During the casting, you cannot engage in other than routine activities: eating, sleeping, and so forth. When completed, the divination brings legends (if any) about the person, place, or things to your mind. These may be legends that are still current, legends that have been forgotten, or even information that has never been generally known. If the person, place, or thing is not of legendary importance, you gain no information. As a rule of thumb, characters who are 11th level and higher are "legendary," as are the sorts of creatures they contend with, the major magic items they wield, and the places where they perform their key deeds.

Material Component: Incense worth at least 250 gp.

Focus: Four strips of ivory (worth 50 IM each) formed into a rectangle.

Levitate

Culture and Power Cost: Psionic 3, Alchemy 3

Components: V, S, F

Casting Time: 1 standard action

Range: Personal or close (25 ft. + 5 ft./2 levels)

Target: You or one willing creature or one object (total weight up to 100 lb./+1 PWR)

Duration: 1 min./+1 PWR (D)

Saving Throw: None

Levitate allows you to move yourself, another creature, or an object up and down as you wish. A creature must be willing to be *levitated*, and an object must be unattended or possessed by a willing creature. You can mentally direct the recipient to move up or down as much as 20 feet each round; doing so is a move action. You cannot move the recipient horizontally, but the recipient could clamber along the face of a cliff, for example, or push against a ceiling to move laterally (generally at half its base land speed).

A *levitating* creature that attacks with a melee or ranged weapon finds itself increasingly unstable; the first attack has a -1 penalty on attack rolls, the second -2, and so on, to a maximum penalty of -5. A full round spent stabilizing allows the creature to begin again at -1.

Focus: Either a small leather loop or a piece of golden wire bent into a cup shape with a long shank on one end.

Light

Culture and Power Cost: Magic 1

Components: V, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Object touched

Duration: 10 min./+1 PWR (D)

Saving Throw: None

This spell causes an object to glow like a torch, shedding bright light in a 20-foot radius (and dim light for an additional 20 feet) from the point you touch. The effect is immobile, but it can be cast on a movable object. Light taken into an area of magical *darkness* does not function. A light spell (one with the light descriptor) counters and dispels a darkness spell (one with the darkness descriptor) of an equal or lower level.

Arcane Material Component: A firefly or a piece of phosphorescent moss.

Lightning Bolt

Culture and Power Cost: Elementalism 4, Magic 4

Components: V, S, M

Casting Time: 1 standard action

Range: 120 ft.

Area: 120-ft. line

Duration: Instantaneous

Saving Throw: Reflex half

You release a powerful stroke of electrical energy that deals 1d6 points of electricity damage (maximum 10d6) to each creature within its area. The bolt begins at your fingertips. The *lightning bolt* sets fire to combustibles and damages objects in its path. It can melt metals with a low melting point, such as lead, gold, copper, silver, or bronze. If the damage caused to an interposing barrier shatters or breaks through it, the bolt may continue beyond the barrier if the spell's range permits; otherwise, it stops at the barrier just as any other spell effect does.

Material Component: A bit of fur and an amber, crystal, or glass rod.

Limited Wish

Culture and Power Cost: Divine Magic 8, Infernal Magic 8, Abyssal Magic 8
 Components: V, S, XP
 Casting Time: 1 standard action
 Range: See text
 Target, Effect, or Area: See text
 Duration: See text
 Saving Throw: None; see text
 A *limited wish* lets you create nearly any type of effect. For example, a *limited wish* can do any of the following things.

- Duplicate any sorcerer/wizard spell of 6th level or lower, provided the spell is not of a school prohibited to you.
- Duplicate any other spell of 5th level or lower, provided the spell is not of a school prohibited to you.
- Duplicate any sorcerer/wizard spell of 5th level or lower, even if it's of a prohibited school.
- Duplicate any other spell of 4th level or lower, even if it's of a prohibited school.
- Undo the harmful effects of many spells, such as *geas/quest* or *insanity*.
- Produce any other effect whose power level is in line with the above effects, such as a single creature automatically hitting on its next attack or taking a –7 penalty on its next saving throw.

A duplicated spell allows saving throws as normal. When a *limited wish* duplicates a spell that has an XP cost, you must pay that cost or 300 XP, whichever is more. When a *limited wish* spell duplicates a spell with a material component that costs more than 1,000 gp, you must provide that component.
 XP Cost: 300 XP or more (see above).

Liveoak

Culture and Power Cost: Druidism 7
 Components: V, S
 Casting Time: 10 minutes
 Range: Touch
 Target: Tree touched
 Duration: One day/+1 PWR (D)
 Saving Throw: None
 This spell turns an oak tree into a protector or guardian. The spell can be cast on only a single tree at a time; while *liveoak* is in effect, you can't cast it again on another tree. The tree on which the spell is cast must be within 10 feet of your dwelling place, within a place sacred to you, or within 300 feet of something that you wish to guard or protect. *Liveoak* must be cast on a healthy, Huge oak. A triggering phrase of up to one word is placed on the targeted oak. The *liveoak* spell triggers the tree into animating as a treant.
 If *liveoak* is dispelled, the tree takes root immediately, wherever it happens to be. If released by you, the tree tries to return to its original location before taking root.

Locate Creature

Culture and Power Cost: Shamanism 5 (animal), Biomagic 5
 Components: V, S, M
 Duration: 10 min./+1 PWR
 This spell functions like *locate object*, except this spell locates a known or familiar creature.
 You slowly turn and sense when you are facing in the direction of the creature to be located, provided it is within range. You also know in which direction the creature is moving, if any.
 The spell can locate a creature of a specific kind or a specific creature known to you. It cannot find a creature of a certain type. To find a kind of creature, you must have seen such a creature up close (within 30 feet) at least once.

Running water blocks the spell. It cannot detect objects. It can be fooled by *mislead*, *nondetection*, and *polymorph* spells.

Material Component: A bit of fur from a bloodhound.

Locate Object

Culture and Power Cost: Alchemy 3
 Components: V, S, F/DF
 Casting Time: 1 standard action
 Range: Long (400 ft. + 40 ft./+1 PWR)
 Area: Circle, centered on you, with a radius of 400 ft. + 40 ft./+1 PWR
 Duration: 1 min./+1 PWR
 Saving Throw: None
 You sense the direction of a well-known or clearly visualized object. You can search for general items, in which case you locate the nearest one of its kind if more than one is within range. Attempting to find a certain item requires a specific and accurate mental image; if the image is not close enough to the actual object, the spell fails. You cannot specify a unique item unless you have observed that particular item firsthand (not through divination). The spell is blocked by even a thin sheet of lead. Creatures cannot be found by this spell. *Polymorph any object* fools it.
Arcane Focus: A forked twig.

Longstrider

Culture and Power Cost: Druid 2, Biomagic 1
 Components: V, S, M
 Casting Time: 1 standard action
 Range: Personal
 Target: You
 Duration: 1 hour/+1 PWR (D)
 This spell increases your base land speed by 10 feet. (This adjustment counts as an enhancement bonus.) It has no effect on other modes of movement, such as burrow, climb, fly, or swim.
Material Component: A pinch of dirt.

Low Light Vision

Culture and Power Cost: Psionic 3, Biomagic 3
 Components: S
 Casting Time: 1 standard action
 Range: Personal
 Target: You
 Duration: 1 hour/+1 PWR
 You gain low-light vision for the duration of the power, as well as a +2 bonus on Search and Spot checks.
 In addition, you gain the ability to notice secret or concealed doors by merely passing within 5 feet of one, getting to make a Search check as if you were actively looking for it.
 If *elfsight* is used in conjunction with *my light*, the cone of light extends out to 40 feet instead of 20 feet.

Lullaby

Culture and Power Cost: Empathy 1
 Components: V, S
 Casting Time: 1 standard action
 Range: Medium (100 ft. + 10 ft./+1 PWR)
 Area: Living creatures within a 10-ft.-radius burst
 Duration: Concentration + 1 round/+1 PWR (D)
 Saving Throw: Willpower Check negates
 Any creature within the area that fails a Will save becomes drowsy and inattentive, taking a –5 penalty on Listen and Spot checks and a –2 penalty on Will saves against *sleep* effects while the *lullaby* is in effect. *Lullaby* lasts for as long as the caster concentrates, plus up to 1 round thereafter.

Mage Armor

Culture and Power Cost: Magic 2, Alchemy 2

Components: V, S, F
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 hour/+1 PWR (D)
Saving Throw: Willpower Check negates (harmless)
An invisible but tangible field of force surrounds the subject of a *mage armor* spell, providing a +4 armor bonus to AC. Unlike mundane armor, *mage armor* entails no armor check penalty, arcane spell failure chance, or speed reduction. Since *mage armor* is made of force, incorporeal creatures can't bypass it the way they do normal armor.
Focus: A piece of cured leather.

Mage Hand

Culture and Power Cost: Magic 1, Psionic 1
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One nonmagical, unattended object weighing up to 5 lb.
Duration: Concentration
Saving Throw: None
You point your finger at an object and can lift it and move it at will from a distance. As a move action, you can propel the object as far as 15 feet in any direction, though the spell ends if the distance between you and the object ever exceeds the spell's range.

Mage's Disjunction

Culture and Power Cost: Magic 10, Alchemy 10
Components: V
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Area: All magical effects and magic items within a 40-ft.-radius burst
Duration: Instantaneous
Saving Throw: Willpower Check negates (object)
All magical effects and magic items within the radius of the spell, except for those that you carry or touch, are disjoined. That is, spells and spell-like effects are separated into their individual components (ending the effect as a *dispel magic* spell does), and each permanent magic item must make a successful Will save or be turned into a normal item. An item in a creature's possession uses its own Will save bonus or its possessor's Will save bonus, whichever is higher.
You also have a 1% chance of destroying an *antimagic field*. If the *antimagic field* survives the *disjunction*, no items within it are disjoined.
Even artifacts are subject to *disjunction*, though there is only a 1% chance of actually affecting such powerful items. Additionally, if an artifact is destroyed, you must make a Will save or permanently lose all spellcasting abilities. (These abilities cannot be recovered by mortal magic, not even *miracle* or *wish*.)
Note: Destroying artifacts is a dangerous business, and it is 95% likely to attract the attention of some powerful being who has an interest in or connection with the device.

Mage's Faithful Hound

Culture and Power Cost: Spiritualism 6
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Phantom watchdog
Duration: 1 hour/caster level or until discharged, then 1 round/caster level; see text
Saving Throw: None
You conjure up a phantom watchdog that is invisible to everyone but yourself. It then guards the area where it was

conjured (it does not move). The hound immediately starts barking loudly if any Small or larger creature approaches within 30 feet of it. (Those within 30 feet of the hound when it is conjured may move about in the area, but if they leave and return, they activate the barking.) The hound sees invisible and ethereal creatures. It does not react to figments, but it does react to shadow illusions.
If an intruder approaches to within 5 feet of the hound, the dog stops barking and delivers a vicious bite (+10 attack bonus, 2d6+3 points of piercing damage) once per round. The dog also gets the bonuses appropriate to an invisible creature.
The dog is considered ready to bite intruders, so it delivers its first bite on the intruder's turn. Its bite is the equivalent of a magic weapon for the purpose of damage reduction. The hound cannot be attacked, but it can be dispelled. The spell lasts for 1 hour, but once the hound begins barking, it lasts only 1 round. If you are ever more than 100 feet distant from the hound, the spell ends.
Material Component: A tiny silver whistle, a piece of bone, and a thread.

Mage's Lucubration

Culture and Power Cost: Magic 7, Psionic 7
Components: V, S
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: Instantaneous
You instantly recall any one spell of 5th level or lower that you have used during the past 24 hours. The spell must have been actually cast during that period. The recalled spell is stored in your mind as though prepared in the normal fashion.
If the recalled spell requires material components, you must provide them. The recovered spell is not usable until the material components are available.

Mage's Magnificent Mansion

Culture and Power Cost: Magic 8, Alchemy 8
Components: V, S, F
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Extradimensional mansion, up to three 10-ft. cubes/+1 PWR (S)
Duration: 2 hours/+1 PWR (D)
Saving Throw: None
You conjure up an extradimensional dwelling that has a single entrance on the plane from which the spell was cast. The entry point looks like a faint shimmering in the air that is 4 feet wide and 8 feet high. Only those you designate may enter the mansion, and the portal is shut and made invisible behind you when you enter. You may open it again from your own side at will. Once observers have passed beyond the entrance, they are in a magnificent foyer with numerous chambers beyond. The atmosphere is clean, fresh, and warm.
You can create any floor plan you desire to the limit of the spell's effect. The place is furnished and contains sufficient foodstuffs to serve a nine-course banquet to a dozen people. A staff of near-transparent servants (as many as two), liveried and obedient, wait upon all who enter. The servants function as *unseen servant* spells except that they are visible and can go anywhere in the mansion.
Since the place can be entered only through its special portal, outside conditions do not affect the mansion, nor do conditions inside it pass to the plane beyond.
Focus: A miniature portal carved from ivory, a small piece of polished marble, and a tiny silver spoon (each item worth 5 gp).

Mage's Private Sanctum

Culture and Power Cost: Magic 6, Alchemy 6

Components: V, S, M

Casting Time: 10 minutes

Range: Close (25 ft. + 5 ft./2 levels)

Area: 30-ft. cube/+1 PWR (S)

Duration: 24 hours (D)

Saving Throw: None

This spell ensures privacy. Anyone looking into the area from outside sees only a dark, foggy mass. Darkvision cannot penetrate it. No sounds, no matter how loud, can escape the area, so nobody can eavesdrop from outside. Those inside can see out normally.

Divination (scrying) spells cannot perceive anything within the area, and those within are immune to *detect thoughts*. The ward prevents speech between those inside and those outside (because it blocks sound), but it does not prevent other communication, such as a *sending* or *message* spell, or telepathic communication, such as that between a wizard and her familiar.

The spell does not prevent creatures or objects from moving into and out of the area.

Mage's private sanctum can be made permanent with a *permanency* spell.

Material Component: A thin sheet of lead, a piece of opaque glass, a wad of cotton or cloth, and powdered chrysolite.

Mage's Sword

Culture and Power Cost: Magic 8

Components: V, S, F

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One sword

Duration: 1 round/+1 PWR (D)

Saving Throw: None

This spell brings into being a shimmering, swordlike plane of force. The sword strikes at any opponent within its range, as you desire, starting in the round that you cast the spell. The sword attacks its designated target once each round on your turn. Its attack bonus is equal to your caster level + your Int bonus or your Cha bonus (for wizards or sorcerers, respectively) with an additional +3 enhancement bonus. As a force effect, it can strike ethereal and incorporeal creatures. It deals 4d6+3 points of force damage, with a threat range of 19–20 and a critical multiplier of x2.

The sword always strikes from your direction. It does not get a bonus for flanking or help a combatant get one. If the sword goes beyond the spell range from you, if it goes out of your sight, or if you are not directing it, the sword returns to you and hovers.

Each round after the first, you can use a standard action to switch the sword to a new target. If you do not, the sword continues to attack the previous round's target.

The sword cannot be attacked or harmed by physical attacks, but *dispel magic*, *disintegrate*, a *sphere of annihilation*, or a *rod of cancellation* affects it. The sword's AC is 13 (10, +0 size bonus for Medium object, +3 deflection bonus).

Focus: A miniature platinum sword with a grip and pommel of copper and zinc. It costs 250 IM to construct.

Magic Aura

Culture and Power Cost: Magic 2

Components: V, S, F

Casting Time: 1 standard action

Range: Touch

Target: One touched object weighing up to 5 lb./+1 PWR

Duration: One day/+1 PWR (D)

Saving Throw: None; see text

You alter an item's aura so that it registers to *detect* spells (and spells with similar capabilities) as though it were nonmagical, or a magic item of a kind you specify, or the subject of a spell you specify.

If the object bearing *magic aura* has *identify* cast on it or is similarly examined, the examiner recognizes that the aura is false and detects the object's actual qualities if he succeeds on a Will save. Otherwise, he believes the aura and no amount of testing reveals what the true magic is. If the targeted item's own aura is exceptionally powerful (if it is an artifact, for instance), *magic aura* doesn't work.

Note: A magic weapon, shield, or suit of armor must be a masterwork item, so a sword of average make, for example, looks suspicious if it has a magical aura.

Focus: A small square of silk that must be passed over the object that receives the aura.

Magic Circle against Chaos

Culture and Power Cost: Druidism 4

This spell functions like *magic circle against evil*, except

that it is similar to *protection from chaos* instead of *protection from evil*, and it can imprison a nonlawful called creature.

Magic Circle against Evil

Culture and Power Cost: Druidism 4, Divine Magic 4

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Area: 10-ft.-radius emanation from touched creature

Duration: 10 min./+1 PWR

Saving Throw: Willpower Check negates (harmless)

; see text

All creatures within the area gain the effects of a *protection from evil* spell, and no nongood summoned creatures can enter the area either. This spell has an alternative version that you may choose when casting it. A *magic circle against evil* can be focused inward rather than outward. When focused inward, the spell binds a nongood called creature (such as those called by the *lesser planar binding*, *planar binding*, and *greater planar binding* spells) for a maximum of 24 hours, provided that you cast the spell that calls the creature within 1 round of casting the *magic circle*. The creature cannot cross the circle's boundaries. If a creature too large to fit into the spell's area is the subject of the spell, the spell acts as a normal *protection from evil* spell for that creature only.

A *magic circle* leaves much to be desired as a trap. If the circle of powdered silver laid down in the process of spellcasting is broken, the effect immediately ends. The trapped creature can do nothing that disturbs the circle, directly or indirectly, but other creatures can. A creature capable of any form of dimensional travel (*astral projection*, *blink*, *dimension door*, *etherealness*, *gate*, *plane shift*, *shadow walk*, *teleport*, and similar abilities) can simply leave the circle through that means. You can prevent the creature's extradimensional escape by casting a *dimensional anchor* spell on it, but you must cast the spell before the creature acts. If you are successful, the *anchor* effect lasts as long as the *magic circle* does. The creature cannot reach across the *magic circle*, but its ranged attacks (ranged weapons, spells, magical abilities, and the like) can. The creature can attack any target it can reach with its ranged attacks except for the circle itself.

You can add a special diagram (a two-dimensional bounded figure with no gaps along its circumference, augmented with various magical sigils) to make the *magic circle* more secure. Drawing the diagram by hand takes 10 minutes and requires a Spellcraft check. You do not know the result of this check. If the check fails, the diagram is ineffective. You

can take 10 when drawing the diagram if you are under no particular time pressure to complete the task. This task also takes 10 full minutes. If time is no factor at all, and you devote 3 hours and 20 minutes to the task, you can take 20.

A successful diagram allows you to cast a *dimensional anchor* spell on the *magic circle* during the round before casting any summoning spell. The *anchor* holds any called creatures in the *magic circle* for 24 hours. The creature is immediately released if anything disturbs the diagram—even a straw laid across it. However, the creature itself cannot disturb the diagram either directly or indirectly, as noted above.

This spell is not cumulative with *protection from evil* and vice versa.

Arcane Material Component: A little powdered silver with which you trace a 3-foot-diameter circle on the floor (or ground) around the creature to be warded.

Magic Circle against Good

Culture and Power Cost: Druidism 4, Infernal Magic 4, Abyssal Magic 4

This spell functions like *magic circle against evil*, except that it is similar to *protection from good* instead of *protection from evil*, and it can imprison a nonevil called creature.

Magic Circle against Law

Culture and Power Cost: Druidism 4, Infernal Magic, Abyssal Magic 4

This spell functions like *magic circle against evil*, except that it is similar to *protection from law* instead of *protection from evil*, and it can imprison a nonchaotic called creature.

Magic Fang

Culture and Power Cost: Shamanism 2, Biomagic 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 1 min./+1 PWR

Saving Throw: Willpower Check negates (harmless)

Magic fang gives one natural weapon of the subject a +1 enhancement bonus on attack and damage rolls. The spell can affect a slam attack, fist, bite, or other natural weapon. (The spell does not change an unarmed strike's damage from nonlethal damage to lethal damage.)

Magic fang can be made permanent with a *permanency* spell.

Magic Fang, Greater

Transmutation

Culture and Power Cost: Shamanism 3, Biomagic 3

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: 1 hour/+1 PWR

This spell functions like *magic fang*, except that the enhancement bonus on attack and damage rolls is +1 per four caster levels (maximum +5).

Alternatively, you may imbue all of the creature's natural weapons with a +1 enhancement bonus (regardless of your caster level).

Greater magic fang can be made permanent with a *permanency* spell.

Magic Jar

Culture and Power Cost: Spiritualism 6

Components: V, S, F

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./+1 PWR)

Target: One creature

Duration: 1 hour/+1 PWR or until you return to your body

Saving Throw: Willpower Check negates; see text

By casting *magic jar*, you place your soul in a gem or large crystal (known as the *magic jar*), leaving your body lifeless. Then you can attempt to take control of a nearby body, forcing its soul into the *magic jar*. You may move back to the jar (thereby returning the trapped soul to its body) and attempt to possess another body. The spell ends when you send your soul back to your own body, leaving the receptacle empty.

To cast the spell, the *magic jar* must be within spell range and you must know where it is, though you do not need line of sight or line of effect to it. When you transfer your soul upon casting, your body is, as near as anyone can tell, dead.

While in the *magic jar*, you can sense and attack any life force within 10 feet (and on the same plane of existence). You do need line of effect from the jar to the creatures. You cannot determine the exact creature types or positions of these creatures. In a group of life forces, you can sense a difference of 4 or more Hit Dice between one creature and another and can determine whether a life force is powered by positive or negative energy. (Undead creatures are powered by negative energy. Only sentient undead creatures have, or are, souls.)

You could choose to take over either a stronger or a weaker creature, but which particular stronger or weaker creature you attempt to possess is determined randomly.

Attempting to possess a body is a full-round action. It is blocked by *protection from evil* or a similar ward. You possess the body and force the creature's soul into the *magic jar* unless the subject succeeds on a Will save.

Failure to take over the host leaves your life force in the *magic jar*, and the target automatically succeeds on further saving throws if you attempt to possess its body again.

If you are successful, your life force occupies the host body, and the host's life force is imprisoned in the *magic jar*. You keep your Intelligence, Wisdom, Charisma, level, class, base attack bonus, base save bonuses, alignment, and mental abilities. The body retains its Strength, Dexterity, Constitution, hit points, natural abilities, and automatic abilities. A body with extra limbs does not allow you to make more attacks (or more advantageous two-weapon attacks) than normal. You can't choose to activate the body's extraordinary or supernatural abilities. The creature's spells and spell-like abilities do not stay with the body.

As a standard action, you can shift freely from a host to the *magic jar* if within range, sending the trapped soul back to its body. The spell ends when you shift from the jar to your own body.

If the host body is slain, you return to the *magic jar*, if within range, and the life force of the host departs (it is dead). If the host body is slain beyond the range of the spell, both you and the host die. Any life force with nowhere to go is treated as slain.

If the spell ends while you are in the *magic jar*, you return to your body (or die if your body is out of range or destroyed). If the spell ends while you are in a host, you return to your body (or die, if it is out of range of your current position), and the soul in the *magic jar* returns to its body (or dies if it is out of range). Destroying the receptacle ends the spell, and the spell can be dispelled at either the *magic jar* or at the host's location.

Focus: A gem or crystal worth at least 100 gp.

Magic Missile

Culture and Power Cost: Magic 2

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./+1 PWR)

Targets: Up to five creatures, no two of which can be more than 15 ft. apart

Duration: Instantaneous

Saving Throw: None

A missile of magical energy darts forth from your fingertip and strikes its target, dealing 1d4+1 points of force damage.

The missile strikes unerringly, even if the target is in melee combat or has less than total cover or total concealment.

Specific parts of a creature can't be singled out. Inanimate objects are not damaged by the spell.

For every two caster levels beyond 1st, you gain an additional missile—two at 3rd level, three at 5th, four at 7th, and the maximum of five missiles at 9th level or higher. If you shoot multiple missiles, you can have them strike a single creature or several creatures. A single missile can strike only one creature. You must designate targets before you roll damage.

Magic Mouth

Culture and Power Cost: Magic 2, Alchemy 2

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature or object

Duration: Permanent until discharged

Saving Throw: Willpower Check negates (object)

This spell imbues the chosen object or creature with an enchanted mouth that suddenly appears and speaks its message the next time a specified event occurs. The message, which must be twenty-five or fewer words long, can be in any language known by you and can be delivered over a period of 10 minutes. The mouth cannot utter verbal components, use command words, or activate magical effects. It does, however, move according to the words articulated; if it were placed upon a statue, the mouth of the statue would move and appear to speak. Of course, *magic mouth* can be placed upon a tree, rock, or any other object or creature.

The spell functions when specific conditions are fulfilled according to your command as set in the spell. Commands can be as general or as detailed as desired, although only visual and audible triggers can be used. Triggers react to what appears to be the case. Disguises and illusions can fool them. Normal darkness does not defeat a visual trigger, but magical *darkness* or *invisibility* does. Silent movement or magical *silence* defeats audible triggers. Audible triggers can be keyed to general types of noises or to a specific noise or spoken word. Actions can serve as triggers if they are visible or audible. A *magic mouth* cannot distinguish alignment, level, Hit Dice, or class except by external garb.

The range limit of a trigger is 15 feet, so a 6th-level caster can command a *magic mouth* to respond to triggers as far as 90 feet away. Regardless of range, the mouth can respond only to visible or audible triggers and actions in line of sight or within hearing distance.

Magic mouth can be made permanent with a *permanency* spell.

Material Component: A small bit of honeycomb and jade dust worth 10 gp.

Magic Stone

Culture and Power Cost: Elementalism 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Targets: Up to three pebbles touched

Duration: 30 minutes or until discharged

Saving Throw: Willpower Check negates (harmless, object)

You transmute as many as three pebbles, which can be no larger than sling bullets, so that they strike with great force when thrown or slung. If hurled, they have a range increment of 20 feet. If slung, treat them as sling bullets (range increment 50 feet). The spell gives them a +1 enhancement bonus on attack and damage rolls. The user of the stones makes a normal ranged attack. Each stone that hits deals 1d6+1 points of damage (including the spell's enhancement bonus), or 2d6+2 points against undead.

Magic Vestment

Culture and Power Cost: Alchemy 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Armor or shield touched

Duration: 1 hour/+1 PWR

Saving Throw: Willpower Check negates (harmless, object)

You imbue a suit of armor or a shield with an enhancement bonus of +1 per four caster levels (maximum +5 at 20th level).

An outfit of regular clothing counts as armor that grants no AC bonus for the purpose of this spell.

Magic Weapon

Culture and Power Cost: Alchemy 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Weapon touched

Duration: 1 min./+1 PWR

Saving Throw: Willpower Check negates (harmless, object)

Magic weapon gives a weapon a +1 enhancement bonus on attack and damage rolls. (An enhancement bonus does not stack with a masterwork weapon's +1 bonus on attack rolls.)

You can't cast this spell on a natural weapon, such as an unarmed strike (instead, see *magic fang*). A monk's unarmed strike is considered a weapon, and thus it can be enhanced by this spell.

Magic Weapon, Greater

Culture and Power Cost: Alchemy 4

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One weapon or fifty projectiles (all of which must be in contact with each other at the time of casting)

Duration: 1 hour/+1 PWR

Saving Throw: Willpower Check negates (harmless, object)

This spell functions like *magic weapon*, except that it gives a weapon an enhancement bonus on attack and damage rolls of +1 per four caster levels (maximum +5).

Alternatively, you can affect as many as fifty arrows, bolts, or bullets. The projectiles must be of the same kind, and they have to be together (in the same quiver or other container). Projectiles, but not thrown weapons, lose their transmutation when used. (Treat shuriken as projectiles, rather than as thrown weapons, for the purpose of this spell.)

Arcane Material Component: Powdered lime and carbon.

Major Creation

Culture and Power Cost: Alchemy 6

Casting Time: 10 minutes

Range: Close (25 ft. + 5 ft./2 levels)

Duration: See text

This spell functions like *minor creation*, except that you can also create an object of mineral nature: stone, crystal,

metal, or the like. The duration of the created item varies with its relative hardness and rarity, as indicated on the following table.

Hardness and Rarity Examples	Duration
Vegetable matter	2 hr./+1 PWR
Stone, crystal, base metals	1 hr./+1 PWR
Precious metals	20 min./+1 PWR
Gems	10 min./+1 PWR
Rare metal ¹	1 round/+1 PWR

1 Includes adamantite, alchemical silver, and mithral. You can't use major creation to create a cold iron item.

Major Image

Culture and Power Cost: Magic 4

Duration: Concentration + 3 rounds

This spell functions like *silent image*, except that sound, smell, and thermal illusions are included in the spell effect. While concentrating, you can move the image within the range.

The image disappears when struck by an opponent unless you cause the illusion to react appropriately.

Make Whole

Culture and Power Cost: Alchemy 3

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One object of up to 10 cu. ft./ level

This spell functions like *mending*, except that *make whole* completely repairs an object made of any substance, even one with multiple breaks, to be as strong as new. The spell does not restore the magical abilities of a broken magic item made whole, and it cannot mend broken magic rods, staves, or wands. The spell does not repair items that have been warped, burned, disintegrated, ground to powder, melted, or vaporized, nor does it affect creatures (including constructs).

Mark of Justice

Culture and Power Cost: Divine Magic 5, Druidism 5

Components: V, S, DF

Casting Time: 10 minutes

Range: Touch

Target: Creature touched

Duration: Permanent; see text

Saving Throw: None

You draw an indelible mark on the subject and state some behavior on the part of the subject that will activate the mark. When activated, the mark curses the subject. Typically, you designate some sort of criminal behavior that activates the mark, but you can pick any act you please. The effect of the mark is identical with the effect of *bestow curse*.

Since this spell takes 10 minutes to cast and involves writing on the target, you can cast it only on a creature that is willing or restrained.

Like the effect of *bestow curse*, a *mark of justice* cannot be dispelled, but it can be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell. *Remove curse* works only if its caster level is equal to or higher than your *mark of justice* caster level. These restrictions apply regardless of whether the mark has activated.

Mass (Spell Name)

Any spell whose name begins with *mass* is alphabetized in this chapter according to the second word of the spell name. Thus, the description of a *mass* spell appears near

the description of the spell on which it is based. Spell chains that have *mass* spells in them include those based on the spells *bear's endurance*, *bull's strength*, *cat's grace*, *charm monster*, *cure critical wounds*, *cure light wounds*, *cure moderate wounds*, *cure serious wounds*, *eagle's splendor*, *enlarge person*, *fox's cunning*, *heal*, *hold monster*, *hold person*, *inflict critical wounds*, *inflict light wounds*, *inflict moderate wounds*, *inflict serious wounds*, *invisibility*, *owl's wisdom*, *reduce person*, and *suggestion*.

Matter Agitation

Culture and Power Cost: Psionic 2, Magic 2, Elementalism 3, Alchemy 2

Components: V, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 2 sq. ft. of surface area of an object or creature

Duration: Concentration, up to 1 min./+1 PWR

Saving Throw: None

You can excite the structure of a nonpsionic, nonmagical object, heating it to the point of combustion over time. The agitation grows more intense in the second and third rounds after you manifest the power, as described below.

1st Round: Readily flammable material (paper, dry grass, tinder, torches) ignites. Skin reddens (1 point of damage).

2nd Round: Wood smolders and smokes, metal becomes hot to the touch, skin blisters (1d4 points of damage), hair smolders, paint shrivels, water boils.

3rd and Subsequent Rounds: Wood ignites, metal scorches (1d4 points of damage for those holding metallic objects). Skin burns and hair ignites (1d6 points of damage), lead melts.

Matter Manipulation

Culture and Power Cost: Alchemy 9

Components: V, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 1 cu. ft./+1 PWR of inanimate material

Duration: Instantaneous

Saving Throw: None

You can weaken or strengthen the substance of an object or structure. You can affect both mundane and magical inanimate material. Weakening an object's substance decreases its hardness and hit points, and strengthening it increases its hardness and hit points. You can increase or decrease an object's hardness by up to 5 from its original hardness. When hardness increases, the object (or portion of an object) gains 3 hit points per inch of thickness for every point of increased hardness. When hardness decreases, the object (or portion of an object) loses 2 hit points per inch of thickness for every point of decreased hardness (to a minimum of 1 hit point per inch of thickness).

You can't decrease the hardness of an object that already has hardness 0.

Working Manipulated Metals: An object or portion thereof whose hardness is decreased or increased is permanently changed. Even hardening adamantite to 25 is possible. You can also harden or weaken a preforged weapon, a suit of armor, or some other finished item.

XP Cost: 250 XP for each point by which the object's hardness is altered.

Maze

Culture and Power Cost: Magic 9

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: See text

Saving Throw: None

You banish the subject into an extradimensional labyrinth of force planes. Each round on its turn, it may attempt a Intelligence check to escape the labyrinth as a full-round action. If the subject doesn't escape, the maze disappears after 10 minutes, forcing the subject to leave.

On escaping or leaving the maze, the subject reappears where it had been when the *maze* spell was cast. If this location is filled with a solid object, the subject appears in the nearest open space. Spells and abilities that move a creature within a plane, such as *teleport* and *dimension door*, do not help a creature escape a *maze* spell, although a *plane shift* spell allows it to exit to whatever plane is designated in that spell. Minotaurs are not affected by this spell.

Meld into Stone

Culture and Power Cost: Elementalism 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./+1 PWR

Meld into stone enables you to meld your body and possessions into a single block of stone. The stone must be large enough to accommodate your body in all three dimensions. When the casting is complete, you and not more than 100 pounds of nonliving gear merge with the stone. If either condition is violated, the spell fails and is wasted.

While in the stone, you remain in contact, however tenuous, with the face of the stone through which you melded. You remain aware of the passage of time and can cast spells on yourself while hiding in the stone. Nothing that goes on outside the stone can be seen, but you can still hear what happens around you. Minor physical damage to the stone does not harm you, but its partial destruction (to the extent that you no longer fit within it) expels you and deals you 5d6 points of damage. The stone's complete destruction expels you and slays you instantly unless you make a Fortitude save.

Any time before the duration expires, you can step out of the stone through the surface that you entered. If the spell's duration expires or the effect is dispelled before you voluntarily exit the stone, you are violently expelled and take 5d6 points of damage.

The following spells harm you if cast upon the stone that you are occupying: *Stone to flesh* expels you and deals you 5d6 points of damage. *Stone shape* deals you 3d6 points of damage but does not expel you. *Transmute rock to mud* expels you and then slays you instantly unless you make a Fortitude save, in which case you are merely expelled. Finally, *passwall* expels you without damage.

Mending

Culture and Power Cost: Alchemy 1

Components: V, S

Casting Time: 1 standard action

Range: 10 ft.

Target: One object of up to 1 lb.

Duration: Instantaneous

Mending repairs small breaks or tears in objects (but not warps, such as might be caused by a *warp wood* spell). It will weld broken metallic objects such as a ring, a chain link, a medallion, or a slender dagger, providing but one break exists.

Ceramic or wooden objects with multiple breaks can be invisibly rejoined to be as strong as new. A hole in a leather sack or a wineskin is completely healed over by *mending*. The spell can repair a magic item, but the item's magical abilities are not restored. The spell cannot mend broken

magic rods, staffs, or wands, nor does it affect creatures (including constructs).

Mental Barrier

Culture and Power Cost: Psionic 4, Empathy 4, Magic 4

Components: V

Casting Time: 1 immediate action

Range: Personal

Target: You

Duration: 1 round

You project a field of improbability around yourself, creating a fleeting protective shell. You gain a +4 deflection bonus to Armor Class.

You can manifest this power instantly, quickly enough to gain its benefits in an emergency. Manifesting the power is an immediate action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round. You can use this power even when it's not your turn; however, you must manifest it prior to an opponent's attack roll in order to gain this power's benefit against that attack.

Augment: You can augment this power in one or both of the following ways.

1. If you spend 2 additional power points, the deflection bonus to Armor Class increases by 1.
2. For every additional power point you spend, this power's duration increases by 1 round.

Mental Disruption

Culture and Power Cost: Psionic 3

Components: M

Casting Time: 1 standard action

Range: 10 ft.

Area: 10-ft.-radius spread centered on you

Duration: Instantaneous

Saving Throw: Willpower Check negates

You generate a mental wave of confusion that instantly sweeps out from your location. All creatures you designate in the affected area (you can choose certain creatures to be unaffected) must make a Will save or become dazed for 1 round.

Augment: For every 1 additional power point you spend, this power's range and the radius of its area both increase by 5 feet.

Message

Culture and Power Cost: Alchemy 1, Elementalism 1

Components: V, S, F

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./+1 PWR)

Targets: One creature/+1 PWR

Duration: 10 min./+1 PWR

Saving Throw: None

You can whisper messages and receive whispered replies with little chance of being overheard. You point your finger at each creature you want to receive the message. When you whisper, the whispered message is audible to all targeted creatures within range. Magical *silence*, 1 foot of stone, 1 inch of common metal (or a thin sheet of lead), or 3 feet of wood or dirt blocks the spell. The message does not have to travel in a straight line. It can circumvent a barrier if there is an open path between you and the subject, and the path's entire length lies within the spell's range. The creatures that receive the message can whisper a reply that you hear. The spell transmits sound, not meaning. It doesn't transcend language barriers.

Note: To speak a message, you must mouth the words and whisper, possibly allowing observers the opportunity to read your lips.

Focus: A short piece of copper wire.

Metaconcert

Culture and Power Cost: Psionic 6, Empathy 7

Components: S; see text

Casting Time: 1 minute

Range: 20 ft.

Target: You and up to nine other willing psionic creatures in range

Duration: 1 min./+1 PWR (D)

You link your psychic might with other psionic creatures, creating an entity more powerful than the sum of its parts. When you manifest this power, a number of power points you designate flows from each participant into a collective pool. One individual is chosen as the *metaconcert* conductor by mutual consent of the other participants (this is usually the manifester, but doesn't have to be). Until the power ends, this conductor directs the efforts of the group. Misty strands of glowing power link the brows of all the participants in a complex and shifting pattern.

All the powers of each participant are known to the mental entity created with *metaconcert* (which is under the conductor's command). This entity can't take any more actions than a normal individual, but it manifests all its powers more effectively. Each participant contributing to the entity provides a cumulative +5% bonus to saves that apply when manifesting a power or using a psi-like ability. Likewise, each individual provides a cumulative +1 bonus when the entity makes its own saving throws in response to powers or psi-like abilities.

If the psionic entity takes ability damage from a psionic attack the total is divided among all the members as determined by the conductor.

If the entity manifests a power that has an XP cost, all the participants pay an equal share (the conductor pays the remainder if the cost can't be divided evenly).

Once linked, the participants must remain within a 20-foot-radius area, and as a group can move at a speed of 10 feet. If a participant moves outside the 20-foot-radius area occupied by the others (whether willingly or involuntarily), that individual drops out of the group, and the power point pool of the *metaconcert* is instantly recalculated.

All participants who leave before a *metaconcert* ends or is dismissed reclaim a number of power points equal to the current power point pool divided by the number of members. If the conductor drops out, the power ends. That same number of points is removed from the power point pool.

When a *metaconcert* ends normally or is dismissed, remaining power points in the pool are divided among all the participants (the conductor receives the remainder if the points can't be divided evenly).

Augment: For every additional power point you spend, this power's duration increases by 1 minute.

Metafaculty

Culture and Power Cost: Psionic 10, Divine Magic 10, Infernal Magic 10, Abyssal Magic 10

Components: M, S, V

Casting Time: 1 hour

Range: Personal

Target: You

Duration: Instantaneous and 1 min./+1 PWR (D); see text
You elevate your mind to a near-universal consciousness, cogitating countless impressions and predictions involving any creature you have seen before, whether personally or by means of another power such as *remote viewing*.

This process gives you an uncannily accurate vision of the creature's nature, activities, and whereabouts. When you manifest the power, you learn the following facts about the creature.

- Its name, race, alignment, and character class.

- A general estimate of its level or Hit Dice: low (5 HD or lower), medium (6 to 11 HD), high (12 to 20 HD), very high (21 HD to 40 HD), or deific (41 HD or higher).
- Its location (including place of residence, town, country, world, and plane of existence).
- Significant items currently in its possession.
- Any significant activities or actions the creature has undertaken in the previous 8 hours, including details such as locales traveled through, the names or races of those the creature fought, spells it cast, items it acquired, and items it left behind (including the location of those items).
- A current mental view of the creature, as described in the *remote viewing* power, which you can maintain for up to 1 minute per level.

Metafaculty can defeat spells, powers, and special abilities such as *screen* or *mind blank* (or even a *wish* spell) that normally obscure clairsentience powers.

Metafaculty is defeated by epic powers, epic spells, and epic special abilities that obscure divinations and clairsentience powers.

XP Cost: 1,000.

Metamorphosis

Culture and Power Cost: Psionic 5, Biomagic 5, Shamanism 5 (Animal only), Druid 5 (Plant only), Elementalism 5

(Elemental only), Alchemy 5 (Construct only), Spiritualism 5 (Undead only), Divine Magic 5 (Outsider only), Infernal Magic 5 (Outsider only), Abyssal Magic 5 (Aberration only)

Components: M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./+1 PWR (D) for a creature; 1 hour/+1 PWR (D) for an object

You assume the form of a creature of the same type as your normal form, or any other type except construct, elemental, outsider, and undead. The assumed form can have as many Hit Dice as your manifester level, to a maximum of 15.

You can't assume a form smaller than Fine, nor can you assume an incorporeal, ectoplasmic, or gaseous form. You cannot take the form of any creature that has a template. Your type and subtype (if applicable) change to match the new form.

Upon changing, you regain lost hit points as if you had rested for a night (though this healing does not restore ability damage and provide other benefits of resting; and changing back does not heal you further). If you are slain while under the effect of this power, you revert to your original form, though you remain dead. You gain the Strength, Dexterity, and Constitution scores of the new form but retain your own Intelligence, Wisdom, and Charisma scores. You also gain all extraordinary special attacks possessed by the form (such as constrict, improved grab, and poison) but do not gain the extraordinary special qualities possessed by the new form (such as blindsense, fast healing, regeneration, and scent) or any supernatural, psionic, or spelllike abilities.

You retain all supernatural and spell-like special attacks and special qualities of your normal form, except for those requiring a body part that the new form does not have, if any. You keep all extraordinary special attacks and special qualities derived from class levels, but you lose any benefits of the racial traits of your normal form. If you have a template, special abilities it provides are likewise not retained. If the assumed form is capable of speech, you can communicate normally. You retain any manifesting ability you had in your original form.

You acquire the physical qualities of the new form while retaining your own mind. Physical qualities include natural size, mundane movement capabilities (such as burrowing,

climbing, walking, swimming, and flight with wings, to a maximum speed of 120 feet for flying or 60 feet for nonflying movement), natural armor bonus, natural weapons (such as claws or a bite), racial bonuses on skill checks, racial bonus feats, and any anatomical qualities (presence or absence of wings, number of extremities, and so forth). A body with extra limbs does not allow you to make more attacks (or more advantageous two-weapon attacks) than normal.

You can freely designate the new form's minor physical qualities (such as hair color, hair texture, and skin color) within the normal ranges for a creature of that type. The new form's significant physical qualities (such as height, weight, and gender) are also under your control, but they must fall within the norms for the new form's species. You are effectively disguised as an average member of the new form's race. If you use this power to create a disguise, you get a +10 bonus on your Disguise check.

When the change occurs, your equipment either remains worn or held by the new form (if it is capable of wearing or holding the item in question) or melds into the new form and becomes nonfunctional. When you revert to your normal form, any objects previously melded into the new form reappear in the same location on your body they previously occupied and are once again functional. Any new items you wore in the assumed form and can't wear in your normal form fall off and land at your feet; any that you could wear in either form or carry in a body part common to both forms (mouth, hands, or the like) at the time of reversion are still held in the same way. Any part of the body or piece of equipment that is separated from the whole reverts to its normal form.

You can also use this power to assume the form of an inanimate object. You gain the object's hardness and retain your own hit points. You can take the shape of almost any simple object you can think of. If you attempt to take the form of a complex object, you must make an appropriate skill check. If you fail the check, your manifestation of the power does not succeed. Likewise, you cannot take the form of a complex mechanical mechanism unless you have some sort of skill associated with the object. You cannot use this power to assume the form of a psionic item or a magic item, or any object with a hardness of 15 or higher. You also cannot take the form of a psionically animated mechanism or any object formed of ectoplasm.

As an inanimate object, you lose all mobility. You retain your normal senses and your ability to speak. If you take damage while in the form of an object, your actual body also takes damage (but the object's hardness, if any, protects you).

Metamorphosis, Greater

Culture and Power Cost: Psionic 10, Biomagic 10, Shamanism 10 (Animal only), Druid 10 (Plant only), Elementalism 10 (Elemental only), Alchemy 10 (Construct only), Spiritualism 10 (Undead only), Divine Magic 10 (Outsider only), Infernal Magic 10 (Outsider only), Abyssal Magic 10 (Aberration only)

Components: M, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./+1 PWR (D) for a creature; 1 hour/+1 PWR (D) for an object

As *metamorphosis*, except that this power enables you to assume the form of any single nonunique object or creature (of any type) from Fine to Colossal size. The assumed form cannot have more Hit Dice than twice your manifester level (to a maximum of 50 HD). Unlike *metamorphosis*, this power allows incorporeal, ectoplasmic, or gaseous forms to be assumed.

You gain all extraordinary and supernatural abilities (both special attacks and special qualities) of the assumed form, but you lose your own supernatural abilities. You also gain the type of the new form (for example, dragon or magical beast) in place of your own. The new form does not disorient you. Parts of your body or pieces of equipment that are separated from you do not revert to their original form.

You can become just about anything you are familiar with. You can change form once each round as a swift action. The change takes place either immediately before your regular action or immediately after it, but not during the action.

If you use this power to create a disguise, you get a +10 bonus on your Disguise check.

As an inanimate object, you lose all mobility; however, you retain your ability to manifest powers normally.

XP Cost: 200 XP.

Metaphysical Claw

Culture and Power Cost: Psionic 2, Biomagic 3

Components: V

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./+1 PWR

If you have a claw attack (either from an actual natural weapon or from an effect such as *claws of the beast*) or a bite attack (which could be a natural bite attack or one you gain by means of the power *bite of the wolf*), you can use this power to provide one of your natural weapons a +1 enhancement bonus on attack rolls and damage rolls.

Augment: If you spend 2 additional power points, this power's duration increases to 1 hour per level.

In addition, for every 2 additional power points you spend, this power improves the natural weapon's enhancement bonus on attack rolls and damage rolls by 1.

Metaphysical Weapon

Culture and Power Cost: Psionic 2, Alchemy 2

Components: V

Casting Time: 1 standard action

Range: Touch

Target: Weapon touched

Duration: 1 min./+1 PWR

Saving Throw: Willpower Check negates (harmless, object)

Metaphysical weapon gives a weapon a +1 enhancement bonus on attack rolls and damage rolls. (An enhancement bonus does not stack with a masterwork weapon's +1 bonus on attack rolls.)

Alternatively, you can affect up to fifty arrows, bolts, or bullets. The projectiles must be of the same type, and they have to be together (such as in the same quiver).

Projectiles, but not thrown weapons, lose their enhancement when used. (Treat shuriken as projectiles, rather than thrown weapons, for the purpose of this power.)

You can't manifest this power on most natural weapons, including a psychic warrior's claw strike. This power does work on a weapon brought into being by the *graft weapon* power.

Augment: If you spend 2 additional power points, this power's duration increases to 1 hour per level.

In addition, for every 2 additional power points you spend, this power improves the weapon's enhancement bonus on attack rolls and damage rolls by 1.

Meteor Swarm

Culture and Power Cost: Elementalism 10

Components: V, S

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./+1 PWR)
Area: Four 40-ft.-radius spreads; see text
Duration: Instantaneous
Saving Throw: None or Reflex half; see text

Meteor swarm is a very powerful and spectacular spell that is similar to *fireball* in many aspects. When you cast it, four 2-foot-diameter spheres spring from your outstretched hand and streak in straight lines to the spots you select. The meteor spheres leave a fiery trail of sparks. If you aim a sphere at a specific creature, you may make a ranged touch attack to strike the target with the meteor. Any creature struck by one of these spheres takes 2d6 points of bludgeoning damage (no save) and receives no saving throw against the sphere's fire damage (see below). If a targeted sphere misses its target, it simply explodes at the nearest corner of the target's space. You may aim more than one meteor at the same target. Once a sphere reaches its destination, it explodes in a 40-foot-radius spread, dealing 6d6 points of fire damage to each creature in the area. If a creature is within the area of more than one sphere, it must save separately against each. (Fire resistance applies to each sphere's damage individually.)

Microcosm

Culture and Power Cost: Psionic 10, Empathy 10
Components: M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target or Area: One creature; or one or more creatures within a 15-ft.-radius sphere
Duration: Instantaneous
Saving Throw: None
This power enables you to warp the consciousness and senses of one or more creatures, sending the victim into a catatonic state. When *microcosm* is manifested, you can target either a single creature within range or a group of creatures all located within the power's area.
Single Target: If *microcosm* targets a single creature, that creature's senses are pinched off from the real world if it currently has 100 or fewer hit points. The subject's senses are all completely fabricated from within its own mind, though it may not realize this. In reality, the subject sprawls limply, drooling and mewling, and eventually dies of thirst and starvation without care. The subject lives within its own made-up world until the time of its actual death.
Area Effect: If *microcosm* is manifested on an area, it sends all affected creatures into a shared catatonia (the world is a construct, but within the world, the victims can interact with each other). It affects only creatures that currently have 30 or fewer hit points, and only up to a total of 300 hit points of such creatures. The power affects creatures with the lowest hit point totals first. (Creatures with negative hit points count as having 0 hit points.) Manifesting *microcosm* a second time on an affected creature turns its sensory pathways outward once more. Otherwise, only very potent powers (such as *psychic surgery* or *reality revision*) or similar effects (such as *miracle* or *wish*) can undo the mental crosswiring that this power brings about.
Augment: For every additional power point you spend, the number of individual and group hit points the power can affect increases by 10.

Mind Blank

Culture and Power Cost: Psionic 9
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature
Duration: 24 hours
Saving Throw: Willpower Check negates (harmless)
The subject is protected from all devices and spells that detect, influence, or read emotions or thoughts. This spell protects against all mind-affecting spells and effects as well as information gathering by divination spells or effects. *Mind blank* even foils *limited wish*, *miracle*, and *wish* spells when they are used in such a way as to affect the subject's mind or to gain information about it. In the case of scrying that scans an area the creature is in, such as *arcane eye*, the spell works but the creature simply isn't detected. Scrying attempts that are targeted specifically at the subject do not work at all.

Mind Blank, Personal

Culture and Power Cost: Psionic 7, Empathy 7
Components: M
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: One day
As *psionic mind blank* (see below), except as noted here.

Mind Fog

Culture and Power Cost: Psionic 6
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./+1 PWR)
Effect: Fog spreads in 20-ft. radius, 20 ft. high
Duration: 30 minutes and 2d6 rounds; see text
Saving Throw: Willpower Check negates
Mind fog produces a bank of thin mist that weakens the mental resistance of those caught in it. Creatures in the *mind fog* take a -10 competence penalty on Wisdom checks and Will saves. (A creature that successfully saves against the fog is not affected and need not make further saves even if it remains in the fog.) Affected creatures take the penalty as long as they remain in the fog and for 2d6 rounds thereafter. The fog is stationary and lasts for 30 minutes (or until dispersed by wind). A moderate wind (11+ mph) disperses the fog in four rounds; a strong wind (21+ mph) disperses the fog in 1 round.
The fog is thin and does not significantly hamper vision.

Mind Probe

Culture and Power Cost: Psionic 6, Empathy 6
Components: V, M, S
Casting Time: 1 minute
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 round/+1 PWR (D)
Saving Throw: Willpower Check partial; see text
All the subject's memories and knowledge are accessible to you, from memories deep below the surface to those still easily called to mind. You can learn the answer to one question per round, to the best of the subject's knowledge. If the subject succeeds on a Will save, it is not required to answer the question; however, making a save does not end the power. You can ask the subject a new question (or the same question) in subsequent rounds for as long as the power's duration persists.
You can probe a sleeping subject and automatically get an answer to your question. If the subject then succeeds on a Will save, it wakes after providing the answer and thereafter can resist answering by making Will saves as described above.
Subjects that do not wish to be probed can attempt to move beyond the power's range, unless they are somehow hindered. You pose the questions telepathically, and the

answers to those questions are imparted directly to your mind. You and the subject do not need to speak the same language, though less intelligent creatures may yield up only appropriate visual images in answer to your questions.

Mind Seed

Culture and Power Cost: Psionic 9, Empathy 10

Components: M

Casting Time: 1 standard action

Range: Touch

Target: One touched Medium or smaller humanoid

Duration: Instantaneous; see text

Saving Throw: Willpower Check negates

You impress the totality of your psyche into a subject's subconscious. If successfully implanted, the seed of your mind "germinates" over the period of one week. During this time, the subject begins to unconsciously take on your mannerisms.

When integration is complete (after one week), the subject becomes you in mind as you were when you manifested the power, but the subject's level is eight lower than your own. (In effect, the subject has received eight negative levels—but these are negative levels that can't be removed.) The subject does not have any of your physical ability scores or equipment, but does have the Intelligence, Wisdom, and Charisma scores you had when you were eight levels lower. The subject also knows the powers you knew when you were eight levels lower.

While the subject is initially your mental duplicate, the two personalities diverge over time. Although the subject starts off with memories of your experiences, it possesses its original "soul" and physical body and is free to develop its own personality based on its own new experiences. Thus, the subject is not your slave or servant, but instead a nonplayer character in its own right that shares your earlier memories.

Protection from evil or a similar spell or power can prevent you from implanting *mind seed*, or prevent a seed from germinating while the protective power lasts. Otherwise, a germinating seed can be removed (prior to germination) only by *psychic surgery*, *reality revision*, or similarly high-level effects. Manifesting *mind seed* again during the germination period also cleanses the subject's mind.

XP Cost: 3,000 XP.

Mind Switch

Culture and Power Cost: Psionic 7, Empathy 8

Components: S

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Targets: You and one other creature

Duration: 10 min./+1 PWR

Saving Throw: Willpower Check negates; see text

You can attempt to take control of a nearby living creature, forcing your mind (and soul) into its body, and its mind into your body. You can target any creature whose Hit Dice are equal to or less than your manifester level.

You possess the target's body and force the creature's mind into your body unless it succeeds on a Will save. You can move your mind back into your own body whenever you desire, which returns the subject's mind to its own body and ends the power. If the manifestation succeeds, your life force occupies the host body, and the host's life force takes over yours.

You can call on rudimentary or instinctive knowledge of the subject creature, but not upon its acquired or learned knowledge (such as skills and feats it possesses). The same is true for the subject in your body. The *mind switch* brings about the following changes.

- You gain the type of your assumed body.
- You gain the Strength, Dexterity, and Constitution scores

of your assumed body.

- You gain the natural armor, natural attacks, movement, and other simple physical characteristics of your assumed body.
 - You gain the extraordinary special attacks and qualities of your assumed body, but you do not gain supernatural or spell-like abilities.
 - You gain the possessions and equipment of your assumed body.
 - You retain your own hit points, saving throws (possibly modified by new ability scores), class abilities, supernatural and spell-like abilities, spells and powers, and skills and feats (although skill checks use your new ability scores, and you may be temporarily unable to use feats whose requirements you do not meet in your new body). Supernatural abilities that require a certain body part may be unavailable in your new form.
- If either body is killed while the power is in effect, the other participant also dies when the power ends. If one participant's body becomes petrified, imprisoned by *temporal stasis* or *imprisonment*, or incapacitated in some other way, the other participant will be incapacitated in that way when the power ends.
- A targeted *dispel psionics* (or similar spells or effects) successfully manifested on either participant causes both minds to return to their original bodies.
- XP Cost: 100 XP.

Mind Switch, True

Culture and Power Cost: Psionic 10, Empathy 11

Casting Time: 1 minute

Duration: Instantaneous

Saving Throw: Willpower Check negates; see text

As *mind switch*, except as noted here. You permanently exchange bodies with the subject. Since this power's duration is instantaneous, you cannot be forced to return to your natural body by means of *dispel psionics*, an *antimagic field*, or a similar effect. If the subject's body dies while you are in it, you are dead. The subject immediately loses one level, but otherwise survives the experience in your natural body. If your natural body dies while the subject is in it, you immediately lose one level, but you likewise survive the experience in your new body.

Your "natural" body is always considered to be the last one you switched out of. If you exchange bodies with a chain of multiple subjects, you need worry only about the welfare of the last body you switched with. In other words, if your mind is expelled from your current body, your mind returns to the last body you switched with, not to your original body. Similarly, if your original body dies but you have since switched minds with a second subject, you take no penalty. You lose a level only if the body you inhabited immediately prior to your current body is killed.

XP Cost: 10,000 XP.

Mind Thrust

Culture and Power Cost: Psionic 2

Components: V

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Willpower Check negates

You instantly deliver a massive assault on the thought pathways of any one creature, dealing 1d10 points of damage to it.

Augment: For every additional power point you spend, this power's damage increases by 1d10 points.

Mind Trap

Culture and Power Cost: Psionic 3

Components: V

Casting Time: 1 immediate action

Range: Personal

Target: You

Duration: 1 round

Saving Throw: None

You set up a trap in your mind against psionic intruders. Anyone who attacks you with a telepathy power immediately loses 1d6 power points. This power's effect does not negate the power that is currently being used against you. You can manifest this power instantly, quickly enough to gain its benefit in an emergency. Manifesting the power is an immediate action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round. You can use this power even when it is not your turn.

Augment: For every additional power point you spend, this power's duration increases by 1 round.

Mindlink

Culture and Power Cost: Psionic 2, Empathy 2

Components: M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels); see text

Targets: You and one other willing creature within range that has an Intelligence score of 3 or higher

Duration: 10 min./+1 PWR

Saving Throw: None; see text

You forge a telepathic bond with your target. You can communicate telepathically through the bond even if you do not share a common language. No special power or influence is established as a result of the bond. Once the bond is formed, it works over any distance (although not from one plane to another).

Augment: You can augment this power in one or both of the following ways.

1. If you spend 2 additional power points, you can attempt to create a telepathic bond with a creature that is not willing (Will save negates).
2. For every additional power point you spend, this power can affect an additional target. Any additional target cannot be more than 15 feet from another target of the power.

Mindlink, Thieving

Culture and Power Cost: Psionic 4, Biomagic 6

Duration: 10 min./+1 PWR (D)

Saving Throw: Willpower Check negates

As *mindlink*, except that if the target is a psionic character or creature that knows powers, you can temporarily borrow a power of your choice (you are aware of what powers the subject knows, up to the highest level of power you can manifest).

Borrowing the subject's power is a separate standard action that provokes an attack of opportunity. If that attack succeeds, the mental communication provided by this power ends immediately. The borrowed power fades from the subject's awareness and appears within your own. You can now spend power points to manifest the borrowed power just as if it were one of your powers known. You maintain knowledge of the borrowed power until the duration of your *thieving mindlink* expires, at which time you lose knowledge of the power and the power reappears in the mind of the subject, no matter how far from you the subject is. Even if the subject is slain, you lose knowledge of the borrowed power when this power's duration expires.

Mindwipe

Culture and Power Cost: Psionic 4, Empathy 5

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Constitution Check negates

You partially wipe your victim's mind of past experiences, bestowing two negative levels upon it. If the subject has at least as many negative levels as Hit Dice, it dies. For each negative level it gains, a psionic creature loses knowledge of one power from its highest available level, and a number of power points from its maximum power point total sufficient to manifest that power. The effects of multiple negative levels stack.

If the subject survives, it loses these two negative levels after 1 hour. (No Fortitude save is necessary to avoid gaining the negative level permanently.)

Augment: For every 3 additional power points you spend, this power bestows an additional negative level on the subject.

Minor Creation

Culture and Power Cost: Alchemy 5

Components: V, S, M

Casting Time: 1 minute

Range: 0 ft.

Effect: Unattended, nonmagical object of nonliving plant matter, up to 1 cu. ft./+1 PWR

Duration: 1 hour/+1 PWR (D)

Saving Throw: None

You create a nonmagical, unattended object of nonliving, vegetable matter. The volume of the item created cannot exceed 1 cubic foot. You must succeed on an appropriate skill check to make a complex item.

Attempting to use any created object as a material component causes the spell to fail.

Material Component: A tiny piece of matter of the same sort of item you plan to create with *minor creation*.

Minor Image

Culture and Power Cost: Magic 3

Duration: Concentration +2 rounds

This spell functions like *silent image*, except that *minor image* includes some minor sounds but not understandable speech.

Miracle

Culture and Power Cost: Divine Magic 10, Infernal Magic 10, Abyssal Magic 10

Components: V, S, XP; see text

Casting Time: 1 standard action

Range: See text

Target, Effect, or Area: See text

Duration: See text

Saving Throw: See text

You don't so much cast a *miracle* as request one. You state what you would like to have happen and request that your deity (or the power you pray to for spells) intercede.

A *miracle* can do any of the following things.

- Duplicate any cleric spell of 8th level or lower (including spells to which you have access because of your domains).
- Duplicate any other spell of 7th level or lower.
- Undo the harmful effects of certain spells, such as *feeblemind* or *insanity*.
- Have any effect whose power level is in line with the above effects.

If the *miracle* has any of the above effects, casting it has no experience point cost.

Alternatively, a cleric can make a very powerful request.

Casting such a *miracle* costs the cleric 5,000 XP because of the powerful divine energies involved. Examples of

especially powerful *miracles* of this sort could include the following.

- Swinging the tide of a battle in your favor by raising fallen allies to continue fighting.
- Moving you and your allies, with all your and their gear, from one plane to another through planar barriers to a specific locale with no chance of error.
- Protecting a city from an earthquake, volcanic eruption, flood, or other major natural disaster.

In any event, a request that is out of line with the deity's (or alignment's) nature is refused.

When a *miracle* duplicates a spell that has an XP cost, you must pay that cost. When a *miracle* spell duplicates a spell with a material component that costs more than 100 gp, you must provide that component.

XP Cost: 5,000 XP (for some uses of the *miracle* spell; see above).

Mirage Arcana

Culture and Power Cost: Magic 6

Components: V, S

Casting Time: 1 standard action

Area: One 20-ft. cube/+1 PWR (S)

Duration: Concentration +1 hour/ level (D)

This spell functions like *hallucinatory terrain*, except that it enables you to make any area appear to be something other than it is. The illusion includes audible, visual, tactile, and olfactory elements. Unlike *hallucinatory terrain*, the spell can alter the appearance of structures (or add them where none are present). Still, it can't disguise, conceal, or add creatures (though creatures within the area might hide themselves within the illusion just as they can hide themselves within a real location).

Mirror Image

Culture and Power Cost: Magic 3

Components: V, S

Casting Time: 1 standard action

Range: Personal; see text

Target: You

Duration: 1 min./+1 PWR (D)

Several illusory duplicates of you pop into being, making it difficult for enemies to know which target to attack. The figments stay near you and disappear when struck.

Mirror image creates 1d4 images plus one image per three caster levels (maximum eight images total). These figments separate from you and remain in a cluster, each within 5 feet of at least one other figment or you. You can move into and through a *mirror image*. When you and the *mirror image* separate, observers can't use vision or hearing to tell which one is you and which the image. The figments may also move through each other. The figments mimic your actions, pretending to cast spells when you cast a spell, drink potions when you drink a potion, levitate when you levitate, and so on.

Enemies attempting to attack you or cast spells at you must select from among indistinguishable targets. Generally, roll randomly to see whether the selected target is real or a figment. Any successful attack against an image destroys it. An image's AC is 10 + your size modifier + your Dex modifier. Figments seem to react normally to area spells (such as looking like they're burned or dead after being hit by a *fireball*).

While moving, you can merge with and split off from figments so that enemies who have learned which image is real are again confounded.

An attacker must be able to see the images to be fooled. If you are invisible or an attacker shuts his or her eyes, the spell has no effect. (Being unable to see carries the same penalties as being blinded.)

Misdirection

Culture and Power Cost: Magic 3

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature or object, up to a 10-ft. cube in size

Duration: 1 hour/+1 PWR

Saving Throw: None or Willpower Check negates; see text
By means of this spell, you misdirect the information from divination spells that reveal auras (*detect evil*, *detect magic*, *discern lies*, and the like). On casting the spell, you choose another object within range. For the duration of the spell, the subject of *misdirection* is detected as if it were the other object. (Neither the subject nor the other object gets a saving throw against this effect.) Detection spells provide information based on the second object rather than on the actual target of the detection unless the caster of the detection succeeds on a Will save. For instance, you could make yourself detect as a tree if one were within range at casting: not evil, not lying, not magical, neutral in alignment, and so forth. This spell does not affect other types of divination magic (*augury*, *detect thoughts*, *clairaudience/clairvoyance*, and the like).

Mislead

Culture and Power Cost: Magic 6

Components: S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target/Effect: You/one illusory double

Duration: 1 round/+1 PWR (D) and concentration + 3 rounds; see text

Saving Throw: None or Will disbelief (if interacted with); see text

You become invisible (as *improved invisibility*, a glamor), and at the same time, an illusory double of you (as *major image*, a figment) appears. You are then free to go elsewhere while your double moves away. The double appears within range but thereafter moves as you direct it (which requires concentration beginning on the first round after the casting). You can make the figment appear superimposed perfectly over your own body so that observers don't notice an image appearing and you turning invisible. You and the figment can then move in different directions. The double moves at your speed and can talk and gesture as if it were real, but it cannot attack or cast spells, though it can pretend to do so.

The illusory double lasts as long as you concentrate upon it, plus 3 additional rounds. After you cease concentration, the illusory double continues to carry out the same activity until the duration expires. The *improved invisibility* lasts for 1 round per level, regardless of concentration.

Missive

Culture and Power Cost: Psionic 1

Components: M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Effect: Mental message delivered to subject

Saving Throw: None

You send a telepathic message of up to ten words to any living creature within range. *Missive* is strictly a one-way exchange from you to the subject. If you do not share a common language, the subject "hears" meaningless mental syllables.

Augment: For every 1 additional power point you spend, this power's range increases by 5 feet.

Missive, Mass

Culture and Power Cost: Psionic 2

Components: M

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./+1 PWR)

Targets: All creatures in a 400 ft. + 40 ft./+1 PWR radius centered on you; see text

Effect: Mental message delivered to subjects

Saving Throw: Willpower Check negates (harmless)

You send a telepathic message of up to twenty-five words to all creatures within range. You can include or exclude from this broadcast any creature you can see, as well as any creature that you know or know of. *Mass missive* is strictly a one-way exchange from you to the subjects. If you do not share a common language, the subjects "hear" meaningless mental syllables.

Augment: For every 1 additional power point you spend, this power's range increases by 40 feet.

Mnemonic Enhancer

Culture and Power Cost: Psionic 5

Components: V, S, M, F

Casting Time: 10 minutes

Range: Personal

Target: You

Duration: Instantaneous

Casting this spell allows you to prepare additional spells or retain spells recently cast. Pick one of these two versions when the spell is cast.

Prepare: You prepare up to three additional levels of spells. A cantrip counts as 1/2 level for this purpose. You prepare and cast these spells normally.

Retain: You retain any spell of 3rd level or lower that you had cast up to 1 round before you started casting the *mnemonic enhancer*. This restores the previously cast spell to your mind.

In either event, the spell or spells prepared or retained fade after 24 hours (if not cast).

Material Component: A piece of string, and ink consisting of squid secretion with black dragon's blood.

Focus: An ivory plaque of at least 50 IM value.

Modify Memory

Culture and Power Cost: Psionic 5

Components: V, S

Casting Time: 1 round; see text

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: Permanent

Saving Throw: Willpower Check negates

You reach into the subject's mind and modify as many as 5 minutes of its memories in one of the following ways.

- Eliminate all memory of an event the subject actually experienced. This spell cannot negate *charm*, *geas/quest*, *suggestion*, or similar spells.
- Allow the subject to recall with perfect clarity an event it actually experienced.
- Change the details of an event the subject actually experienced.
- Implant a memory of an event the subject never experienced.

Casting the spell takes 1 round. If the subject fails to save, you proceed with the spell by spending as much as 5 minutes (a period of time equal to the amount of memory time you want to modify) visualizing the memory you wish to modify in the subject. If your concentration is disturbed before the visualization is complete, or if the subject is ever beyond the spell's range during this time, the spell is lost.

A modified memory does not necessarily affect the subject's actions, particularly if it contradicts the creature's natural inclinations. An illogical modified memory is dismissed by the creature as a bad dream or a memory muddled by too much wine.

Moment of Prescience

Culture and Power Cost: Psionic 9

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/+1 PWR or until discharged

This spell grants you a powerful sixth sense in relation to yourself. Once during the spell's duration, you may choose to use its effect. This spell grants you an insight bonus equal to your caster level (maximum +25) on any single attack roll, opposed ability or skill check, or saving throw. Alternatively, you can apply the insight bonus to your AC against a single attack (even if flatfooted). Activating the effect doesn't take an action; you can even activate it on another character's turn if needed. You must choose to use the *moment of prescience* before you make the roll it is to modify. Once used, the spell ends.

You can't have more than one *moment of prescience* active on you at the same time.

Mount

Culture and Power Cost: Shamanism 2

Components: V, S, M

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One mount

Duration: 2 hours/+1 PWR (D)

Saving Throw: None

You summon a light horse or a pony (your choice) to serve you as a mount. The steed serves willingly and well. The mount comes with a bit and bridle and a riding saddle.

Material Component: A bit of horse hair.

Move Earth

Culture and Power Cost: Elementalism 7

Components: V, S, M

Casting Time: See text

Range: Long (400 ft. + 40 ft./+1 PWR)

Area: Dirt in an area up to 750 ft. square and up to 10 ft. deep (S)

Duration: Instantaneous

Saving Throw: None

Move earth moves dirt (clay, loam, sand), possibly collapsing embankments, moving hillocks, shifting dunes, and so forth.

However, in no event can rock formations be collapsed or moved. The area to be affected determines the casting time. For every 150-foot square (up to 10 feet deep), casting takes 10 minutes. The maximum area, 750 feet by 750 feet, takes 4 hours and 10 minutes to move.

This spell does not violently break the surface of the ground. Instead, it creates wavelike crests and troughs, with the earth reacting with glacierlike fluidity until the desired result is achieved. Trees, structures, rock formations, and such are mostly unaffected except for changes in elevation and relative topography.

The spell cannot be used for tunneling and is generally too slow to trap or bury creatures. Its primary use is for digging or filling moats or for adjusting terrain contours before a battle.

This spell has no effect on earth creatures.

Material Component: A mixture of soils (clay, loam, and sand) in a small bag, and an iron blade.

My Light

Culture and Power Cost: Psionic 1, Divine Magic 1, Infernal Magic 1, Abyssal Magic 1, Biomagic 2

Components: V, S

Casting Time: 1 standard action

Range: Personal

Effect: 20-ft. cone of light emanating from you

Duration: 10 min./+1 PWR (D)

Your eyes beam forth a 20-foot cone of light. You and other creatures can see normally in the light. If you walk into an area filled with psionic or magical darkness, *my light* goes dark while you stay within that area.

If *my light* is used in conjunction with *elfsight*, the cone of light extends out to 40 feet instead of 20 feet.

Augment: If you spend 1 additional power point, you can manifest this power as a swift action.

Neutralize Poison

Conjuration (Healing)

Culture and Power Cost: Brd 4, Clr 4, Drd 3, Pal 4, Rgr 3

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Creature or object of up to 1 cu. ft./+1 PWR touched

Duration: 10 min./+1 PWR

Saving Throw: Willpower Check negates (harmless, object)

You detoxify any sort of venom in the creature or object touched. A poisoned creature suffers no additional effects from the poison, and any temporary effects are ended, but the spell does not reverse instantaneous effects, such as hit point damage, temporary ability damage, or effects that don't go away on their own.

The creature is immune to any poison it is exposed to during the duration of the spell. Unlike with *delay poison*, such effects aren't postponed until after the duration —the creature need not make any saves against poison effects applied to it during the length of the spell.

This spell can instead neutralize the poison in a poisonous creature or object for the duration of the spell, at the caster's option.

Arcane Material Component: A bit of charcoal.

Nightmare

Culture and Power Cost: Psionic 6

Components: V, S

Casting Time: 10 minutes

Range: Unlimited

Target: One living creature

Duration: Instantaneous

Saving Throw: Willpower Check negates; see text

You send a hideous and unsettling phantasmal vision to a specific creature that you name or otherwise specifically designate.

The *nightmare* prevents restful sleep and causes 1d10 points of damage. The *nightmare* leaves the subject fatigued and unable to regain arcane spells for the next 24 hours.

The difficulty of the save depends on how well you know the subject and what sort of physical connection (if any) you have to that creature.

Knowledge	Will Save Modifier
-----------	--------------------

None ¹	+10
Secondhand (you have heard of the subject)	+5
Firsthand (you have met the subject)	+0
Familiar (you know the subject well)	-5

¹ You must have some sort of connection to a creature you have no knowledge of.

Connection	Will Save Modifier
Likeness or picture	-2
Possession or garment	-4

Body part, lock of hair, bit of nail, etc. -10

Dispel evil cast on the subject while you are casting the spell dispels the *nightmare* and causes you to be stunned for 10 minutes of the *dispel evil*.

If the recipient is awake when the spell begins, you can choose to cease casting (ending the spell) or to enter a trance until the recipient goes to sleep, whereupon you become alert again and complete the casting. If you are disturbed during the trance, you must succeed on a Concentration check as if you were in the midst of casting a spell or the spell ends.

If you choose to enter a trance, you are not aware of your surroundings or the activities around you while in the trance.

You are defenseless, both physically and mentally, while in the trance. (You always fail any saving throw, for example.) Creatures who don't sleep (such as elves, but not half-elves) or dream are immune to this spell.

Nondetection

Culture and Power Cost: Psionic 4, Shamanism 4, Druidism 4, Divine Magic 4, Infernal Magic 4, Abyssal Magic 4, Biomagic 4, Alchemy 4

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature or object touched

Duration: 1 hour/+1 PWR

Saving Throw: Willpower Check negates (harmless, object)

The warded creature or object becomes difficult to detect by divination spells such as *clairaudience/clairvoyance*, *locate object*, and *detect* spells. *Nondetection* also prevents location by such magic items as *crystal balls*.

If cast on a creature, *nondetection* wards the creature's gear as well as the creature itself.

Material Component: A pinch of diamond dust worth 50 gp.

Null Psionics Field

Culture and Power Cost: Psionic 6, Magic 8

Components: V, S

Casting Time: 1 standard action

Range: 10 ft.

Area: 10-ft.-radius emanation centered on you

Duration: 10 min./+1 PWR (D)

Saving Throw: None

An invisible barrier surrounds you and moves with you. The space within this barrier is impervious to most psionic effects, including powers, psi-like abilities, and supernatural abilities. Likewise, it prevents the functioning of any psionic items or powers within its confines. A *null psionics field* suppresses any power or psionic effect used within, brought into, or manifested into its area, but does not negate it. Time spent within a *null psionics field* counts against a suppressed effect's duration.

Astral constructs and summoned creatures wink out if they enter a *null psionics field*. They reappear in the same spot once the field goes away. Time spent winked out counts normally against the duration of the power that is maintaining the construct or summoned creature.

Creation powers with instantaneous durations and calling powers are not affected by a *null psionics field* because the power itself is no longer in effect, only its result.

A normal creature (a normally encountered construct rather than a created one, for instance) can enter the area, as can normal missiles. Furthermore, while a psionic sword does not function psionically within the area, it is still a sword (and a masterwork sword at that). The power has no effect on golems and other constructs that are imbued with magic during their creation process and are thereafter self-supporting (unless they have been summoned or have a limited duration, in which case they are treated like any

other summoned creatures). Elementals, corporeal undead, and outsiders are likewise unaffected unless summoned. These creatures' spell-like or supernatural abilities, however, may be temporarily nullified by the field. *Dispel psionics* does not remove the field. Two or more *null psionics fields* sharing any of the same space have no effect on each other. Certain powers may be unaffected by *null psionics field* (see the individual power descriptions). Artifacts and deities are unaffected by mortal power such as this. Should a creature's space extend across the boundary of the area enclosed by the field, any part of the creature that lies outside the effect is unaffected by the field.

Oak Body

Culture and Power Cost: Druidic 5

Components: V

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./+1 PWR (D)

This power transforms your body into living oak, which grants you several advantages.

You gain damage reduction 10/ slashing and a +5 bonus to natural armor that overlaps (does not stack with) any natural armor bonus you may already have. You are immune to ability damage, blindness, deafness, disease, drowning, poison, stunning, and all powers, spells, or attacks that affect your physiology or respiration, because you have no physiology or respiration while this power is in effect.

You take only half damage from cold effects of all kinds.

However, you become susceptible to all special attacks that affect wood, and you gain vulnerability to fire.

You gain a +4 enhancement bonus to Strength, but you take a -2 penalty to Dexterity (to a minimum Dexterity score of 1), and your speed is reduced to half normal. You can speak but cannot drink (and thus can't use potions) or play wind instruments. You have an armor check penalty of -4 and an arcane spell failure chance of 25%.

Your unarmed attacks deal damage equal to a club sized for you (1d4 for Small characters, 1d6 for Medium characters), and you are considered armed when making unarmed attacks. When you make a full attack against an object or structure using your unarmed strike, you deal double damage.

Augment: For every additional power point you spend, this power's duration increases by 1 minute.

Object Reading

Culture and Power Cost: Alchemy 2

Components: V, M

Casting Time: 1 minute

Range: Touch

Target: Object touched

Duration: Concentration, up to 10 min./+1 PWR (D)

Saving Throw: None

You can learn details of an inanimate object's previous owner. Objects accumulate psychic impressions left by their previous owners, which can be read by use of this power. The amount of information revealed depends on how long you study a particular object.

1st Minute: Last owner's race.

2nd Minute: Last owner's gender.

3rd Minute: Last owner's age.

4th Minute: Last owner's alignment.

5th Minute: How last owner gained and lost the object.

6th+ Minute: Next-to-last owner's race, and so on.

The power always correctly identifies the last owner of the item, and the original owner (if you keep the power active long enough).

There is a 90% chance that this power will successfully identify all other former owners in sequence, but there is a 10% chance that one former owner will be skipped and thus not identified.

This power will not identify casual users as owners.

(Anyone who uses an object to attack someone or something is not thereafter considered a casual user.)

An object without any previous owners reveals no information. You can continue to run through a list of previous owners and learn details about them as long as the power's duration lasts. If you use this power additional times on the same object, the information yielded is the same as if you were using the power on the object for the first time.

Augment: For every additional power point you spend, this power's maximum duration increases by 10 minutes.

Obscure Object

Culture and Power Cost: Alchemy 2

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: One object touched of up to 100 lb./+1 PWR

Duration: 8 hours (D)

Saving Throw: Willpower Check negates (object)

This spell hides an object from location by divination (scrying) effects, such as the *scrying* spell or a *crystal ball*. Such an attempt automatically fails (if the divination is targeted on the object) or fails to perceive the object (if the divination is targeted on a nearby location, object, or person).

Arcane Material Component: A piece of chameleon skin.

Obscuring Mist

Culture and Power Cost: Elementalism 2

Components: V, S

Casting Time: 1 standard action

Range: 20 ft.

Effect: Cloud spreads in 20-ft. radius from you, 20 ft. high

Duration: 1 min./+1 PWR

Saving Throw: None

A misty vapor arises around you. It is stationary once created. The vapor obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target).

A moderate wind (11+ mph), such as from a *gust of wind* spell, disperses the fog in 4 rounds. A strong wind (21+ mph) disperses the fog in 1 round. A *fireball*, *flame strike*, or similar spell burns away the fog in the explosive or fiery spell's area. A *wall of fire* burns away the fog in the area into which it deals damage.

This spell does not function underwater.

Open/Close

Culture and Power Cost: Alchemy 1, Magic 1, Psionic 1

Components: V, S, F

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: Object weighing up to 30 lb. or portal that can be opened or closed

Duration: Instantaneous

Saving Throw: Willpower Check negates (object)

You can open or close (your choice) a door, chest, box, window, bag, pouch, bottle, barrel, or other container. If anything resists this activity (such as a bar on a door or a lock on a chest), the spell fails. In addition, the spell can only open and close things weighing 30 pounds or less. Thus, doors, chests, and similar objects sized for enormous creatures may be beyond this spell's ability to affect.

Focus: A brass key.

Order's Wrath

Culture and Power Cost: Druidism 4

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./+1 PWR)

Area: Nonlawful creatures within a burst that fills a 30-ft. cube

Duration: Instantaneous (1 round); see text

Saving Throw: Willpower Check partial; see text

You channel lawful power to smite enemies. The power takes the form of a three-dimensional grid of energy. Only chaotic and neutral (not lawful) creatures are harmed by the spell.

The spell deals 1d8 points of damage per two caster levels (maximum 5d8) to chaotic creatures (or 1d6 points of damage, maximum 10d6, to chaotic outsiders) and causes them to be dazed for 1 round. A successful Will save reduces the damage to half and negates the daze effect. The spell deals only half damage to creatures who are neither chaotic nor lawful, and they are not dazed. They can reduce the damage in half again (down to one-quarter of the roll) with a successful Will save.

Overland Flight

Culture and Power Cost: Elementalism 6

Components: V, S

Range: Personal

Target: You

Duration: 1 hour/+1 PWR

This spell functions like a *fly* spell, except you can fly at a speed of 40 feet (30 feet if wearing medium or heavy armor, or if carrying a medium or heavy load) with average maneuverability. When using this spell for long-distance movement, you can hustle without taking nonlethal damage (a forced march still requires Constitution checks). This means you can cover 64 miles in an eight-hour period of flight (or 48 miles at a speed of 30 feet).

Owl's Wisdom

Culture and Power Cost: Shamanism 3, Biomagic 4

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./+1 PWR

Saving Throw: Willpower Check negates (harmless)

The transmuted creature becomes wiser. The spell grants a +4 enhancement bonus to Wisdom, adding the usual benefit to Wisdom-related skills.

Arcane Material Component: A few feathers, or a pinch of droppings, from an owl.

Owl's Wisdom, Mass

Culture and Power Cost: Shamanism 7, Biomagic 8

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature/+1 PWR, no two of which can be more than 30 ft. apart

This spell functions like *owl's wisdom*, except that it affects multiple creatures.

Painful Strike

Culture and Power Cost: Psionic 2, Biomagic 3, Empathy 3

Components: M, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/+1 PWR

Your natural weapons cause additional pain. Each successful attack you make with a natural weapon deals an

extra 1d6 points of nonlethal damage to the target.

Augment: If you spend 6 additional power points, you can manifest this power as a swift action.

Passwall

Culture and Power Cost: Elementalism 6, Alchemy 7

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Effect: 5 ft. by 8 ft. opening, 10 ft. deep plus 5 ft. deep per three additional levels

Duration: 1 hour/+1 PWR (D)

Saving Throw: None

You create a passage through wooden, plaster, or stone walls, but not through metal or other harder materials. The passage is 10 feet deep plus an additional 5 feet deep per three caster levels above 9th (15 feet at 12th, 20 feet at 15th, and a maximum of 25 feet deep at 18th level). If the wall's thickness is more than the depth of the passage created, then a single *passwall* simply makes a niche or short tunnel. Several *passwall* spells can then form a continuing passage to breach very thick walls. When *passwall* ends, creatures within the passage are ejected out the nearest exit. If someone dispels the *passwall* or you dismiss it, creatures in the passage are ejected out the far exit, if there is one, or out the sole exit if there is only one. *Material Component:* A pinch of sesame seeds.

Pass without Trace

Culture and Power Cost: Druidism 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Targets: One creature/+1 PWR touched

Duration: 1 hour/+1 PWR (D)

Saving Throw: Willpower Check negates (harmless)

The subject or subjects can move through any type of terrain and leave neither footprints nor scent. Tracking the subjects is impossible by nonmagical means.

Permanency

Culture and Power Cost: All 6

Components: V, S, XP

Casting Time: 2 rounds

Range: See text

Target, Effect, or Area: See text

Duration: Permanent; see text

Saving Throw: None

This spell makes certain other spells permanent.

Depending on the spell, you must be of a minimum caster level and must expend a number of XP.

You can make the following spells permanent in regard to yourself.

Spell	Minimum Caster Level	XP Cost
<i>Arcane sight</i>	11th	1,500 XP
<i>Comprehend languages</i>	9th	500 XP
<i>Darkvision</i>	10th	1,000 XP
<i>Detect magic</i>	9th	500 XP
<i>Read magic</i>	9th	500 XP
<i>See invisibility</i>	10th	1,000 XP
<i>Tongues</i>	11th	1,500 XP

You cast the desired spell and then follow it with the *permanency* spell. You cannot cast these spells on other creatures. This application of *permanency* can be dispelled only by a caster of higher level than you were when you cast the spell.

In addition to personal use, *permanency* can be used to make the following spells permanent on yourself, another creature, or an object (as appropriate).

Spell	Minimum Caster Level	XP Cost
<i>Enlarge person</i>	9th	500 XP
<i>Magic fang</i>	9th	500 XP
<i>Magic fang, greater</i>	11th	1,500 XP
<i>Reduce person</i>	9th	500 XP
<i>Resistance</i>	9th	500 XP
<i>Telepathic bond</i> ¹	13th	2,500 XP

1 Only bonds two creatures per casting of *permanency*. Additionally, the following spells can be cast upon objects or areas only and rendered permanent.

Spell	Minimum Caster Level	XP Cost
<i>Alarm</i>	9th	500 XP
<i>Animate objects</i>	14th	3,000 XP
<i>Dancing lights</i>	9th	500 XP
<i>Ghost sound</i>	9th	500 XP
<i>Gust of wind</i>	11th	1,500 XP
<i>Invisibility</i>	10th	1,000 XP
<i>Mage's private sanctum</i>	13th	2,500 XP
<i>Magic mouth</i>	10th	1,000 XP
<i>Phase door</i>	15th	3,500 XP
<i>Prismatic sphere</i>	17th	4,500 XP
<i>Prismatic wall</i>	16th	4,000 XP
<i>Shrink item</i>	11th	1,500 XP
<i>Solid fog</i>	12th	2,000 XP
<i>Stinking cloud</i>	11th	1,500 XP
<i>Symbol of death</i>	16th	4,000 XP
<i>Symbol of fear</i>	14th	3,000 XP
<i>Symbol of insanity</i>	16th	4,000 XP
<i>Symbol of pain</i>	13th	2,500 XP
<i>Symbol of persuasion</i>	14th	3,000 XP
<i>Symbol of sleep</i>	16th	4,000 XP
<i>Symbol of stunning</i>	15th	3,500 XP
<i>Symbol of weakness</i>	15th	3,500 XP
<i>Teleportation circle</i>	17th	4,500 XP
<i>Wall of fire</i>	12th	2,000 XP
<i>Wall of force</i>	13th	2,500 XP
<i>Web</i>	10th	1,000 XP

Spells cast on other creatures, objects, or locations (not on you) are vulnerable to *dispel magic* as normal.

XP Cost: See tables above.

Permanent Image

Culture and Power Cost: Magic 7

Effect: Figment that cannot extend beyond a 20-ft. cube + one 10-ft. cube/+1 PWR (S)

Duration: Permanent (D)

This spell functions like *silent image*, except that the figment includes visual, auditory, olfactory, and thermal elements, and the spell is permanent. By concentrating, you can move the image within the limits of the range, but it is static while you are not concentrating.

Material Component: A bit of fleece plus powdered jade worth 100 gp.

Persistent Image

Culture and Power Cost: Magic 6

Duration: 1 min./+1 PWR (D)

This spell functions like *silent image*, except that the figment includes visual, auditory, olfactory, and thermal components, and the figment follows a script determined by you. The figment follows that script without your having to concentrate on it. The illusion can include intelligible speech if you wish.

Material Component: A bit of fleece and several grains of sand.

Personality Parasite

Culture and Power Cost: Psionic 4, Empathy 4

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One Medium or smaller humanoid

Duration: 1 round/+1 PWR (D)

Saving Throw: Willpower Check negates

You attempt to briefly partition the mind of your foe, calving off a minor personality that is antagonistic to the main personality. The parasitic personality functions with complete autonomy from the main personality. It does not control the body physically, but it can take one standard action each round that is purely mental, such as manifesting a power, in the same turn that the subject takes its normal actions.

The parasitic personality manifests powers using the subject's power point reserve and known powers, but can only manifest powers three or more levels lower than the highest level of power the subject can normally manifest. The parasitic personality actively attempts to manifest powers that negatively impact the subject, using the highest-level powers possible (so as to deplete the subject's power point reserve), and the most deadly to the subject. You do not have control over what the parasitic personality does, though it always works against the interest of the subject.

Both minds communicate with each other telepathically. If a creature is targeted by a compulsion or charm effect while under the effect of this power, it can make a second saving throw if the first one fails. If both saving throws fail, then this power ends and the creature is affected by the charm or compulsion effect.

The parasitic personality does not gain any advantages if the main personality is subjected to a *haste* or *schism* effect.

Phantasmal Killer

Culture and Power Cost: Psionic 5, Magic 5

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./+1 PWR)

Target: One living creature

Duration: Instantaneous

Saving Throw: Willpower Check disbelief (if interacted with), then Fortitude partial; see text

You create a phantasmal image of the most fearsome creature imaginable to the subject simply by forming the fears of the subject's subconscious mind into something that its conscious mind can visualize: this most horrible beast. Only the spell's subject can see the phantasmal killer. You see only a vague shape. The target first gets a Will save to recognize the image as unreal. If that save fails, the phantasm touches the subject, and the subject must succeed on a Fortitude save or die from fear. Even if the Fortitude save is successful, the subject takes 3d6 points of damage.

If the subject of a *phantasmal killer* attack succeeds in disbelieving and is wearing a *helm of telepathy*, the beast can be turned upon you. You must then disbelieve it or become subject to its deadly fear attack.

Phantom Steed

Culture and Power Cost: Magic 4

Components: V, S

Casting Time: 10 minutes

Range: 0 ft.

Effect: One quasi-real, horselike creature

Duration: 1 hour/+1 PWR (D)

Saving Throw: None

You conjure a Large, quasi-real, horselike creature. The steed can be ridden only by you or by the one person for whom you specifically created the mount. A phantom steed has a black head and body, gray mane and tail, and smoke-colored, insubstantial hooves that make no sound. It has what seems to be a saddle, bit, and bridle. It does not fight, but animals shun it and refuse to attack it. The mount has an AC of 18 (–1 size, +4 natural armor, +5 Dex) and 7 hit points +1 hit point. If it loses all its hit points, the phantom steed disappears. A phantom steed has a speed of 20 feet, to a maximum of 240 feet. It can bear its rider's weight plus up to 10 pounds. These mounts gain certain powers according to caster level. A mount's abilities include those of mounts of lower caster levels.

8th Culture and Power Cost: The mount can ride over sandy, muddy, or even swampy ground without difficulty or decrease in speed.

10th Culture and Power Cost: The mount can use *water walk* at will (as the spell, no action required to activate this ability).

12th Culture and Power Cost: The mount can use *air walk* at will (as the spell, no action required to activate this ability) for up to 1 round at a time, after which it falls to the ground.

14th Culture and Power Cost: The mount can fly at its speed (average maneuverability).

Phantom Trap

Culture and Power Cost: Magic 3

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Object touched

Duration: Permanent (D)

Saving Throw: None

This spell makes a lock or other small mechanism seem to be trapped to anyone who can detect traps. You place the spell upon any small mechanism or device, such as a lock, hinge, hasp, cork, cap, or ratchet. Any character able to detect traps, or who uses any spell or device enabling trap detection, is 100% certain a real trap exists. Of course, the effect is illusory and nothing happens if the trap is "sprung"; its primary purpose is to frighten away thieves or make them waste precious time.

If another *phantom trap* is active within 50 feet when the spell is cast, the casting fails.

Material Component: A piece of iron pyrite touched to the object to be trapped while the object is sprinkled with a special dust requiring 50 IM to prepare.

Phase Door

Culture and Power Cost: Alchemy 8

Components: V

Casting Time: 1 standard action

Range: 0 ft.

Effect: Ethereal 5 ft. by 8 ft. opening, 10 ft. deep + 5 ft. deep per three levels

Duration: One usage per two levels

Saving Throw: None

This spell creates an ethereal passage through wooden, plaster, or stone walls, but not other materials. The *phase door* is invisible and inaccessible to all creatures except you, and only you can use the passage. You disappear when you enter the *phase door* and appear when you exit. If you desire, you can take one other creature (Medium or smaller) through the door. This counts as two uses of the door. The door does not allow light, sound, or spell effects through it, nor can you see through it without using it. Thus, the spell can provide an escape route, though certain creatures, such as phase spiders, can follow with ease. A

gem of true seeing or similar magic reveals the presence of a *phase door* but does not allow its use.

A *phase door* is subject to *dispel magic*. If anyone is within the passage when it is dispelled, he is harmlessly ejected just as if he were inside a *passwall* effect.

You can allow other creatures to use the *phase door* by setting some triggering condition for the door. Such conditions can be as simple or elaborate as you desire. They can be based on a creature's name, identity, or alignment, but otherwise must be based on observable actions or qualities. Intangibles such as level, class, Hit Dice, and hit points don't qualify.

Phase door can be made permanent with a *permanency* spell.

Planar Ally

Culture and Power Cost: Spiritualism 7, Divine Magic 7, Infernal Magic 7, Elementalism 7 (Elementals only), Abyssal Magic 7

Effect: One or two called elementals or outsiders, totaling no more than 12 HD, which cannot be more than 30 ft. apart when they appear

This spell functions like *lesser planar ally*, except you may call a single creature of 12 HD or less, or two creatures of the same kind whose Hit Dice total no more than 12. The creatures agree to help you and request your return payment together.

XP Cost: 250 XP.

Planar Ally, Greater

Culture and Power Cost: Spiritualism 9, Divine Magic 9, Infernal Magic 9, Elementalism 9 (Elementals only), Abyssal Magic 9

Effect: Up to three called elementals or outsiders, totaling no more than 18 HD, no two of which can be more than 30 ft. apart when they appear.

This spell functions like *lesser planar ally*, except that you may call a single creature of 18 HD or less, or up to three creatures of the same kind whose Hit Dice total no more than 18. The creatures agree to help you and request your return payment together.

XP Cost: 500 XP.

Planar Ally, Lesser

Culture and Power Cost: Spiritualism 5, Divine Magic 5, Infernal Magic 5, Elementalism 5 (Elementals only), Abyssal Magic 5

Components: V, S, DF, XP

Casting Time: 10 minutes

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One called elemental or outsider of 6 HD or less

Duration: Instantaneous

Saving Throw: None

By casting this spell, you request your deity to send you an elemental or outsider (of 6 HD or less) of the deity's choice. If you serve no particular deity, the spell is a general plea answered by a creature sharing your philosophical alignment. If you know an individual creature's name, you may request that individual by speaking the name during the spell (though you might get a different creature anyway).

You may ask the creature to perform one task in exchange for a payment from you. Tasks might range from the simple to the complex. You must be able to communicate with the creature called in order to bargain for its services.

The creature called requires a payment for its services. This payment can take a variety of forms, from donating gold or magic items to an allied temple, to a gift given directly to the creature, to some other action on your part that matches the creature's alignment and goals. Regardless,

this payment must be made before the creature agrees to perform any services. The bargaining takes at least 1 round, so any actions by the creature begin in the round after it arrives.

A task taking up to 1 minute requires a payment of 100 IM per HD of the creature called. For a task taking up to 1 hour, the creature requires a payment of 500 IM per HD. A long-term task, one requiring up to one day, requires a payment of 1,000 IM per HD.

A nonhazardous task requires only half the indicated payment, while an especially hazardous task might require a greater gift. Few if any creatures will accept a task that seems suicidal (remember, a called creature actually dies when it is killed, unlike a summoned creature). However, if the task is strongly aligned with the creature's ethos, it may halve or even waive the payment.

At the end of its task, or when the duration bargained for expires, the creature returns to its home plane (after reporting back to you, if appropriate and possible).

Note: When you use a calling spell that calls an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

XP Cost: 100 XP.

Planar Binding

Culture and Power Cost: Spiritualism 7, Divine Magic 7, Infernal Magic 7, Elementalism 7 (Elementals only), Abyssal Magic 7

Components: V, S

Targets: Up to three elementals or outsiders, totaling no more than 12 HD, no two of which can be more than 30 ft. apart when they appear

This spell functions like *lesser planar binding*, except that you may call a single creature of 12 HD or less, or up to three creatures of the same kind whose Hit Dice total no more than 12. Each creature gets a save, makes an independent attempt to escape, and must be individually persuaded to aid you.

Planar Binding, Greater

Culture and Power Cost: Spiritualism 9, Divine Magic 9, Infernal Magic 9, Elementalism 9 (Elementals only), Abyssal Magic 9

Components: V, S

Targets: Up to three elementals or outsiders, totaling no more than 18 HD, no two of which can be more than 30 ft. apart when they appear.

This spell functions like *lesser planar binding*, except that you may call a single creature of 18 HD or less, or up to three creatures of the same kind whose Hit Dice total no more than 18. Each creature gets a saving throw, makes independent attempts to escape, and must be persuaded to aid you individually.

Planar Binding, Lesser

Culture and Power Cost: Spiritualism 6, Divine Magic 6, Infernal Magic 6, Elementalism 6 (Elementals only), Abyssal Magic 6

Components: V, S

Casting Time: 10 minutes

Range: Close (25 ft. + 5 ft./2 levels); see text

Target: One elemental or outsider with 6 HD or less

Duration: Instantaneous

Saving Throw: Willpower Check negates and Yes; see text

Casting this spell attempts a dangerous act: to lure a creature from another plane to a specifically prepared trap, which must lie within the spell's range. The called creature is held in the trap until it agrees to perform one service in return for its freedom.

To create the trap, you must use a *magic circle* spell, focused inward. The kind of creature to be bound must be known and stated. If you wish to call a specific individual, you must use that individual's proper name in casting the spell.

The target creature is allowed a Will saving throw. If the saving throw succeeds, the creature resists the spell. If the saving throw fails, the creature is immediately drawn to the trap. If it breaks loose, it can flee or attack you. A *dimensional anchor* cast on the creature prevents its escape via dimensional travel. You can also employ a calling diagram (see *magic circle against evil*) to make the trap more secure.

If the creature does not break free of the trap, you can keep it bound for as long as you dare. You can attempt to compel the creature to perform a service by describing the service and perhaps offering some sort of reward. You make a Charisma check opposed by the creature's Charisma check. The check is assigned a bonus of +0 to +6 based on the nature of the service and the reward. If the creature wins the opposed check, it refuses service. New offers, bribes, and the like can be made or the old ones reoffered every 24 hours. This process can be repeated until the creature promises to serve, until it breaks free, or until you decide to get rid of it by means of some other spell. Impossible demands or unreasonable commands are never agreed to. If you roll a 1 on the Charisma check, the creature breaks free of the binding and can escape or attack you.

Once the requested service is completed, the creature need only so inform you to be instantly sent back whence it came. The creature might later seek revenge. If you assign some open-ended task that the creature cannot complete though its own actions the spell remains in effect for a maximum of one day, and the creature gains an immediate chance to break free. Note that a clever recipient can subvert some instructions.

When you use a calling spell to call an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

Plane Shift

Culture and Power Cost: Magic 6, Spiritualism 7, Divine Magic 7, Infernal Magic 7, Abyssal 7

Components: V, S, F

Casting Time: 1 standard action

Range: Touch

Target: Creature touched, or up to eight willing creatures joining hands

Duration: Instantaneous

Saving Throw: Willpower Check negates

You move yourself or some other creature to another plane of existence or alternate dimension. If several willing persons link hands in a circle, as many as eight can be affected by the *plane shift* at the same time. Precise accuracy as to a particular arrival location on the intended plane is nigh impossible. From the Material Plane, you can reach any other plane, though you appear 5 to 500 miles (5d%) from your intended destination.

Note: *Plane shift* transports creatures instantaneously and then ends. The creatures need to find other means if they are to travel back.

Focus: A small, forked metal rod. The size and metal type dictates to which plane of existence or alternate dimension the spell sends the affected creatures.

Plant Growth

Culture and Power Cost: Druidism 4, Biomagic 4

Components: V, S, DF

Casting Time: 1 standard action

Range: See text

Target or Area: See text
Duration: Instantaneous
Saving Throw: None
Plant growth has different effects depending on the version chosen.
Overgrowth: This effect causes normal vegetation (grasses, briars, bushes, creepers, thistles, trees, vines) within long range (400 feet + 40 feet) to become thick and overgrown. The plants entwine to form a thicket or jungle that creatures must hack or force a way through. Speed drops to 5 feet, or 10 feet for Large or larger creatures. The area must have brush and trees in it for this spell to take effect.
At your option, the area can be a 100-foot-radius circle, a 150-foot-radius semicircle, or a 200-foot-radius quarter circle.
You may designate places within the area that are not affected.
Enrichment: This effect targets plants within a range of one-half mile, raising their potential productivity over the course of the next year to one-third above normal.
Plant growth counters *diminish plants*.
This spell has no effect on plant creatures.

Poison
Culture and Power Cost: Biomagic 4
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Target: Living creature touched
Duration: Instantaneous; see text
Saving Throw: Constitution Check negates; see text
Calling upon the venomous powers of natural predators, you infect the subject with a horrible poison by making a successful melee touch attack. The poison deals 1d10 points of temporary Constitution damage immediately and another 1d10 points of temporary Constitution damage 1 minute later. Each instance of damage can be negated by a Fortitude save.

Polar Ray
Culture and Power Cost: Elementalism 9
Components: V, S, F
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Ray
Duration: Instantaneous
Saving Throw: None
A blue-white ray of freezing air and ice springs from your hand. You must succeed on a ranged touch attack with the ray to deal damage to a target. The ray deals 1d6 points of cold damage.
Focus: A small, white ceramic cone or prism.

Polymorph
Culture and Power Cost: Biomagic 5
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: Willing living creature touched
Duration: 1 min./+1 PWR (D)
Saving Throw: None

This spell functions like *alter self*, except that you change the willing subject into another form of living creature. The new form may be of the same type as the subject or any of the following types: aberration, animal, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, ooze, plant, or vermin. The assumed form can't have more Hit Dice than your caster level (or the subject's HD, whichever is lower), to a maximum of 15 HD at 15th level. You can't

cause a subject to assume a form smaller than Fine, nor can you cause a subject to assume an incorporeal or gaseous form. The subject's creature type and subtype (if any) change to match the new form.
Upon changing, the subject regains lost hit points as if it had rested for a night (though this healing does not restore temporary ability damage and provide other benefits of resting; and changing back does not heal the subject further). If slain, the subject reverts to its original form, though it remains dead.
The subject gains the Strength, Dexterity, and Constitution scores of the new form but retains its own Intelligence, Wisdom, and Charisma scores. It also gains all extraordinary special attacks possessed by the form but does not gain the extraordinary special qualities possessed by the new form or any supernatural or spell-like abilities. Incorporeal or gaseous creatures are immune to being *polymorphed*, and a creature with the shapechanger subtype can revert to its natural form as a standard action.
Material Component: An empty cocoon.

Polymorph Any Object
Culture and Power Cost: Alchemy 10, Biomagic 10, Magic 10
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature, or one nonmagical object of up to 100 cu. ft./+1 PWR
Duration: See text
Saving Throw: Constitution Check negates (object); see text
This spell functions like *polymorph*, except that it changes one object or creature into another. The duration of the spell depends on how radical a change is made from the original state to its enchanted state. The duration is determined by using the following guidelines.

Changed Subject Is:	Increase to Duration Factor ¹
Same kingdom (animal, vegetable, mineral)	+5
Same class (mammals, fungi, metals, etc.)	+2
Same size	+2
Related (twig is to tree, wolf fur is to wolf, etc.)	+2
Same or lower Intelligence	+2

1 Add all that apply. Look up the total on the next table.

Duration Factor	Duration	Example
0	20 minutes	Pebble to human
2	1 hour	Marionette to human
4	3 hours	Human to marionette
5	12 hours	Lizard to mantichore
6	2 days	Sheep to wool coat
7	1 week	Shrew to mantichore
9+	Permanent	Mantichore to shrew

Unlike *polymorph*, *polymorph any object* does grant the creature the Intelligence score of its new form. If the original form didn't have a Wisdom or Charisma score, it gains those scores as appropriate for the new form. Damage taken by the new form can result in the injury or death of the polymorphed creature. In general, damage occurs when the new form is changed through physical force.

A nonmagical object cannot be made into a magic item with this spell. Magic items aren't affected by this spell. This spell cannot create material of great intrinsic value, such as copper, silver, gems, silk, gold, platinum, mithral,

or adamantine. It also cannot reproduce the special properties of cold iron in order to overcome the damage reduction of certain creatures.
 This spell can also be used to duplicate the effects of *baleful polymorph*, *polymorph*, *flesh to stone*, *stone to flesh*, *transmute mud to rock*, *transmute metal to wood*, or *transmute rock to mud*.
Arcane Material Component: Mercury, gum arabic, and smoke.

Power Leech
 Culture and Power Cost: Psionic 4, Magic 4, Infernal Magic 4, Abyssal Magic 4
 Components: S; see text
 Casting Time: 1 standard action
 Range: Close (25 ft. + 5 ft./2 levels)
 Target: Any psionic creature
 Duration: Concentration, up to 1 round/+1 PWR; see text
 Saving Throw: Willpower Check negates
 Your brow erupts with an arc of crackling dark energy that connects with your foe, draining it of 1d6 power points and adding 1 of those points to your reserve (unless that gain would cause you to exceed your maximum).
 The drain continues in each round you maintain concentration while the subject of the drain remains in range. If the subject is drained to 0 power points, this power ends.
 Concentrating to maintain *power leech* is a full-round action (you can take no other actions aside from a 5-foot step) instead of a standard action.

Power Resistance
 Culture and Power Cost: Psionic 5, Magic 5
 Components: M, S
 Casting Time: 1 standard action
 Range: Touch
 Target: Creature touched
 Duration: 1 min./+1 PWR
 Saving Throw: Willpower Check negates (harmless)
 The creature gains power resistance equal to 12 + your manifester level.

Power Word Blind
 Culture and Power Cost: Druidism 8, Infernal Magic 8, Divine Magic 8, Abyssal Magic 8, Biomagic 8, Psionic 4
 Components: V
 Casting Time: 1 standard action
 Range: Close (25 ft. + 5 ft./2 levels)
 Target: One creature with 200 hp or less
 Duration: See text
 Saving Throw: None
 You utter a single word of power that causes one creature of your choice to become blinded, whether the creature can hear the word or not. The duration of the spell depends on the target's current hit point total. Any creature that currently has 201 or more hit points is unaffected by *power word blind*.

Hit Points	Duration
50 or less	Permanent
51–100	1d4+1 minutes
101–200	1d4+1 rounds

Power Word Kill
 Culture and Power Cost: Druidism 10, Infernal Magic 10, Divine Magic 10, Abyssal Magic 10, Biomagic 10, Psionic 10
 Components: V
 Casting Time: 1 standard action
 Range: Close (25 ft. + 5 ft./2 levels)
 Target: One living creature with 100 hp or less
 Duration: Instantaneous

Saving Throw: None
 You utter a single word of power that instantly kills one creature of your choice, whether the creature can hear the word or not. Any creature that currently has 101 or more hit points is unaffected by *power word kill*.

Power Word Stun
 Culture and Power Cost: Druidism 7, Infernal Magic 7, Divine Magic 7, Abyssal Magic 7, Biomagic 7, Psionic 7
 Components: V
 Casting Time: 1 standard action
 Range: Close (25 ft. + 5 ft./2 levels)
 Target: One creature with 150 hp or less
 Duration: See text
 Saving Throw: None
 You utter a single word of power that instantly causes one creature of your choice to become stunned, whether the creature can hear the word or not. The duration of the spell depends on the target's current hit point total. Any creature that currently has 151 or more hit points is unaffected by *power word stun*.

Hit Points	Duration
50 or less	4d4 rounds
51–100	2d4 rounds
101–150	1d4 rounds

Prayer
 Culture and Power Cost: Divine Magic 4, Infernal Magic 4
 Components: V, S, DF
 Casting Time: 1 standard action
 Range: 40 ft.
 Area: All allies and foes within a 40-ft.-radius burst centered on you
 Duration: 1 round/+1 PWR
 Saving Throw: None
 You bring special favor upon yourself and your allies while bringing disfavor to your enemies. You and your each of your allies gain a +1 luck bonus on attack rolls, weapon damage rolls, saves, and skill checks, while each of your foes takes a –1 penalty on such rolls.

Precognition
 Culture and Power Cost: Psionic 1, Divine Magic 1, Infernal Magic 1, Abyssal Magic 1, Magic 2
 Components: S
 Casting Time: 1 standard action
 Range: Personal
 Target: You
 Duration: 10 min./+1 PWR
Precognition allows your mind to glimpse fragments of potential future events—what you see will probably happen if no one takes action to change it. However, your vision is incomplete, and it makes no real sense until the actual events you glimpsed begin to unfold. That's when everything begins to come together, and you can act, if you act swiftly, on the information you previously received when you manifested this power.
 In practice, manifesting this power grants you a "precognitive edge." Normally, you can have only a single precognitive edge at one time. You must use your edge within a period of no more than 10 minutes per level, at which time your preknowledge fades and you lose your edge.
 You can use your precognitive edge in a variety of ways. Essentially, the edge translates into a +2 insight bonus that you can apply at any time to either an attack roll, a damage roll, a saving throw, or a skill check. You can elect to apply the bonus to the roll after you determine that your unmodified roll is lower than desired.

Precognition, Defensive

Culture and Power Cost: Psionic 1, Infernal Magic 1, Divine Magic 1, Abyssal Magic 1, Magic 2

Components: M, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./+1 PWR (D)

Your awareness extends a fraction of a second into the future, allowing you to better evade an opponent's blows. You gain a +1 insight bonus to AC and on all saving throws. If caught in a situation where your Dexterity bonus isn't applied to your Armor Class, this bonus to AC and saving throws does not apply.

Augment: You can augment this power in one or both of the following ways.

1. For every 3 additional power points you spend, the insight bonus gained increases by 1.
2. If you spend 6 additional power points, you can manifest this power as a swift action.

Precognition, Greater

Culture and Power Cost: Psionic 6, Infernal Magic 6, Divine Magic 6, Abyssal Magic 6, Magic 7

Components: V, S

Casting Time: 10 minutes

Range: Personal

Target: You

Duration: 1 hour/+1 PWR

As *precognition*, except as noted here.

You gain a +4 insight bonus instead of a +2 bonus.

Precognition, Offensive

Culture and Power Cost: Psionic 1, Infernal Magic 1, Divine Magic 1, Abyssal Magic 1, Magic 2

Components: M, S

Casting Time: 1 standard action; see text

Range: Personal

Target: You

Duration: 1 min./+1 PWR (D)

Your awareness extends a fraction of a second into the future, allowing you to better land blows against your opponent. You gain a +1 insight bonus on your attack rolls. Augment: You can augment this power in one or both of the following ways.

1. For every 3 additional power points you spend, the insight bonus gained on your attack rolls increases by 1.
2. If you spend 6 additional power points, you can manifest this power as a swift action.

Prescience, Offensive

Culture and Power Cost: Psionic 1, Infernal Magic 1, Divine Magic 1, Abyssal Magic 1, Magic 2

Components: M, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./+1 PWR (D)

Your awareness extends a fraction of a second into the future, allowing you to better aim blows against your opponent. You gain a +2 insight bonus on your damage rolls.

Augment: You can augment this power in one or both of the following ways.

1. For every 3 additional power points you spend, the insight bonus gained on your attack rolls increases by 1.
2. If you spend 6 additional power points, you can manifest this power as a swift action.

Prevenom

Culture and Power Cost: Biomagic 1, Shamanism 2

Components: M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./+1 PWR or until discharged

If you have a claw attack (either from an actual natural weapon or from an effect such as *claws of the beast*), you can use this power to produce a mild venom that coats one of your claws. On your next successful melee attack, the venom deals 2 points of Constitution damage. A target struck by the poison can make a Fortitude save to negate the damage.

Augment: For every 6 additional power points you spend, this power's Constitution damage increases by 2 points.

Prevenom Weapon

Culture and Power Cost: Alchemy 2

Range: Touch

Target: Weapon touched

As *prevenom*, except your weapon gains the poison coating as long as it remains in your grip.

Prestidigitation

Culture and Power Cost: Magic 1

Components: V, S

Casting Time: 1 standard action

Range: 10 ft.

Target, Effect, or Area: See text

Duration: 1 hour

Saving Throw: See text

Prestidigitations are minor tricks that novice spellcasters use for practice. Once cast, a *prestidigitation* spell enables you to perform simple magical effects for 1 hour. The effects are minor and have severe limitations. A *prestidigitation* can slowly lift 1 pound of material. It can color, clean, or soil items in a 1-foot cube each round. It can chill, warm, or flavor 1 pound of nonliving material. It cannot deal damage or affect the concentration of spellcasters. *Prestidigitation* can create small objects, but they look crude and artificial. The materials created by a *prestidigitation* spell are extremely fragile, and they cannot be used as tools, weapons, or spell components. Finally, a *prestidigitation* lacks the power to duplicate any other spell effects. Any actual change to an object (beyond just moving, cleaning, or soiling it) persists only 1 hour.

Prismatic Sphere

Culture and Power Cost: Magic 10

Components: V

Range: 10 ft.

Effect: 10-ft.-radius sphere centered on you

This spell functions like *prismatic wall*, except you conjure up an immobile, opaque globe of shimmering, multicolored light that surrounds you and protects you from all forms of attack. The sphere flashes in all colors of the visible spectrum.

The sphere's *blindness* effect on creatures with less than 8 HD lasts 2d4x10 minutes.

You can pass into and out of the *prismatic sphere* and remain near it without harm. However, when you're inside it, the sphere blocks any attempt to project something through the sphere (including spells). Other creatures that attempt to attack you or pass through suffer the effects of each color, one at a time.

Typically, only the upper hemisphere of the globe will exist, since you are at the center of the sphere, so the lower half is usually excluded by the floor surface you are standing on.

The colors of the sphere have the same effects as the colors of a *prismatic wall*.

Prismatic sphere can be made permanent with a *permanency* spell.

Prismatic Spray

Culture and Power Cost: Magic 8

Components: V, S

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: See text

This spell causes seven shimmering, intertwined, multicolored beams of light to spray from your hand. Each beam has a different power. Creatures in the area of the spell with 8 HD or less are automatically blinded for 2d4 rounds. Every creature in the area is randomly struck by one or more beams, which have additional effects.

1d8	Color of Beam	Effect
1	Red	20 points fire damage (Reflex half)
2	Orange	40 points acid damage (Reflex half)
3	Yellow	80 points electricity damage (Reflex half)
4	Green	Poison (Kills; Fortitude partial, take 1d6 points of Con damage instead)
5	Blue	Turned to stone (Fortitude negates)
6	Indigo	Insane, as <i>insanity</i> spell (Willpower Check negates)
7	Violet	Sent to another plane (Willpower Check negates)
8	Struck by two rays; roll twice more, ignoring any "8" results.	

Prismatic Wall

Culture and Power Cost: Magic 9

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Wall 4 ft./+1 PWR wide, 2 ft./+1 PWR high

Duration: 10 min./+1 PWR (D)

Saving Throw: See text

Prismatic wall creates a vertical, opaque wall—a shimmering, multicolored plane of light that protects you from all forms of attack. The wall flashes with seven colors, each of which has a distinct power and purpose. The wall is immobile, and you can pass through and remain near the wall without harm. However, any other creature with less than 8 HD that is within 20 feet of the wall is blinded for 2d4 rounds by the colors if it looks at the wall.

The wall's maximum proportions are 4 feet wide and 2 feet high. A *prismatic wall* spell cast to materialize in a space occupied by a creature is disrupted, and the spell is wasted. Each color in the wall has a special effect. The accompanying table shows the seven colors of the wall, the order in which they appear, their effects on creatures trying to attack you or pass through the wall, and the magic needed to negate each color.

The wall can be destroyed, color by color, in consecutive order, by various magical effects; however, the first color must be brought down before the second can be affected, and so on. A *rod of cancellation* or a *mage's disjunction* spell destroys a *prismatic wall*, but an *antimagic field* fails to penetrate it. *Dispel magic* and *greater dispel magic* cannot dispel the wall or anything beyond it. *Prismatic wall* can be made permanent with a *permanency* spell.

Color	Order	Effect of Color	Negated By
Red	1st	Stops nonmagical ranged weapons. Deals 20 points of fire damage (Reflex half).	<i>Cone of cold</i>

Orange	2nd	Stops magical ranged weapons. Deals 40 points of acid damage (Reflex half).	<i>Gust of wind</i>
Yellow	3rd	Stops poisons, gases, and petrification. Deals 80 points of electricity damage (Reflex half).	<i>Disintegrate</i>
Green	4th	Stops breath weapons. Poison (Kills; Fortitude partial for 1d6 points of Con damage instead).	<i>Passwall</i>
Blue	5th	Stops divination and mental attacks. Turned to stone (Fortitude negates).	<i>Magic missile</i>
Indigo	6th	Stops all spells. Will save or become insane (as <i>insanity</i> spell).	<i>Daylight</i>
Violet	7th	Energy field destroys all objects and effects. ¹ Creatures sent to another plane (Willpower Check negates).	<i>Dispel magic</i>

¹ The violet effect makes the special effects of the other six colors redundant, but these six effects are included here because certain magic items can create prismatic effects one color at a time.

Produce Flame

Culture and Power Cost: Elementalism 2

Components: V, S

Casting Time: 1 standard action

Range: 0 ft.

Effect: Flame in your palm

Duration: 1 min./+1 PWR (D)

Saving Throw: None

Flames as bright as a torch appear in your open hand. The flames harm neither you nor your equipment.

In addition to providing illumination, the flames can be hurled or used to touch enemies. You can strike an opponent with a melee touch attack, dealing fire damage equal to 1d6 +1 point (maximum +5). Alternatively, you can hurl the flames up to 120 feet as a thrown weapon. When doing so, you attack with a ranged touch attack (with no range penalty) and deal the same damage as with the melee attack. No sooner do you hurl the flames than a new set appears in your hand. Each attack you make reduces the remaining duration by 1 minute. If an attack reduces the remaining duration to 0 minutes or less, the spell ends after the attack resolves.

This spell does not function underwater.

Programmed Image

Culture and Power Cost: Magic 7

Effect: Visual figment that cannot extend beyond a 20-ft. cube + one 10-ft. cube/+1 PWR (S)

Duration: Permanent until triggered, then 1 round/+1 PWR

This spell functions like *silent image*, except that this spell's figment activates when a specific condition occurs. The figment includes visual, auditory, olfactory, and thermal elements, including intelligible speech.

You set the triggering condition (which may be a special word) when casting the spell. The event that triggers the illusion can be as general or as specific and detailed as desired but must be based on an audible, tactile, olfactory, or visual trigger. The trigger cannot be based on some

quality not normally obvious to the senses, such as alignment. (See *magic mouth* for more details about such triggers.)
Material Component: A bit of fleece and jade dust worth 25 gp.

Project Image

Culture and Power Cost: Magic 7

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./+1 PWR)

Effect: One shadow duplicate

Duration: 1 round/+1 PWR (D)

Saving Throw: Willpower Check disbelief (if interacted with)
You tap energy from the Plane of Shadow to create a quasi-real, illusory version of yourself. The projected image looks, sounds, and smells like you but is intangible. The projected image mimics your actions (including speech) unless you direct it to act differently (which is a move action).

You can see through its eyes and hear through its ears as if you were standing where it is, and during your turn you can switch from using its senses to using your own, or back again, as a free action. While you are using its senses, your body is considered blinded and deafened.

If you desire, any spell you cast whose range is touch or greater can originate from the projected image instead of from you. The projected image can't cast any spells on itself except for illusion spells. The spells affect other targets normally, despite originating from the projected image.

Objects are affected by the projected image as if they had succeeded on their Will save.

You must maintain line of effect to the projected image at all times. If your line of effect is obstructed, the spell ends. If you use *dimension door*, *teleport*, *plane shift*, or a similar spell that breaks your line of effect, even momentarily, the spell ends.

Material Component: A small replica of you (a doll), which costs 5 IM to create.

Protection from Arrows

Culture and Power Cost: Alchemy 3, Magic 3

Components: V, S, F

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour/+1 PWR or until discharged

Saving Throw: Willpower Check negates (harmless)

The warded creature gains resistance to ranged weapons. The subject gains damage reduction 10/magic against ranged weapons. (This spell doesn't grant you the ability to damage creatures with similar damage reduction.) Once the spell has prevented a total of 10 points of damage (maximum 100 points), it is discharged.

Focus: A piece of shell from a tortoise or a turtle.

Protection from Chaos

Culture and Power Cost: Druidism 2

This spell functions like *protection from evil*, except that the deflection and resistance bonuses apply to attacks from chaotic creatures, and chaotic summoned creatures cannot touch the subject.

Protection from Energy

Culture and Power Cost: Magic 4, Elementalism (Acid, Cold, Electricity and Fire only) 4, Alchemy (Acid, Electricity and Sonic only)

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 min./+1 PWR or until discharged

Saving Throw: Constitution Check negates (harmless)

Protection from energy grants temporary immunity to the type of energy you specify when you cast it (acid, cold, electricity, fire, or sonic). When the spell absorbs 12 points of energy damage (to a maximum of 120 points at 10th level), it is discharged.

Note: *Protection from energy* overlaps (and does not stack with) *resist energy*. If a character is warded by *protection from energy* and *resist energy*, the *protection* spell absorbs damage until its power is exhausted.

Protection from Evil

Culture and Power Cost: Druidism 2, Divine Magic 2

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./+1 PWR (D)

Saving Throw: Willpower Check negates (harmless)

; see text

This spell wards a creature from attacks by evil creatures, from mental control, and from summoned creatures. It creates a magical barrier around the subject at a distance of 1 foot. The barrier moves with the subject and has three major effects.

First, the subject gains a +2 deflection bonus to AC and a +2 resistance bonus on saves. Both these bonuses apply against attacks made or effects created by evil creatures. Second, the barrier blocks any attempt to possess the warded creature (by a *magic jar* attack, for example) or to exercise mental control over the creature (including enchantment (charm) effects and enchantment (compulsion) effects that grant the caster ongoing control over the subject, such as *dominate person*). The protection does not prevent such effects from targeting the protected creature, but it suppresses the effect for the duration of the *protection from evil* effect. If the *protection from evil* effect ends before the effect granting mental control does, the would-be controller would then be able to mentally command the controlled creature. Likewise, the barrier keeps out a possessing life force but does not expel one if it is in place before the spell is cast. This second effect works regardless of alignment.

Third, the spell prevents bodily contact by summoned creatures. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. Good summoned creatures are immune to this effect. The protection against contact by summoned creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature.

Arcane Material Component: A little powdered silver with which you trace a 3-foot -diameter circle on the floor (or ground) around the creature to be warded.

Protection from Good

Culture and Power Cost: Druidism 2, Infernal Magic 2, Abyssal Magic 2

This spell functions like *protection from evil*, except that the deflection and resistance bonuses apply to attacks from good creatures, and good summoned creatures cannot touch the subject.

Protection from Law

Culture and Power Cost: Druidism 2, Infernal Magic 2, Abyssal Magic 2

This spell functions like *protection from evil*, except that the deflection and resistance bonuses apply to attacks from

lawful creatures, and lawful summoned creatures cannot touch the subject.

Protection from Spells

Culture and Power Cost: Magic 9

Components: V, S, M, F

Casting Time: 1 standard action

Range: Touch

Targets: Up to one creature touched per four levels

Duration: 10 min./+1 PWR

Saving Throw: Willpower Check negates (harmless)

The subject gains a +8 resistance bonus on saving throws against spells and spell-like abilities (but not against supernatural and extraordinary abilities).

Material Component: A diamond of at least 500 IM value, which must be crushed and sprinkled over the targets.

Focus: One 1,000 IM diamond per creature to be granted the protection. Each subject must carry one such gem for the duration of the spell. If a subject loses the gem, the spell ceases to affect him.

Prowess

Culture and Power Cost: Psionic 3, Magic 4

Components: M

Casting Time: 1 immediate action

Range: Personal

Target: You

Duration: Instantaneous

If an enemy provokes an attack of opportunity from you, you can make the attack even if you've already taken your allotted number of attacks of opportunity this round (usually one).

You can manifest this power instantly, quickly enough to gain an extra attack of opportunity in the same round.

Manifesting this power is an immediate action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round.

Prying Eyes

Culture and Power Cost: Magic 6

Components: V, S, M

Casting Time: 1 minute

Range: One mile

Effect: Ten or more levitating eyes

Duration: 1 hour/+1 PWR; see text (D)

Saving Throw: None

You create a number of semitangible, visible magical orbs (called "eyes") equal to 1d4 + your caster level. These eyes move out, scout around, and return as you direct them when casting the spell. Each eye can see 120 feet (normal vision only) in all directions.

While the individual eyes are quite fragile, they're small and difficult to spot. Each eye is a Fine construct, about the size of a small apple, that has 1 hit point, AC 18 (+8 bonus for its size), flies at a speed of 30 feet with perfect maneuverability, and has a +16 Hide modifier. It has a Spot modifier equal to your caster level (maximum +15) and is subject to illusions, darkness, fog, and any other factors that would affect your ability to receive visual information about your surroundings. An eye traveling through darkness must find its way by touch.

When you create the eyes, you specify instructions you want them to follow in a command of no more than twenty-five words. Any knowledge you possess is known by the eyes as well.

In order to report their findings, the eyes must return to your hand. Each replays in your mind all it has seen during its existence. It takes an eye 1 round to replay 1 hour of recorded images. After relaying its findings, an eye disappears.

If an eye ever gets more than 1 mile away from you, it instantly ceases to exist. However, your link with the eye is such that you won't know if the eye was destroyed because it wandered out of range or because of some other event. The eyes exist for up to 1 hour or until they return to you. *Dispel magic* can destroy eyes. Roll separately for each eye caught in an area dispel. Of course, if an eye is sent into darkness, it could hit a wall or similar obstacle and destroy itself.

Material Component: A handful of crystal marbles.

Prying Eyes, Greater

Culture and Power Cost: Magic 9

This spell functions like *prying eyes*, except that the eyes can see all things as they actually are, just as if they had *true seeing* with a range of 120 feet. Thus, they can navigate darkened areas at full normal speed. Also, a *greater prying eye's* maximum Spot modifier is +25 instead of +15.

Psionic Blast

Culture and Power Cost: Psionic 3

Components: V

Casting Time: 1 standard action

Range: 30 ft.

Area: 30-ft. cone-shaped burst

Duration: Instantaneous

Saving Throw: Willpower Check negates

The air ripples with the force of your mental attack, which blasts the minds of all creatures in range. *Psionic blast* stuns all affected creatures for 1 round.

Augment: For every 1 additional power point you spend, the duration of the stun effect increases by 1 round.

Psionic Lion's Charge

Culture and Power Cost: Psionic 2, Shamanism 2

Components: M

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: Instantaneous

You gain the powerful charging ability of a lion. When you charge, you can make a full attack in the same round.

You can manifest this power with an instant thought, quickly enough to gain the benefit of the power as you charge. Manifesting the power is a swift action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round. You cannot manifest this power when it isn't your turn.

Augment: For every additional power point you spend, each of your attacks after a charge in the current round gains a circumstance bonus on damage equal to the number of additional points spent.

Psionic Lock

Culture and Power Cost: Psionic 2, Alchemy 2

Components: M

Casting Time: 1 standard action

Range: Touch

Target: Door, chest, or portal touched, up to 30 sq. ft./+1 PWR in size

Duration: Permanent

Saving Throw: None

A *psionic lock* manifested upon a door, chest, or portal psionically locks it. You can freely pass your own lock without affecting it; otherwise, a door or object secured with *psionic lock* can be opened only by breaking in or by a successful *dispel psionics* effect.

Psionic Repair Damage

Culture and Power Cost: Alchemy 2

Components: M, S

Casting Time: 1 standard action

Range: Touch

Target: Construct touched

Duration: Instantaneous

Saving Throw: Willpower Check negates (harmless)

When laying your hands upon a construct that has at least 1 hit point remaining, you reknit its structure to repair damage it has taken. The power repairs 3d8 points of damage +1 point per manifester level. Constructs that are immune to psionics or magic cannot be repaired in this fashion.

Augment: For every 1 additional power point you spend, this power repairs an additional 1d8 points of damage.

Psionic Revivify

Culture and Power Cost: Biomagic 6, Divine Magic 5,

Infernal Magic 5, Abyssal Magic 5

Casting Time: 1 standard action

Range: Touch

Target: Dead creature touched

Duration: Instantaneous

Saving Throw: None

Psionic revivify lets a manifester reconnect a corpse's psyche with its body, restoring life to a recently deceased creature. The power must be manifested within 1 round of the victim's death. Before the psyche of the deceased has completely left the body, this power halts its journey while repairing somewhat the damage to the body.

This power functions like the *raisdead* spell, except that the affected creature receives no level loss, no Constitution loss, and no loss of powers.

The creature has -1 hit points (but is stable) after being restored to life.

Psionic Scent

Culture and Power Cost: Psionic 2, Biomagic 3, Shamanism 3

Components: M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/+1 PWR

You gain an enhanced sense of smell, equivalent to the scent ability of some monsters. This ability allows you to detect approaching enemies, sniff out hidden foes, and track by sense of smell. With the scent ability, you can identify familiar odors just as humanoids do familiar sights. You can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range.

When you detect a scent, the exact location of the source is not revealed—only its presence somewhere within range.

You can take a move action to note the direction of the scent. Whenever you come within 5 feet of the source, you pinpoint the source's location.

If you have the Track feat, you can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track.

Purify Food and Drink

Culture and Power Cost: Biomagic 1, Druidism 1, Divine Magic 1, Shamanism 2

Components: V, S

Casting Time: 1 standard action

Range: 10 ft.

Target: 1 cu. ft./+1 PWR of contaminated food and water

Duration: Instantaneous

Saving Throw: Willpower Check negates (object)

This spell makes spoiled, rotten, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking. This spell does not prevent subsequent natural decay or spoilage. Unholy water and similar food and drink of significance is spoiled by *purify food and drink*, but the spell has no effect on creatures of any type nor upon magic potions.

Note: Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds.

Psychic Surgery

Culture and Power Cost: Biomagic 9

Components: V, S, M

Casting Time: 10 minutes

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Willpower Check negates

You can repair psychic damage or grant another creature knowledge of powers you know, depending on the version of this power you manifest.

Repair Psychic Damage: You can remove any compulsions and charms affecting the subject. In fact, you can remove any instantaneous or permanent effect caused by a psychic power with *psychic surgery*. Unlike with *aura alteration*, these effects end or are negated as soon as this power is manifested, with no need for another saving throw.

You can remove all negative levels affecting the subject, regardless of how it lost those levels, restoring it to the highest level it had previously attained. Also, you can restore levels lost to energy drain or a similar effect if the level drain occurred within a number of hours equal to your manifester level.

You can also remove all psionic effects penalizing the subject's ability scores, heal all ability damage, and remove any ability drain affecting the subject. *Psychic surgery* negates all forms of insanity, confusion, the effect of such powers as *microcosm*, and so on, but it does not restore levels or Constitution points lost due to death.

Transfer Knowledge: If desired, you can use this power to directly transfer knowledge of a power you know to another psionic character. You can give a character knowledge of a power of any level that she can manifest, even if the power is not normally on the character's power list. Knowledge of powers gained through *psychic surgery* does not count toward the maximum number of powers a character can know per level.

XP Cost: Each time you use psychic surgery to implant knowledge of a power in another creature, you pay an XP cost equal to 1,000 x the level of the power implanted. If you and the subject are both willing to do so, you can split this cost evenly.

Psychic Crush

Culture and Power Cost: Psionic 5, Empathy 10

Components: V

Casting Time: 1 standard action

Range: Close (25 ft. +5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Willpower Check partial; see text

Your will abruptly and brutally crushes the mental essence of any one creature, debilitating its acumen. The target must make a Will save with a +4 bonus or collapse unconscious and dying at -1 hit points. If the target succeeds on the save, it takes 3d6 points of damage.

Augment: For every 1 additional power point you spend, this power's damage increases by 1d6 points.

Psychic Reformation

Culture and Power Cost: Psionic 4

Components: V, M, S

Casting Time: 10 minutes

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: None

When this power is manifested, the subject can choose to spend its most recently gained skill points differently (picking new skills and abandoning old ones if it chooses) and to choose a different feat from the one it selected when advancing from its previous level to its current level. The subject can also choose to forget powers it acquired when advancing to its current level, replacing them with new ones.

The subject can undo decisions of these sorts that were made at lower levels, if both the subject and the manifester agree to pay the necessary XP before this power is manifested (see below). The subject must abide by the standard rules for selecting skills and feats, and so it cannot take feats for which it doesn't qualify or take crossclass skills as class skills.

XP Cost: This power costs 50 XP to manifest to reformat choices made when the character reached her current level. For each additional previous level into which the revision reaches, the power costs an additional 50 XP. The manifester and subject split all XP costs evenly.

Psychic Vampire

Culture and Power Cost: Psionic 4, Empathy 4, Biomagic 5, Spiritualism 5, Infernal Magic 4, Abyssal Magic 4

Components: M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Constitution Check negates

This power shrouds your hand or a natural weapon you possess with darkness that you can use to drain an opponent's power.

If you manifest this power to affect your hand, the next successful melee touch attack you make (if the victim fails its Fortitude save) drains 2 power points from your foe for every manifester level you have. The drained points simply dissipate. Your touch attack, charged with psionic power, is treated as an armed attack.

If you manifest this power to affect a natural weapon you possess, you must make a successful melee attack with the weapon to gain the power's benefit.

Against a psionic being that has no power points or a nonpsionic foe, your attack instead deals 2 points of Intelligence, Wisdom, or Charisma damage (your choice).

Psychofeedback

Culture and Power Cost: Psionic 5, Biomagic 6

Components: S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/+1 PWR (D)

You can readjust your body to boost one physical ability score at the expense of one or more other scores. Select one ability score you would like to boost, and increase it by the same amount that you decrease one or more other scores. All score decreases are treated as a special form of ability damage, called ability burn, which cannot be magically or psionically healed—it goes away only through natural healing.

You can boost your Strength, Dexterity or Constitution

score by an amount equal to your manifester level (or any lesser amount), assuming you can afford to burn your other ability scores to such an extent.

When the duration of this power expires, your ability boost also ends, but your ability burn remains until it is healed naturally.

Pyrotechnics

Culture and Power Cost: Elementalism 3, Alchemy 3, Magic 3

Components: V, S, M

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./+1 PWR)

Target: One fire source, up to a 20-ft. cube

Duration: 1d4+1 rounds, or 1d4+1 rounds after creatures leave the smoke cloud; see text

Saving Throw: Willpower Check negates or Constitution Check negates; see text

Pyrotechnics turns a fire into either a burst of blinding fireworks or a thick cloud of choking smoke, depending on the version you choose.

Fireworks: The fireworks are a flashing, fiery, momentary burst of glowing, colored aerial lights. This effect causes creatures within 120 feet of the fire source to become blinded for 1d4+1 rounds (Willpower Check negates). These creatures must have line of sight to the fire to be affected.

Smoke Cloud: A writhing stream of smoke billows out from the source, forming a choking cloud. The cloud spreads 20 feet in all directions and lasts for 1 round. All sight, even darkvision, is ineffective in or through the cloud. All within the cloud take –4 penalties to Strength and Dexterity (Fortitude negates). These effects last for 1d4+1 rounds after the cloud dissipates or after the creature leaves the area of the cloud.

Material Component: The spell uses one fire source, which is immediately extinguished. A fire so large that it exceeds a 20-foot cube is only partly extinguished. Magical fires are not extinguished, although a fire-based creature used as a source takes 1 point of damage.

Quench

Culture and Power Cost: Druidism 4, Elementalism 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./+1 PWR)

Area or Target: One 20-ft. cube/+1 PWR (S) or one fire-based magic item

Duration: Instantaneous

Saving Throw: None or Willpower Check negates (object) or Yes (object)

Quench is often used to put out forest fires and other conflagrations. It extinguishes all nonmagical fires in its area. The spell also dispels any fire spells in its area, though you must succeed on a dispel check (1d20 +1, maximum +15) against each spell to dispel it.

Alternatively, you can target the spell on a single magic item that creates or controls flame. The item loses all its fire-based magical abilities for 1d4 hours unless it succeeds on a Will save. (Artifacts are immune to this effect.)

Quintessence

Culture and Power Cost: Alchemy 6, Magic 5

Components: M; see text

Casting Time: 1 round

Range: 0 ft.

Effect: 1-inch-diameter dollop of quintessence; see text

Duration: Instantaneous

Saving Throw: None

You collapse a bit of time from the continuum, forming a 1-ounce dollop of thick, gooey material called quintessence.

This substance shimmers like a silver mirror when viewed from some angles but is transparent from other viewpoints. You can smooth a dollop of quintessence around any extremely small object.

Objects sealed within quintessence are protected from the effects of time; in practical terms, they enter a state of stasis. Living flesh with only partial contact with quintessence is also partially pulled out of the time stream (the manifester is immune to this effect). This disruption deals 1 point of damage per round beginning 10 rounds after partial contact occurs.

Quintessence can be manually scraped away from a protected object, freeing it to rejoin the time stream. When you do this, there is a 75% chance that the quintessence evaporates back into the continuum. Otherwise, it coalesces again into a 1-inch-diameter bead, available for later use.

Large quantities of quintessence could theoretically be gathered to preserve large items or structures (or even a complete living creature; if completely immersed, a living creature would not take the damage associated with partial contact). However, psionic characters and creatures are generally loath to do so because accumulations of quintessence weighing 1 pound or more hinder psionic activity within a 5-foot radius of the accumulation: Powers require twice as many power points to manifest, unless the manifester makes a successful Will save each time he or she attempts to manifest a power. Also in these circumstances, manifesting a psi-like ability that is usable at will is a full-round action rather than a standard action.

Rage

Culture and Power Cost: Empathy 3

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./+1 PWR)

Targets: One willing living creature per three levels, no two of which may be more than 30 ft. apart

Duration: Concentration + 1 round/+1 PWR (D)

Saving Throw: None

Each affected creature gains a +2 morale bonus to Strength and Constitution, a +1 morale bonus on Will saves, and a -2 penalty to AC. The effect is otherwise identical with a barbarian's rage except that the subjects aren't fatigued at the end of the rage.

Rainbow Pattern

Culture and Power Cost: Magic 5

Components: V (Brd only), S, M, F; see text

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./+1 PWR)

Effect: Colorful lights with a 20-ft.-radius spread

Duration: Concentration +1 round/ level (D)

Saving Throw: Willpower Check negates

A glowing, rainbow-hued pattern of interweaving colors fascinates those within it. *Rainbow pattern* fascinates a maximum of 24 Hit Dice of creatures. Creatures with the fewest HD are affected first. Among creatures with equal HD, those who are closest to the spell's point of origin are affected first. An affected creature that fails its saves is fascinated by the pattern.

With a simple gesture (a free action), you can make the rainbow pattern move up to 30 feet per round (moving its effective point of origin). All fascinated creatures follow the moving rainbow of light, trying to get or remain within the effect. Fascinated creatures who are restrained and removed from the pattern still try to follow it. If the pattern leads its subjects into a dangerous area each fascinated creature gets a second save. If the view of the lights is completely blocked creatures who can't see them are no longer affected.

The spell does not affect sightless creatures.

Verbal Component: A wizard or sorcerer need not utter a sound to cast this spell, but a bard must sing, play music, or recite a rhyme as a verbal component.

Material Component: A piece of phosphor.

Focus: A crystal prism.

Raise Dead

Culture and Power Cost: Spiritualism 6, Divine Magic 6, Infernal Magic 7, Abyssal Magic 7

Components: V, S, M, DF

Casting Time: 1 minute

Range: Touch

Target: Dead creature touched

Duration: Instantaneous

Saving Throw: None; see text

You restore life to a deceased creature. You can raise a creature that has been dead for no longer than one day. In addition, the subject's soul must be free and willing to return. If the subject's soul is not willing to return, the spell does not work; therefore, a subject that wants to return receives no saving throw.

Coming back from the dead is an ordeal. The subject of the spell loses one level (or 1 Hit Die) when it is raised, just as if it had lost a level or a Hit Die to an energy-draining creature. If the subject is 1st level, it loses 2 points of Constitution instead (if this would reduce its Con to 0 or less, it can't be raised). This level/HD loss or Constitution loss cannot be repaired by any means. A character who died with spells prepared has a 50% chance of losing any given spell upon being raised, in addition to losing spells for losing a level. A spellcasting creature that doesn't prepare spells (such as a sorcerer) has a 50% chance of losing any given unused spell slot as if it had been used to cast a spell, in addition to losing spell slots for losing a level.

A raised creature has a number of hit points equal to its current Hit Dice. Any ability scores damaged to 0 are raised to 1. Normal poison and normal disease are cured in the process of raising the subject, but magical diseases and curses are not undone. While the spell closes mortal wounds and repairs lethal damage of most kinds, the body of the creature to be raised must be whole. Otherwise, missing parts are still missing when the creature is brought back to life. None of the dead creature's equipment or possessions are affected in any way by this spell.

A creature who has been turned into an undead creature or killed by a death effect can't be raised by this spell.

Constructs, elementals, outsiders, and undead creatures can't be raised. The spell cannot bring back a creature that has died of old age.

Material Component: Diamonds worth a total of at least 5,000 gp.

Ray of Enfeeblement

Culture and Power Cost: Magic 2, Psionic 2, Biomagic 2

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray

Duration: 1 min./+1 PWR

Saving Throw: None

A coruscating ray springs from your hand. You must succeed on a ranged touch attack to strike a target. The subject takes a penalty to Strength equal to 1d6+1 per two caster levels (maximum 1d6+5). The subject's Strength score cannot drop below 1.

Ray of Exhaustion

Culture and Power Cost: Biomagic 4

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray

Duration: 1 min./+1 PWR

Saving Throw: Constitution Check partial; see text

A black ray projects from your pointing finger. You must succeed on a ranged touch attack with the ray to strike a target.

The subject is immediately exhausted for the spell's duration. A successful Fortitude save means the creature is only fatigued.

A character that is already fatigued instead becomes exhausted.

This spell has no effect on a creature that is already exhausted. Unlike normal exhaustion or fatigue, the effect ends as soon as the spell's duration expires.

Material Component: A drop of sweat.

Ray of Frost

Culture and Power Cost: Elementalism 1

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray

Duration: Instantaneous

Saving Throw: None

A ray of freezing air and ice projects from your pointing finger. You must succeed on a ranged touch attack with the ray to deal damage to a target. The ray deals 1d3 points of cold damage.

Read Magic

Culture and Power Cost: Magic 1, Alchemy 1

Components: V, S, F

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./+1 PWR

By means of *read magic*, you can decipher magical inscriptions on objects—books, scrolls, weapons, and the like—that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed scroll. Furthermore, once the spell is cast and you have read the magical inscription, you are thereafter able to read that particular writing without recourse to the use of *read magic*. You can read at the rate of one page (250 words) per minute.

Read magic can be made permanent with a *permanency* spell.

Focus: A clear crystal or mineral prism.

Read Thoughts

Culture and Power Cost: Psionic 2, Empathy 3

Components: M

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped emanation centered on you

Duration: Concentration, up to 1 min./+1 PWR (D)

Saving Throw: Willpower Check negates; see text

You know the surface thoughts of the mind of any creature in the area that fails a Will save. A target that succeeds on its save is not affected by this manifestation of the power, even if it leaves the area and then reenters the area before the duration expires.

Creatures of animal intelligence have simple, instinctual thoughts that you can pick up. If you read the thoughts of a creature with an Intelligence of 26 or higher (and at least 10 points higher than your own Intelligence score), you are stunned for 1 round and the power ends. This power does not let you pinpoint the location of an affected mind if you don't have line of sight to the subject.

Each round, you can turn to use this power in a new area. The power can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Reality Revision

Culture and Power Cost: Psionic 9, Divine Magic 9, Infernal Magic 9, Abyssal Magic 9, Magic 9

Saving Throw: See text

As *bend reality*, but with more farreaching effects. A *reality revision* can produce any one of the following effects.

- Duplicate any psion power of 8th level or lower, provided the power is not prohibited to you.

- Duplicate any other power (but not a spell) of 6th level or lower, such as a psychic warrior power.

- Duplicate any psion power of 7th level or lower even if it's a power prohibited to you.

- Undo the harmful effects of many other powers, such as *microcosm*, *geas/quest*, or *insanity*.

- Create a nonpsionic item of up to 25,000 IM in value.

- Create a psionic item, or add to the powers of an existing psionic item (see XP cost below).

- Grant a creature a +1 inherent bonus to an ability score.

Two to five *reality revisions* manifested in immediate succession can grant a creature a +2 to +5 inherent bonus to an ability score. Inherent bonuses are instantaneous, so they cannot be negated or dispelled. An inherent bonus cannot exceed +5 for a single ability score. Inherent bonuses to a particular ability score do not stack; only the best one applies.

- Remove injuries and afflictions. A single *reality revision* can aid one creature per manifester level, and all subjects are cured of the same kind of affliction.

Reality revision can not restore the experience point loss from manifesting a power or casting a spell, or the level or Constitution loss from being returned to life by those effects that reduce level or Constitution.

- Revive the dead. *Reality revision* can bring a dead creature back to life by duplicating a *resurrection* spell. This power can revive a dead creature whose body has been destroyed, but the task takes two manifestations of *reality revision*, one to recreate the body and another to infuse the body with life again. *Reality revision* cannot prevent a character who is brought back to life from losing a level.

- Transport travelers. This power can lift one creature per manifester level from anywhere on any plane and place those creatures anywhere else on any plane regardless of local conditions. An unwilling target gets a Will save to negate the effect, and power resistance (if any) applies.

- Undo misfortune. *Reality revision* can undo a single recent event. Manifesting the power forces a reroll of any roll made within the last round (including your last turn).

Reality reshapes itself to accommodate the new result. The reroll, however, may be as bad as or worse than the original roll. An unwilling target gets a Will save to negate the effect, and power resistance (if any) applies.

You can try to use *reality revision* to produce more powerful effects than these, but doing so is dangerous. The manifestation may pervert your intent into a literal but undesirable fulfillment or only a partial fulfillment.

Duplicated powers allow saves and power resistance as normal.

XP Cost: The minimum XP cost for manifesting *reality revision* is 5,000

XP. When a manifestation duplicates a power that has an XP cost, you must pay 5,000 XP or that cost, whichever is more. When a manifestation creates or improves a psionic item, you must pay twice the normal XP cost for crafting or improving the item, plus an additional 5,000 XP.

Recall Agony

Culture and Power Cost: Empathy 2, Psionic 2, Biomagic 3, Infernal Magic 2, Abyssal Magic 2

Components: M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./ level)

Target: One creature

Duration: Instantaneous

Saving Throw: Willpower Check half

The fabric of time parts to your will, revealing wounds your foe has received in the past (or has yet to receive). That foe takes 2d6 points of damage as the past (or future) impinges briefly on the present.

Augment: For every additional power point you spend, this power's damage increases by 1d6 points.

Recall Death

Culture and Power Cost: Psionic 8, Empathy 8, Biomagic 9, Infernal Magic 8, Abyssal Magic 8

Saving Throw: Willpower Check partial; see text

As *recall agony*, except the wounds revealed by folding the fourth dimension are potentially fatal. If the target fails its Will save. it dies. If the save succeeds, the target instead takes 5d6 points of damage.

Reddopsi

Culture and Power Cost: Magic 7

Components: V, M, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: Until discharged or 10 min./+1 PWR

When you manifest *reddopsi*, powers targeted against you rebound to affect the original manifester. This effect reverses powers that have only you as a target (except *dispel psionics* and similar powers or effects). Powers that affect an area and those that produce effects can't be reversed. *Reddopsi* also can't reverse any power with a range of touch.

Should you rebound a power back against a manifester who also is protected by *reddopsi*, the power rebounds once more upon you.

Reduce Animal

Culture and Power Cost: Shamanism 3, Biomagic 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: One willing animal of Small, Medium, Large, or Huge size

Duration: 1 hour/+1 PWR (D)

Saving Throw: None

This spell functions like *reduce person*, except that it affects a single willing animal. Reduce the damage dealt by the animal's natural attacks as appropriate for its new size.

Reduce Person

Culture and Power Cost: Biomagic 2

Components: V, S, M

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Target: One humanoid creature

Duration: 1 min./+1 PWR (D)

Saving Throw: Constitution Check negates

This spell causes instant diminution of a humanoid creature, halving its height, length, and width and dividing its weight by 8. This decrease changes the creature's size category to the next smaller one. The target gains a +2 size bonus to Dexterity, a -2 size penalty to Strength (to a minimum of 1), and a +1 bonus on attack rolls and AC due to its reduced size.

A Small humanoid creature whose size decreases to Tiny has a space of 2-1/2 feet and a natural reach of 0 feet (meaning that it must enter an opponent's square to attack). A Large humanoid creature whose size decreases to Medium has a space of 5 feet and a natural reach of 5 feet. This spell doesn't change the target's speed.

All equipment worn or carried by a creature is similarly reduced by the spell.

Melee and projectile weapons deal less damage. Other magical properties are not affected by this spell. Any *reduced* item that leaves the *reduced* creature's possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown weapons deal their normal damage (projectiles deal damage based on the size of the weapon that fired them).

Multiple magical effects that reduce size do not stack.

Reduce person counters and dispels *enlarge person*.

Reduce person can be made permanent with a *permanency* spell.

Material Component: A pinch of powdered iron.

Reduce Person, Mass

Culture and Power Cost: Biomagic 5

Target: One humanoid creature/+1 PWR, no two of which can be more than 30 ft. apart

This spell functions like *reduce person*, except that it affects multiple creatures.

Refuge

Culture and Power Cost: Magic 8, Alchemy 8

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Object touched

Duration: Permanent until discharged

Saving Throw: None

You create powerful magic in some specially prepared object. This object contains the power to instantly transport its possessor across any distance within the same plane to your abode. Once the item is transmuted, you must give it willingly to a creature and at the same time inform it of a command word to be spoken when the item is used. To make use of the item, the subject speaks the command word at the same time that it rends or breaks the item (a standard action). When this is done, the individual and all objects it is wearing and carrying (to a maximum of the character's heavy load) are instantly transported to your abode. No other creatures are affected (aside from a familiar that is touching the subject).

You can alter the spell when casting it so that it transports you to within 10 feet of the possessor of the item when it is broken and the command word spoken. You will have a general idea of the location and situation of the item possessor at the time the *refuge* spell is discharged, but once you decide to alter the spell in this fashion, you have no choice whether or not to be transported.

Material Component: The specially prepared object, whose construction requires gems worth 1,500 gp.

Regenerate

Culture and Power Cost: Biomagic 8

Components: V, S, DF

Casting Time: 3 full rounds

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Saving Throw: Constitution Check negates (harmless)

The subject's severed body members (fingers, toes, hands, feet, arms, legs, tails, or even heads of multiheaded creatures), broken bones, and ruined organs grow back.

After the spell is cast, the physical regeneration is complete

in 1 round if the severed members are present and touching the creature. It takes 2d10 rounds otherwise. *Regenerate* also cures 4d8 points of damage +1 point (maximum +35), rids the subject of exhaustion and/or fatigue, and eliminates all nonlethal damage the subject has taken. It has no effect on nonliving creatures (including undead).

Reincarnate

Transmutation

Culture and Power Cost: Drd 4

Components: V, S, M, DF

Casting Time: 10 minutes

Range: Touch

Target: Dead creature touched

Duration: Instantaneous

Saving Throw: None; see text

With this spell, you bring back a dead creature in another body, provided that its death occurred no more than one week before the casting of the spell and the subject's soul is free and willing to return. If the subject's soul is not willing to return, the spell does not work; therefore, a subject that wants to return receives no saving throw. Since the dead creature is returning in a new body, all physical ills and afflictions are repaired. The condition of the remains is not a factor. So long as some small portion of the creature's body still exists, it can be reincarnated, but the portion receiving the spell must have been part of the creature's body at the time of death. The magic of the spell creates an entirely new young adult body for the soul to inhabit from the natural elements at hand. This process takes 1 hour to complete. When the body is ready, the subject is reincarnated.

A reincarnated creature recalls the majority of its former life and form. It retains any class abilities, feats, or skill ranks it formerly possessed. Its class, base attack bonus, base save bonuses, and hit points are unchanged.

Strength, Dexterity, and Constitution scores depend partly on the new body. First eliminate the subject's racial adjustments (since it is no longer of his previous race) and then apply the adjustments found below to its remaining ability scores. The subject's level (or Hit Dice) is reduced by 1. If the subject was 1st level, its new Constitution score is reduced by 2. (If this reduction would put its Con at 0 or lower, it can't be reincarnated). This level/HD loss or Constitution loss cannot be repaired by any means.

It's possible for the change in the subject's ability scores to make it difficult for it to pursue its previous character class. If this is the case, the subject is well advised to become a multiclass character.

For a humanoid creature, the new incarnation is determined using the following table. For nonhumanoid creatures, a similar table of creatures of the same type should be created.

A creature that has been turned into an undead creature or killed by a death effect can't be returned to life by this spell. Constructs, elementals, outsiders, and undead creatures can't be reincarnated. The spell cannot bring back a creature who has died of old age.

d%	Incarnation	Str	Dex	Con
01	Bugbear	+4	+2	+2
02-13	Dwarf	+0	+0	+2
14-25	Elf	+0	+2	-2
26	Lycaon	+4	+0	+2
27-38	Gnome	-2	+0	+2
39-42	Goblin	-2	+2	+0
43-52	Half-elf	+0	+0	+0
53-62	Half-orc	+2	+0	+0
63-74	Halfling	-2	+2	+0
75-89	Human	+0	+0	+0

90-93	Kobold	-4	+2	-2
94	Lizardfolk	+2	+0	+2
95-98	Orc	+4	+0	+0
99	Troglodyte	+0	-2	+4
100	Other	?	?	?

The reincarnated creature gains all abilities associated with its new form, including forms of movement and speeds, natural armor, natural attacks, extraordinary abilities, and the like, but it doesn't automatically speak the language of the new form.

A *wish* or a *miracle* spell can restore a reincarnated character to his or her original form.

Material Component: Rare oils and unguents worth a total of least 1,000 gp, spread over the remains.

Remote View Trap

Culture and Power Cost: Psionic 6, Magic 6

Components: M, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 24 hours + 1 hour/+1 PWR

Saving Throw: Willpower Check half; see text

When others use *clairvoyant sense*, *remote viewing*, or other means of scrying you from afar, your prepared trap gives them a nasty surprise. If the scryer fails its saving throw, you are undetected. Moreover, the would-be observer takes 8d6 points of electricity damage. If the scryer makes its saving throw, it takes only 4d6 points of electricity damage and is able to observe you normally. Either way, you are aware of the attempt to view you, but not of the viewer or the viewer's location. It is possible that you might recognize the quasireal viewpoint of someone using the *remote viewing* power if you could pierce its *invisibility* (which is true for *remote viewing* whether or not you use this power).

Remote Viewing

Culture and Power Cost: Psionic 4, Magic 4

Components: M, S, V

Casting Time: 1 hour

Range: See text

Effect: Quasi-real viewpoint

Duration: 1 min./+1 PWR (D)

Saving Throw: Willpower Check negates

You send your mind across space and dimensions, forming it into a quasireal viewpoint from which you can see and hear some creature located at any distance from you, even if planar boundaries separate you. If the subject succeeds on a Will save, the *remote viewing* attempt fails, and you can't attempt to view that creature again for at least 24 hours. The difficulty of the save depends on how well you know the subject and what sort of physical connection (if any) you have to that creature. Furthermore, if the subject is on another plane, it gets a +5 bonus on its Will save.

Knowledge Will Save Modifier

None*	+10
Secondhand (you have heard of the subject)	+5
Firsthand (you have met the subject)	+0
Familiar (you know the subject well)	-5

*You must have some sort of connection to a creature you have no knowledge of.

Connection	Will Save Modifier
Likeness or picture	-2
Possession or garment	-4
Body part, lock of hair, bit of nail, etc.	-10

Subject on another plane +5
 If the subject fails its Will save, your mind coalesces a quasi-real viewpoint near enough to the subject to see and hear the subject and its immediate surroundings (up 30 feet in all directions away from the subject).
 While the *remote viewing* lasts, your real body remains unmoving and unaware of your actual surroundings. On the other hand, your quasi-real viewpoint is treated in some ways as if it were an invisible *ectoplasmic form* of yourself, except as follows. This power is of the Scrying subdiscipline, but use the following information in place of the standard scrying sensor. As a quasi-real viewpoint, you can speak (though your voice is whispery).
 You may potentially be sensed by the subject of your viewing (subjects who can see or sense invisible or hidden creatures automatically sense you; otherwise you make a Hide check with a +40 bonus to escape detection if immobile, or a +20 bonus if moving). You could be attacked (although if you become subject to *dispel psionics*, the *remote viewing* simply ends). If the subject moves, you can attempt to follow it at a speed of 20 feet, though if it gets farther than 30 feet from you (or you move farther than 30 feet from it), the power ends.
 You can attempt to manifest one power through your quasi-real viewpoint, but you must make a Concentration skill roll to succeed. Manifesting (or attempting and failing to manifest) a power immediately ends the *remote viewing*. Furthermore, all powers from your quasi-real viewpoint cost twice the usual number of power points (you can't exceed the power point limit set by your manifester level, so you are restricted to manifesting lower-level powers than you otherwise could). Power points you spend as a quasireal viewpoint are drained from your real body.
XP Cost: 20 XP.

Remove Blindness/Deafness
 Culture and Power Cost: Biomagic 4, Divine Magic 4
 Components: V, S
 Casting Time: 1 standard action
 Range: Touch
 Target: Creature touched
 Duration: Instantaneous
 Saving Throw: Constitution Check negates (harmless)
Remove blindness/deafness cures blindness or deafness (your choice), whether the effect is normal or magical in nature. The spell does not restore ears or eyes that have been lost, but it repairs them if they are damaged.
Remove blindness/deafness counters and dispels *blindness/deafness*.

Remove Curse
 Culture and Power Cost: Divine Magic 4
 Components: V, S
 Casting Time: 1 standard action
 Range: Touch
 Target: Creature or item touched
 Duration: Instantaneous
 Saving Throw: Willpower Check negates (harmless)

Remove curse instantaneously removes all curses on an object or a creature. *Remove curse* does not remove the curse from a cursed shield, weapon, or suit of armor, although the spell typically enables the creature afflicted with any such cursed item to remove and get rid of it. Certain special curses may not be countered by this spell or may be countered only by a caster of a certain level or higher.
Remove curse counters and dispels *bestow curse*.

Remove Disease
 Culture and Power Cost: Divine Magic 4, Biomagic 4

Components: V, S
 Casting Time: 1 standard action
 Range: Touch
 Target: Creature touched
 Duration: Instantaneous
 Saving Throw: Constitution Check negates (harmless)
Remove disease cures all diseases that the subject is suffering from. The spell also kills parasites, including green slime and others. Certain special diseases may not be countered by this spell or may be countered only by a caster of a certain level or higher.
Note: Since the spell's duration is instantaneous, it does not prevent reinfection after a new exposure to the same disease at a later date.

Remove Fear
 Culture and Power Cost: Empathy 2, Divine Magic 2
 Components: V, S
 Casting Time: 1 standard action
 Range: Close (25 ft. + 5 ft./2 levels)
 Targets: One creature plus one additional creature per four levels, no two of which can be more than 30 ft. apart
 Duration: 10 minutes; see text
 Saving Throw: Willpower Check negates (harmless)
 You instill courage in the subject, granting it a +4 morale bonus against *fear* effects for 10 minutes. If the subject is under the influence of a *fear* effect when receiving the spell, that effect is suppressed for the duration of the spell.
Remove fear counters and dispels *cause fear*.

Remove Paralysis
 Culture and Power Cost: Divine Magic 3, Biomagic 3
 Components: V, S
 Casting Time: 1 standard action
 Range: Close (25 ft. + 5 ft./2 levels)
 Targets: Up to four creatures, no two of which can be more than 30 ft. apart
 Duration: Instantaneous
 Saving Throw: Willpower Check negates (harmless)
 You can free one or more creatures from the effects of any temporary paralysis or related magic, including a ghoul's touch or a *slow* spell. If the spell is cast on one creature, the paralysis is negated. If cast on two creatures, each receives another save with a +4 resistance bonus against the effect that afflicts it. If cast on three or four creatures, each receives another save with a +2 resistance bonus. The spell does not restore ability scores reduced by penalties, damage, or drain.

Repel Metal or Stone
 Culture and Power Cost: Elementalism 9, Alchemy 9 (Repel Metal only)
 Components: V, S
 Casting Time: 1 standard action
 Range: 60 ft.
 Area: 60-ft. line from you
 Duration: 1 round/+1 PWR (D)
 Saving Throw: None
 Like *repel wood*, this spell creates waves of invisible and intangible energy that roll forth from you. All metal or stone objects in the path of the spell are pushed away from you to the limit of the range. Fixed metal or stone objects larger than 3 inches in diameter and loose objects weighing more than 500 pounds are not affected. Anything else, including animated objects, small boulders, and creatures in metal armor, moves back. Fixed objects 3 inches in diameter or smaller bend or break, and the pieces move with the wave of energy. Objects affected by the spell are repelled at the rate of 40 feet per round.
 Objects such as metal armor, swords, and the like are pushed back, dragging their bearers with them. Even magic

items with metal components are repelled, although an *antimagic field* blocks the effects.

The waves of energy continue to sweep down the set path for the spell's duration. After you cast the spell, the path is set, and you can then do other things or go elsewhere without affecting the spell's power.

Repel Vermin

Culture and Power Cost: Shamanism 4, Biomagic 5

Components: V, S, DF

Casting Time: 1 standard action

Range: 10 ft.

Area: 10-ft.-radius emanation centered on you

Duration: 10 min./+1 PWR (D)

Saving Throw: None or Willpower Check negates; see text
An invisible barrier holds back vermin. A vermin with Hit Dice of less than one-third your level cannot penetrate the barrier.

A vermin with Hit Dice of one-third your level or more can penetrate the barrier if it succeeds on a Will save. Even so, crossing the barrier deals the vermin 2d6 points of damage, and pressing against the barrier causes pain, which deters most vermin.

Repel Wood

Culture and Power Cost: Druidism 7

Components: V, S

Casting Time: 1 standard action

Range: 60 ft.

Area: 60-ft. line-shaped emanation from you

Duration: 1 min./+1 PWR (D)

Saving Throw: None

Waves of energy roll forth from you, moving in the direction that you determine, causing all wooden objects in the path of the spell to be pushed away from you to the limit of the range. Wooden objects larger than 3 inches in diameter that are fixed firmly are not affected, but loose objects are. Objects 3 inches in diameter or smaller that are fixed in place splinter and break, and the pieces move with the wave of energy. Objects affected by the spell are repelled at the rate of 40 feet per round.

Objects such as wooden shields, spears, wooden weapon shafts and hafts, and arrows and bolts are pushed back, dragging those carrying them along. (A creature being dragged by an item it is carrying can let go. A creature being dragged by a shield can loose it as a move action and drop it as a free action.) If a spear is planted (set) to prevent this forced movement, it splinters. Even magic items with wooden sections are repelled, although an *antimagic field* blocks the effects.

The waves of energy continue to sweep down the set path for the spell's duration. After you cast the spell, the path is set, and you can then do other things or go elsewhere without affecting the spell's power.

Repulsion

Culture and Power Cost: Psionic 8, Empathy 8, Biomagic 8, Shamanism 8 (animals only)

Components: V, S, F/DF

Casting Time: 1 standard action

Range: Up to 10 ft./+1 PWR

Area: Up to 10-ft.-radius/+1 PWR emanation centered on you

Duration: 1 round/+1 PWR (D)

Saving Throw: Willpower Check negates

An invisible, mobile field surrounds you and prevents creatures from approaching you. You decide how big the field is at the time of casting (to the limit your level allows). Any creature within or entering the field must attempt a save. If it fails, it becomes unable to move toward you for

the duration of the spell. Repelled creatures' actions are not otherwise restricted.

They can fight other creatures and can cast spells and attack you with ranged weapons. If you move closer to an affected creature, nothing happens. (The creature is not forced back.) The creature is free to make melee attacks against you if you come within reach. If a repelled creature moves away from you and then tries to turn back toward you, it cannot move any closer if it is still within the spell's area.

Arcane Focus: A pair of small iron bars attached to two small canine statuettes, one black and one white, the whole array worth 50 gp.

Resilient Sphere

Culture and Power Cost: Magic 5

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: 1-ft.-diameter/+1 PWR sphere, centered around a creature

Duration: 1 min./+1 PWR (D)

Saving Throw: Reflex negates

A globe of shimmering force encloses a creature, provided the creature is small enough to fit within the diameter of the sphere. The sphere contains its subject for the spell's duration. The sphere is not subject to damage of any sort except from a *rod of cancellation*, a *rod of negation*, a *disintegrate* spell, or a targeted *dispel magic* spell. These effects destroy the sphere without harm to the subject. Nothing can pass through the sphere, inside or out, though the subject can breathe normally.

The subject may struggle, but the sphere cannot be physically moved either by people outside it or by the struggles of those within.

Material Component: A hemispherical piece of clear crystal and a matching hemispherical piece of gum arabic.

Resistance

Culture and Power Cost: Magic 1, Divine Magic 1, Infernal Magic 1, Abyssal Magic 1

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute

Saving Throw: Willpower Check negates (harmless)

You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves.

Resistance can be made permanent with a *permanency* spell.

Arcane Material Component: A miniature cloak.

Resist Energy

Culture and Power Cost: Magic 2, Elementalism (Acid, Cold, Electricity, Fire only), Alchemy (Acid, Electricity and Sonic only)

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 min./+1 PWR

Saving Throw: Constitution Check negates (harmless)

This abjuration grants a creature limited protection from damage of whichever one of five energy types you select: acid, cold, electricity, fire, or sonic. The subject gains energy resistance 10 against the energy type chosen, meaning that each time the creature is subjected to such damage (whether from a natural or magical source), that damage is reduced by 10 points before being applied to the

creature's hit points. The value of the energy resistance granted increases to 20 points at 7th level and to a maximum of 30 points at 11th level. The spell protects the recipient's equipment as well.

Resist energy absorbs only damage. The subject could still suffer unfortunate side effects.

Note: Resist energy overlaps (and does not stack with) *protection from energy*. If a character is warded by *protection from energy* and *resist energy*, the *protection* spell absorbs damage until its power is exhausted.

Restore Extremity

Culture and Power Cost: Biomagic 5

Components: V

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Willpower Check half (harmless)

You restore a severed extremity to a creature that has lost a digit, hand, arm, leg, or even its head. This power does not restore life, but it returns a lost extremity to a living or dead creature if the creature is otherwise mostly intact. The original extremity need not be present when this power is manifested; a new extremity is created by the power. If a head is restored to a body, the original head (if not already destroyed) loses all spark of identity, and can be considered so much dead tissue.

Restoration

Culture and Power Cost: Divine Magic 5, Biomagic 5

Components: V, S, M

This spell functions like *lesser restoration*, except that it also dispels negative levels and restores one experience level to a creature who has had a level drained. The drained level is restored only if the time since the creature lost the level is equal to or less than one day. A character who has a level restored by *restoration* has exactly the minimum number of experience points necessary to restore him or her to his or her previous level.

Restoration cures all temporary ability damage, and it restores all points permanently drained from a single ability score (your choice if more than one is drained). It also eliminates any fatigue or exhaustion suffered by the target. *Restoration* does not restore levels or Constitution points lost due to death.

Material Component: Diamond dust worth 100 IM that is sprinkled over the target.

Restoration, Greater

Culture and Power Cost: Divine Magic 8, Biomagic 8

Components: V, S, XP

Casting Time: 10 minutes

This spell functions like *lesser restoration*, except that it dispels all negative levels afflicting the healed creature. This effect also reverses level drains by a force or creature, restoring the creature to the highest level it had previously attained. The drained levels are restored only if the time since the creature lost the level is no more than one week. *Greater restoration* also dispels all magical effects penalizing the creature's abilities, cures all temporary ability damage, and restores all points permanently drained from all ability scores. It also eliminates fatigue and exhaustion, and removes all forms of insanity, *confusion*, and similar mental effects. *Greater restoration* does not restore levels or Constitution points lost due to death.

XP Cost: 500 XP.

Restoration, Lesser

Culture and Power Cost: Divine Magic 2, Biomagic 2

Components: V, S

Casting Time: 3 rounds

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Willpower Check negates (harmless)

Lesser restoration dispels any magical effects reducing one of the subject's ability scores or cures 1d4 points of temporary ability damage to one of the subject's ability scores. It also eliminates any fatigue suffered by the character, and improves an exhausted condition to fatigued. It does not restore permanent ability drain.

Resurrection

Culture and Power Cost: Divine Magic 8, Spiritualism 10

Casting Time: 10 minutes

This spell functions like *raise dead*, except that you are able to restore life and complete strength to any deceased creature.

The condition of the remains is not a factor. So long as some small portion of the creature's body still exists, it can be resurrected, but the portion receiving the spell must have been part of the creature's body at the time of death. (The remains of a creature hit by a *disintegrate* spell count as a small portion of its body.) The creature can have been dead no longer than 10 years.

Upon completion of the spell, the creature is immediately restored to full hit points, vigor, and health, with no loss of prepared spells. However, the subject loses one level, or 2 points of Constitution if the subject was 1st level. (If this reduction would bring its Con to 0 or lower, it can't be resurrected). This level loss or Constitution loss cannot be repaired by any means.

You can resurrect someone killed by a death effect or someone who has been turned into an undead creature and then destroyed. You cannot resurrect someone who has died of old age. Constructs, elementals, outsiders, and undead creatures can't be resurrected.

Material Component: A sprinkle of holy water and diamonds worth a total of at least 10,000 gp.

Retrieve

Culture and Power Cost: Psionic 6, Alchemy 6, Magic 6

Components: S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One object you can hold or carry in one hand, weighing up to 10 lb./+1 PWR

Duration: Instantaneous

Saving Throw: Willpower Check negates; see text

You automatically teleport an item you can see within range directly to your hand. If the object is in the possession of an opponent, it comes to your hand if your opponent fails a Will save.

Augment: For every additional power point you spend, the weight limit of the target increases by 10 pounds.

Reverse Gravity

Culture and Power Cost: Magic 8, Alchemy 10

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./+1 PWR)

Area: Up to one 10-ft. cube per two levels (S)

Duration: 1 round/+1 PWR (D)

Saving Throw: None; see text

This spell reverses gravity in an area, causing all unattached objects and creatures within that area to fall upward and reach the top of the area in 1 round. If some solid object (such as a ceiling) is encountered in this fall, falling objects and creatures strike it in the same manner as they would during a normal downward fall. If an object

or creature reaches the top of the area without striking anything, it remains there, oscillating slightly, until the spell ends. At the end of the spell duration, affected objects and creatures fall downward.

Provided it has something to hold onto, a creature caught in the area can attempt a Reflex save to secure itself when the spell strikes. Creatures who can fly or levitate can keep themselves from falling.

Arcane Material Component: A lodestone and iron filings.

Righteous Might

Culture and Power Cost: Divine Magic 6

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/+1 PWR (D)

Your height immediately doubles, and your weight increases by a factor of eight. This increase changes your size category to the next larger one, and you gain a +8 size bonus to Strength and a +4 size bonus to Constitution. You gain a +4 enhancement bonus to your natural armor. You gain damage reduction 5/evil (if you normally channel positive energy) or damage reduction 5/good (if you normally channel negative energy). At 12th level this damage reduction becomes 10/evil or 10/good, and at 15th level it becomes 15/evil or 15/good (the maximum). Your size modifier for AC and attacks changes as appropriate to your new size category. This spell doesn't change your speed. Determine space and reach as appropriate to your new size.

If insufficient room is available for the desired growth, you attain the maximum possible size and may make a Strength check (using your increased Strength) to burst any enclosures in the process. If you fail, you are constrained without harm by the materials enclosing you—the spell cannot crush you by increasing your size.

All equipment you wear or carry is similarly enlarged by the spell. Melee and projectile weapons deal more damage.

Other magical properties are not affected by this spell. Any enlarged item that leaves your possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown weapons deal their normal damage (projectiles deal damage based on the size of the weapon that fired them).

Multiple magical effects that increase size do not stack.

Rope Trick

Culture and Power Cost: Magic 3, Alchemy 3

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: One touched piece of rope from 5 ft. to 30 ft. long

Duration: 1 hour/+1 PWR (D)

Saving Throw: None

When this spell is cast upon a piece of rope from 5 to 30 feet long, one end of the rope rises into the air until the whole rope hangs perpendicular to the ground, as if affixed at the upper end. The upper end is, in fact, fastened to an extradimensional space that is outside the multiverse of extradimensional spaces ("planes"). Creatures in the extradimensional space are hidden, beyond the reach of spells (including divinations), unless those spells work across planes. The space holds as many as eight creatures (of any size). Creatures in the space can pull the rope up into the space, making the rope "disappear." In that case, the rope counts as one of the eight creatures that can fit in the space. The rope can support up to 16,000 pounds. A weight greater than that can pull the rope free.

Spells cannot be cast across the extradimensional interface, nor can area effects cross it. Those in the extradimensional

space can see out of it as if a 3-foot-by- 5-foot window were centered on the rope. The window is present on the Material Plane, but it's invisible, and even creatures that can see the window can't see through it. Anything inside the extradimensional space drops out when the spell ends. The rope can be climbed by only one person at a time. The *rope trick* spell enables climbers to reach a normal place if they do not climb all the way to the extradimensional space.

Note: It is hazardous to create an extradimensional space within an existing extradimensional space or to take an extradimensional space into an existing one.

Material Component: Powdered corn extract and a twisted loop of parchment.

Rusting Grasp

Culture and Power Cost: Alchemy 5

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: One nonmagical ferrous object (or the volume of the object within 3 ft. of the touched point) or one ferrous creature

Duration: See text

Saving Throw: None

Any iron or iron alloy item you touch becomes instantaneously rusted, pitted, and worthless, effectively destroyed. If the item is so large that it cannot fit within a 3-foot radius a 3-foot-radius volume of the metal is rusted and destroyed. Magic items made of metal are immune to this spell.

You may employ *rusting grasp* in combat with a successful melee touch attack. *Rusting grasp* used in this way instantaneously destroys 1d6 points of Armor Class gained from metal armor (to the maximum amount of protection the armor offered) through corrosion.

Weapons in use by an opponent targeted by the spell are more difficult to grasp. You must succeed on a melee touch attack against the weapon. A metal weapon that is hit is destroyed.

Note: Striking at an opponent's weapon provokes an attack of opportunity. Also, you must touch the weapon and not the other way around.

Against a ferrous creature, *rusting grasp* instantaneously deals 3d6 points of damage +1 (maximum +15) per successful attack. The spell lasts for 1 round per level, and you can make one melee touch attack per round.

Sanctuary

Culture and Power Cost: Druidism 2, Divine Magic 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/+1 PWR

Saving Throw: Willpower Check negates

Any opponent attempting to strike or otherwise directly attack the warded creature, even with a targeted spell, must attempt a Will save. If the save succeeds, the opponent can attack normally and is unaffected by that casting of the spell. If the save fails, the opponent can't follow through with the attack, that part of its action is lost, and it can't directly attack the warded creature for the duration of the spell. Those not attempting to attack the subject remain unaffected. This spell does not prevent the warded creature from being attacked or affected by area or effect spells. The subject cannot attack without breaking the spell but may use nonattack spells or otherwise act.

Scare

Culture and Power Cost: Empathy 3, Infernal Magic 3, Abyssal 3
 Components: V, S, M
 Casting Time: 1 standard action
 Range: Medium (100 ft. + 10 ft./+1 PWR)
 Targets: One living creature per three levels, no two of which can be more than 30 ft. apart
 Duration: 1 round/+1 PWR or 1 round; see text for *cause fear*
 Saving Throw: Willpower Check partial
 This spell functions like *cause fear*, except that it causes all targeted creatures of less than 6 HD to become frightened.
Material Component: A bit of bone from an undead skeleton, zombie, ghoul, ghast, or mummy.

Schism

Culture and Power Cost: Psionic 4, Empathy 5
 Components: V, S
 Casting Time: 1 standard action
 Range: Personal
 Target: You
 Duration: 1 round/+1 PWR (D)
 Your mind splits into two independent parts. Each part functions in complete autonomy, like two characters in one body. Your new "second mind" does not control your body physically but is free to take one standard action in each round if the action is purely mental (such as manifesting a power) in the same round you take your normal actions. Your second mind can manifest powers using your power point reserve, but only as if your manifester level were six lower than it is. Your second mind doesn't provoke attacks of opportunity when manifesting a power, because doing so doesn't distract your primary mind.
 Your second mind takes its first action on your turn in the round after *schism* is manifested.
 Both your minds communicate with each other telepathically. If you are subject to a compulsion or charm effect while you are of two minds, make a second saving throw if you fail the first. If you fail both, then the *schism* ends and you are affected normally by the power. If you fail just one, the *schism* ends immediately, but you are not subject to the compulsion or charm.
 Your second mind does not gain any advantages if you are subject to a *haste* effect, although you gain the overall standard benefits.

Scintillating Pattern

Culture and Power Cost: Magic 9
 Components: V, S, M
 Casting Time: 1 standard action
 Range: Close (25 ft. + 5 ft./2 levels)
 Effect: Colorful lights in a 20-ft.-radius spread
 Duration: Concentration + 2 rounds
 Saving Throw: None
 A twisting pattern of discordant, coruscating colors weaves through the air, affecting creatures within it. The spell affects a total number of 20 CON of creatures. Creatures with the lowest CON are affected first; and, among creatures with equal CON, those who are closest to the spell's point of origin are affected first. The spell affects each subject according to its CON.
 6 or less: Unconscious for 1d4 rounds, then stunned for 1d4 rounds, and then *confused* for 1d4 rounds. (Treat an unconscious result as stunned for nonliving creatures.)
 7 to 12: Stunned for 1d4 rounds, then *confused* for 1d4 rounds.
 13 or more: *Confused* for 1d4 rounds.
 Sightless creatures are not affected by *scintillating pattern*.
Material Component: A small crystal prism.

Scorching Ray

Culture and Power Cost: Elementalism
 Components: V, S
 Casting Time: 1 standard action
 Range: Close (25 ft. + 5 ft./2 levels)
 Effect: One or more rays
 Duration: Instantaneous
 Saving Throw: None
 You blast your enemies with fiery rays. You may fire one ray, plus one additional ray for every four levels beyond 3rd (to a maximum of three rays at 11th level). Each ray requires a ranged touch attack to hit and deals 4d6 points of fire damage.
 The rays may be fired at the same or different targets, but all bolts must be aimed at targets within 30 feet of each other and fired simultaneously.

Screen

Culture and Power Cost: Magic 8
 Components: V, S
 Casting Time: 10 minutes
 Range: Close (25 ft. + 5 ft./2 levels)
 Area: 30-ft. cube/+1 PWR (S)
 Duration: 24 hours
 Saving Throw: None or Will disbelief (if interacted with); see text
 This spell combines several elements to create a powerful protection from scrying and direct observation. When casting the spell, you dictate what will and will not be observed in the spell's area. The illusion created must be stated in general terms. Once the conditions are set, they cannot be changed.
 Attempts to scry the area automatically detect the image stated by you with no save allowed. Sight and sound are appropriate to the illusion created.
 Direct observation may allow a save (as per a normal illusion), if there is cause to disbelieve what is seen. Even entering the area does not cancel the illusion or necessarily allow a save, assuming that hidden beings take care to stay out of the way of those affected by the illusion.

Scrying

Culture and Power Cost: : Divine Magic 5, Infernal Magic 5, Abyssal Magic 5, Druidism 5
 Components: V, S, M/DF, F
 Casting Time: 1 hour
 Range: See text
 Effect: Magical sensor
 Duration: 1 min./+1 PWR
 Saving Throw: Willpower Check negates
 You can see and hear some creature, which may be at any distance. If the subject succeeds on a Will save, the scrying attempt simply fails. The difficulty of the save depends on how well you know the subject and what sort of physical connection (if any) you have to that creature. Furthermore, if the subject is on another plane, it gets a +5 bonus on its Will save.

Knowledge	Will Save Modifier
None ¹	+10
Secondhand (you have heard of the subject)	+5
Firsthand (you have met the subject)	+0
Familiar (you know the subject well)	-5
¹ You must have some sort of connection to a creature you have no knowledge of.	
Connection	Will Save Modifier
Likeness or picture	-2
Possession or garment	-4
Body part, lock of hair, bit of nail, etc.	-10

If the save fails, you can see and hear the subject and the subject's immediate surroundings (approximately 10 feet in all directions of the subject). If the subject moves, the sensor follows at a speed of up to 150 feet.

As with all divination (scrying) spells, the sensor has your full visual acuity, including any magical effects. In addition, the following spells have a 5% chance of operating through the sensor: *detect chaos*, *detect evil*, *detect good*, *detect law*, *detect magic*, and *message*.

If the save succeeds, you can't attempt to scry on that subject again for at least 24 hours.

Arcane Material Component: The eye of a hawk, an eagle, or a roc, plus nitric acid, copper, and zinc.

Wizard, Sorcerer, or Bard Focus: A mirror of finely wrought and highly polished silver costing not less than 1,000 gp. The mirror must be at least 2 feet by 4 feet.

Cleric Focus: A holy water font costing not less than 100 gp.

Druid Focus: A natural pool of water.

Scrying, Greater

Culture and Power Cost: : Divine Magic 6, Infernal Magic 6, Abyssal Magic 6, Druidism 6

Components: V, S

Casting Time: 1 standard action

Duration: 1 hour/+1 PWR

This spell functions like *scrying*, except as noted above.

Additionally, all of the following spells function reliably through the sensor: *detect chaos*, *detect evil*, *detect good*, *detect law*, *detect magic*, *message*, *read magic*, and *tongues*.

Sculpt Sound

Culture and Power Cost: Magic 4

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature or object/+1 PWR, no two of which can be more than 30 ft. apart

Duration: 1 hour/+1 PWR (D)

Saving Throw: Willpower Check negates (object)

You change the sounds that creatures or objects make. You can create sounds where none exist, deaden sounds, or transform sounds into other sounds. All affected creatures or objects must be transmuted in the same way. Once the transmutation is made, you cannot change it.

You can change the qualities of sounds but cannot create words with which you are unfamiliar yourself.

A spellcaster whose voice is changed dramatically is unable to cast spells with verbal components.

Searing Light

Culture and Power Cost: Magic 4, Divine Magic 4

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./+1 PWR)

Effect: Ray

Duration: Instantaneous

Saving Throw: None

Focusing divine power like a ray of the sun, you project a blast of light from your open palm. You must succeed on a ranged touch attack to strike your target. A creature struck by this ray of light takes 1d8 points of damage per two caster levels (maximum 5d8). An undead creature takes 1d6 points of damage (maximum 10d6), and an undead creature particularly vulnerable to bright light takes 1d8 points of damage (maximum 10d8). A construct or inanimate object takes only 1d6 points of damage per two caster levels (maximum 5d6).

Second Chance

Culture and Power Cost: Magic 5, Divine Magic 7, Infernal Magic 7, Abyssal Magic 7

Components: M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/+1 PWR or until discharged

You take a hand in influencing the probable outcomes of your immediate environment. You see the many alternative branches that reality could take in the next few seconds, and with this foreknowledge you gain the ability to reroll one attack roll, one saving throw, one ability check, or one skill check each round. You must take the result of the reroll, even if it's worse than the original roll. You do not have to make another roll if satisfied with your original roll.

Secret Chest

Culture and Power Cost: Alchemy 6

Components: V, S, F

Casting Time: 10 minutes

Range: See text

Target: One chest and up to 1 cu. ft. of goods/caster level

Duration: Sixty days or until discharged

Saving Throw: None

You hide a chest on the Ethereal Plane for as long as sixty days and can retrieve it at will. The chest can contain up to 1 cubic foot of material (regardless of the chest's actual size, which is about 3 feet by 2 feet by 2 feet). If any living creatures are in the chest, there is a 75% chance that the spell simply fails. Once the chest is hidden, you can retrieve it by concentrating (a standard action), and it appears next to you.

The chest must be exceptionally well crafted and expensive, constructed for you by master crafters. The cost of such a chest is never less than 5,000 gp. Once it is constructed, you must make a tiny replica (of the same materials and perfect in every detail), so that the miniature of the chest appears to be a perfect copy. (The replica costs 50 gp.) You can have but one pair of these chests at any given time—even a *wish* spell does not allow more. The chests are nonmagical and can be fitted with locks, wards, and so on, just as any normal chest can be.

To hide the chest, you cast the spell while touching both the chest and the replica. The chest vanishes into the Ethereal Plane. You need the replica to recall the chest. After sixty days, there is a cumulative chance of 5% per day that the chest is irretrievably lost. If the miniature of the chest is lost or destroyed, there is no way, not even with a *wish* spell, that the large chest can be summoned back, although an extraplanar expedition might be mounted to find it.

Living things in the chest eat, sleep, and age normally, and they die if they run out of food, air, water, or whatever they need to survive.

Focus: The chest and its replica.

Secret Page

Culture and Power Cost: Alchemy 4

Components: V, S, M

Casting Time: 10 minutes

Range: Touch

Target: Page touched, up to 3 sq. ft. in size

Duration: Permanent

Saving Throw: None

Secret page alters the contents of a page so that they appear to be something entirely different. The text of a spell can be changed to show even another spell. *Explosive runes* or *sepia snake sigil* can be cast upon the *secret page*.

A *comprehend languages* spell alone cannot reveal a *secret page*'s contents. You are able to reveal the original contents by speaking a special word. You can then peruse the actual page, and return it to its *secret page* form at will. You can also remove the spell by double repetition of the special word. A *detect magic* spell reveals dim magic on the page in question but does not reveal its true contents. *True seeing* reveals the presence of the hidden material but does not reveal the contents unless cast in combination with *comprehend languages*. A *secret page* spell can be dispelled, and the hidden writings can be destroyed by means of an *erase* spell.

Material Component: Powdered herring scales and will-o'-wisp essence.

Secure Shelter

Culture and Power Cost: Druid 5, Alchemy 6

Components: V, S, M, F; see text

Casting Time: 10 minutes

Range: Close (25 ft. + 5 ft./2 levels)

Effect: 20-ft.-square structure

Duration: 2 hours/+1 PWR (D)

Saving Throw: None

You conjure a sturdy cottage or lodge made of material that is common in the area where the spell is cast. The floor is level, clean, and dry. In all respects the lodging resembles a normal cottage, with a sturdy door, two shuttered windows, and a small fireplace.

The shelter has no heating or cooling source (other than natural insulation qualities). Therefore, it must be heated as a normal dwelling, and extreme heat adversely affects it and its occupants. The dwelling does, however, provide considerable security otherwise—it is as strong as a normal stone building, regardless of its material composition. The dwelling resists flames and fire as if it were stone. It is impervious to normal missiles (but not the sort cast by siege engines or giants).

The door, shutters, and even chimney are secure against intrusion, the former two being *arcane locked* and the latter secured by an iron grate at the top and a narrow flue. In addition, these three areas are protected by an *alarm* spell. Finally, an *unseen servant* is conjured to provide service to you for the duration of the shelter.

The *secure shelter* contains rude furnishings—eight bunks, a trestle table, eight stools, and a writing desk.

Material Component: A square chip of stone, crushed lime, a few grains of sand, a sprinkling of water, and several splinters of wood. These must be augmented by the components of the *unseen servant* spell (string and a bit of wood) if this benefit is to be included.

Focus: The focus of the *alarm* spell (silver wire and a tiny bell) if this benefit is to be included.

See Invisibility

Culture and Power Cost: Magic 3, Biomagic 3

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./+1 PWR (D)

You can see any objects or beings that are invisible within your range of vision, as well as any that are ethereal, as if they were normally visible. Such creatures are visible to you as translucent shapes, allowing you easily to discern the difference between visible, invisible, and ethereal creatures.

The spell does not reveal the method used to obtain invisibility. It does not reveal illusions or enable you to see through opaque objects. It does not reveal creatures who are simply hiding, concealed, or otherwise hard to see.

See invisibility can be made permanent with a *permanency* spell.

Material Component: A pinch of talc and a small sprinkling of powdered silver.

Seeming

Culture and Power Cost: Magic 6

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature per two levels, no two of which can be more than 30 ft. apart

Duration: 12 hours (D)

Saving Throw: Willpower Check negates or Will disbelief (if interacted with)

This spell functions like *disguise self*, except that you can change the appearance of other people as well. Affected creatures resume their normal appearances if slain.

Unwilling targets can negate the spell's effect on them by making Will saves.

Sending

Culture and Power Cost: Shamanism (animals only) 5,

Divine Magic 5, Infernal Magic 5, Abyssal Magic 5, Psionic 5

Components: V, S, M/DF

Casting Time: 10 minutes

Range: See text

Target: One creature

Duration: 1 round; see text

Saving Throw: None

You contact a particular creature with which you are familiar and send a short message of twenty-five words or less to the subject. The subject recognizes you if it knows you. It can answer in like manner immediately. A creature with an Intelligence score as low as 1 can understand the *sending*, though the subject's ability to react is limited as normal by its Intelligence score. Even if the *sending* is received, the subject is not obligated to act upon it in any manner.

If the creature in question is not on the same plane of existence as you are, there is a 5% chance that the *sending* does not arrive. (Local conditions on other planes may worsen this chance considerably.)

Arcane Material Component: A short piece of fine copper wire.

Sense Link

Culture and Power Cost: Psionic 1, Empathy 2, Biomagic 2

Components: S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./+1 PWR)

Target: One willing creature

Duration: Concentration, up to 1 min./+1 PWR

You perceive what the subject creature perceives using its sight, hearing, taste, or smell. Only one sense is linked, and you cannot switch between senses with the same manifestation.

You make any skill checks involving senses, such as Spot or Listen, as the subject, and only within the subject's field of view. You lose your Dexterity bonus to AC while directly sensing what the subject senses.

Once *sense link* is manifested, the link persists even if the subject moves out of the range of the original manifestation (but the link does not work across planes). You do not control the subject, nor can you communicate with it by means of this power.

The strength of the subject's linked sense could be enhanced by other powers or items, allowing you the same enhanced sense. You are subject to any gaze attack affecting the subject creature (if you linked vision). If you

are blinded or deafened, or suffer some other sensory deprivation, the linked creature functions as an independent sensory organ, and provides you the benefit of the linked sense from its perspective while this power's duration lasts.

Augment: You can augment this power in one or both of the following ways.

1. If you spend 1 additional power point, you can have the subject perceive one of your senses instead of the other way around.
2. If you spend 2 additional power points, you can link to a second sense of the same subject.

Sense Link, Forced

Culture and Power Cost: Psionic 2, Empathy 3, Biomagic 3
Saving Throw: Willpower Check negates

As *sense link*, except you can use this power on any creature (willing or unwilling), and this power can't be augmented.

Sensitivity to Psychic Impressions

Culture and Power Cost: Psionic 3, Empathy 3

Components: V, M

Casting Time: 1 hour

Range: Close (25 ft. + 5 ft./2 levels)

Area: Spread with a radius of 25 ft. + 5 ft./2 levels, centered on you

Duration: Concentration, up to 10 min./+1 PWR

Saving Throw: None

You gain historical vision in a given location. Rooms, streets, tunnels, and other discrete locations accumulate psychic impressions left by powerful emotions experienced in a given area. These impressions offer you a picture of the location's past.

The types of events most likely to leave psychic impressions are those that elicited strong emotions: battles and betrayals, marriages and murders, births and great pain, or any other event where one emotion dominates. Everyday occurrences leave no residue for a manifester to detect.

The vision of the event is dreamlike and shadowy. You do not gain special knowledge of those involved in the vision, though you might be able to read large banners or other writing if they are in your language.

Beginning with the most recent significant event at a location and working backward in time, you can sense one distinct event for every 10 minutes you maintain concentration, if any such events exist to be sensed. Your sensitivity extends into the past a maximum number of years equal to 100 x your manifester level.

Sepia Snake Sigil

Culture and Power Cost: Magic 4, Alchemy 5

Components: V, S, M

Casting Time: 10 minutes

Range: Touch

Target: One touched book or written work

Duration: Permanent or until discharged; until released or 1d4 days + one day/+1 PWR; see text

Saving Throw: Reflex negates

When you cast *sepia snake sigil*, a small symbol appears in the text of one written work such as a book, scroll, or map. The text containing the symbol must be at least twenty-five words long. When anyone reads the text containing the symbol, the *sepia snake* springs into being and strikes the reader, provided there is line of effect between the symbol and the reader.

Simply seeing the enspelled text is not sufficient to trigger the spell; the subject must deliberately read it. The target is entitled to a save to evade the snake's strike. If it succeeds, the *sepia snake* dissipates in a flash of brown

light accompanied by a puff of dun-colored smoke and a loud noise. If the target fails its save, it is engulfed in a shimmering amber field of force and immobilized until released, either at your command or when 1d4 days + one day have elapsed.

While trapped in the amber field of force, the subject does not age, breathe, grow hungry, sleep, or regain spells. It is preserved in a state of suspended animation, unaware of its surroundings. It can be damaged by outside forces (and perhaps even killed), since the field provides no protection against physical injury. However, a dying subject does not lose hit points or become stable until the spell ends.

The hidden sigil cannot be detected by normal observation, and *detect magic* reveals only that the entire text is magical.

A *dispel magic* can remove the sigil. An *erase* spell destroys the entire page of text.

Sepia snake sigil can be cast in combination with other spells that hide or garble text, such as *secret page*.

Material Component: 500 IM worth of powdered amber, a scale from any snake, and a pinch of mushroom spores.

Sequester

Culture and Power Cost: Magic 8

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: One willing creature or object (up to a 2-ft. cube/+1 PWR) touched

Duration: One day/+1 PWR (D)

Saving Throw: None or Willpower Check negates (object) or Yes (object)

When cast, this spell not only prevents divination spells from working to detect or locate the creature or object affected by *sequester*, it also renders the affected creature or object invisible to any form of sight or seeing (as the *invisibility* spell). The spell does not prevent the subject from being discovered through tactile means or through the use of devices. Creatures affected by *sequester* become comatose and are effectively in a state of suspended animation until the spell wears off or is dispelled.

Note: The Will save prevents an attended or magical object from being *sequestered*. There is no save to see the *sequestered* creature or object or to detect it with a divination spell.

Material Component: A basilisk eyelash, gum arabic, and a dram of whitewash.

Shades

Illusion (Shadow)

Culture and Power Cost: Magic 10

This spell functions like *shadow conjuration*, except that it mimics sorcerer and wizard conjuration spells of 8th level or lower. The illusory conjurations created deal four-fifths (80%) damage to nonbelievers, and nondamaging effects are 80% likely to work against nonbelievers.

Shadow Body

Culture and Power Cost: Magic 8

Components: V

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./+1 PWR (D)

Your body and all your equipment are subsumed by your shadow. As a living shadow, you blend perfectly into any other shadow and vanish in darkness. You appear as an unattached shadow in areas of full light.

You can move at your normal speed, on any surface, including walls and ceilings, as well as across the surfaces of liquids—even up the face of a waterfall.

Your space does not change, so you cannot move into locations you would not normally be able to move into. While in your *shadow body*, you gain damage reduction 10/magic and darkvision out to 60 feet. You are immune to extra damage from critical hits, ability damage, disease, drowning, and poison. You take only half damage from acid, electricity, and fire of all kinds.

While affected by this power, you can be detected by powers that read thoughts, life, or presences (including *true seeing*), or if you make suspicious movements in lighted areas.

You cannot harm anyone physically or manipulate any objects, but you can use your powers normally. Doing so may attract notice, but if you remain in a shadowed area, you get a +15 bonus on your Hide check to remain unnoticed.

Shadow Conjunction

Culture and Power Cost: Magic 5

Components: V, S

Casting Time: 1 standard action

Range: See text

Effect: See text

Duration: See text

Saving Throw: Willpower Check disbelief (if interacted with); varies; see text

You use material from the Plane of Shadow to shape quasi-real illusions of one or more creatures, objects, or forces.

Shadow conjunction can mimic any sorcerer or wizard conjuration (summoning) or conjuration (creation) spell of 3rd level or lower.

Shadow conjunctions are actually one-fifth (20%) as strong as the real things, though creatures who believe the *shadow conjunctions* to be real are affected by them at full strength.

Any creature that interacts with the conjured object, force, or creature can make a Will save to recognize its true nature.

Spells that deal damage have normal effects unless the affected creature succeeds on a Will save. Each disbelieving creature takes only one-fifth (20%) damage from the attack. If the disbelieved attack has a special effect other than damage, that effect is only 20% likely to occur. Regardless of the result of the save to disbelieve, an affected creature is also allowed any save that the spell being simulated allows. Shadow objects or substances have normal effects except against those who disbelieve them.

Against disbelievers, they are 20% likely to work.

A shadow creature has one-fifth the hit points of a normal creature of its kind (regardless of whether it's recognized as shadowy). It deals normal damage and has all normal abilities and weaknesses. Against a creature that recognizes it as a shadow creature, however, the shadow creature's damage is one-fifth (20%) normal, and all special abilities that do not deal lethal damage are only 20% likely to work. (Roll for each use and each affected character separately.) Furthermore, the shadow creature's AC bonuses are one-fifth as large.

A creature that succeeds on its save sees the *shadow conjunctions* as transparent images superimposed on vague, shadowy forms.

Objects automatically succeed on their Will saves against this spell.

Shadow Conjunction, Greater

Culture and Power Cost: Magic 8

This spell functions like *shadow conjunction*, except that it can duplicate any sorcerer or wizard conjuration (summoning) or conjuration (creation) spell of 6th level or

lower. The illusory conjunctions created deal three-fifths (60%) damage to nonbelievers, and nondamaging effects are 60% likely to work against nonbelievers.

Shadow Evocation

Culture and Power Cost: Magic 6

Components: V, S

Casting Time: 1 standard action

Range: See text

Effect: See text

Duration: See text

Saving Throw: Willpower Check disbelief (if interacted with)

You tap energy from the Plane of Shadow to cast a quasi-real, illusory version of a sorcerer or wizard evocation spell of 4th level or lower. (For a spell with more than one level, use the best one applicable to you.)

Spells that deal damage have normal effects unless an affected creature succeeds on a Will save. Each disbelieving creature takes only one-fifth damage from the attack. If the disbelieved attack has a special effect other than damage, that effect is one-fifth as strong (if applicable) or only 20% likely to occur. If recognized as a *shadow evocation*, a damaging spell deals only one-fifth (20%) damage.

Regardless of the result of the save to disbelieve, an affected creature is also allowed any save that the spell being simulated allows.

Nondamaging effects have normal effects except against those who disbelieve them. Against disbelievers, they have no effect.

Objects automatically succeed on their Will saves against this spell.

Shadow Evocation, Greater

Culture and Power Cost: Magic 9

This spell functions like *shadow evocation*, except that it enables you to create partially real, illusory versions of sorcerer or wizard evocation spells of 7th level or lower. If recognized as a *greater shadow evocation*, a damaging spell deals only three-fifths (60%) damage.

Shadow Walk

Culture and Power Cost: Magic 6

Components: V, S

Casting Time: 1 standard action

Range: Touch

Targets: Up to one touched creature/ level

Duration: 1 hour/+1 PWR (D)

Saving Throw: Willpower Check negates

To use the *shadow walk* spell, you must be in an area of shadowy illumination. You and any creature you touch are then transported along a coiling path of shadowstuff to the edge of the Material Plane where it borders the Plane of Shadow. The effect is largely illusory, but the path is quasi-real. You can take more than one creature along with you (subject to your level limit), but all must be touching each other.

In the region of shadow, you move at a rate of 50 miles per hour, moving normally on the borders of the Plane of Shadow but much more rapidly relative to the Material Plane. Thus, you can use this spell to travel rapidly by stepping onto the Plane of Shadow, moving the desired distance, and then stepping back onto the Material Plane. Because of the blurring of reality between the Plane of Shadow and the Material Plane, you can't make out details of the terrain or areas you pass over during transit, nor can you predict perfectly where your travel will end. It's impossible to judge distances accurately, making the spell virtually useless for scouting or spying. Furthermore, when the spell effect ends, you are shunted 1d10x100 feet in a random horizontal direction from your desired endpoint. If

this would place you within a solid object, you are shunted 1d10x1,000 feet in the same direction. If this would still place you within a solid object, you (and any creatures with you) are shunted to the nearest empty space available, but the strain of this activity renders each creature fatigued (no save).

Shadow walk can also be used to travel to other planes that border on the Plane of Shadow, but this usage requires the transit of the Plane of Shadow to arrive at a border with another plane of reality. The transit of the Plane of Shadow requires 1d4 hours.

Any creatures touched by you when *shadow walk* is cast also make the transition to the borders of the Plane of Shadow.

They may opt to follow you, wander off through the plane, or stumble back into the Material Plane (50% chance for either of the latter results if they are lost or abandoned by you). Creatures unwilling to accompany you into the Plane of Shadow receive a Will saving throw, negating the effect if successful.

Shambler

Culture and Power Cost: Druid 10, Biomagic 10

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./+1 PWR)

Effect: Three or more shambling mounds, no two of which can be more than 30 ft. apart; see text

Duration: Seven days or seven months (D); see text

Saving Throw: None

The *shambler* spell creates 1d4+2 shambling mounds with 11 HD each. The creatures willingly aid you in combat or battle, perform a specific mission, or serve as bodyguards. The creatures remain with you for seven days unless you dismiss them. If the shamblers are created only for guard duty, however, the duration of the spell is seven months. In this case, the shamblers can only be ordered to guard a specific site or location. Shamblers summoned to guard duty cannot move outside the spell's range, which is measured from the point where each first appeared. The shamblers have resistance to fire as normal shambling mounds do only if the terrain is rainy, marshy, or damp.

Shapechange

Culture and Power Cost: Shamanism 10, Biomagic 10

Components: V, S, F

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./+1 PWR (D)

This spell functions like *polymorph*, except that it enables you to assume the form of any single nonunique creature (of any type) from Fine to Colossal size. The assumed form cannot have more than your caster level in Hit Dice (to a maximum of 25 HD). Unlike *polymorph*, this spell allows incorporeal or gaseous forms to be assumed.

You gain all extraordinary and supernatural abilities (both attacks and qualities) of the assumed form, but you lose your own supernatural abilities. You also gain the type of the new form in place of your own. The new form does not disorient you. Parts of your body or pieces of equipment that are separated from you do not revert to their original forms.

You can become just about anything you are familiar with. You can change form once each round as a free action. The change takes place either immediately before your regular action or immediately after it, but not during the action. If you use this spell to create a disguise, you get a +10 bonus on your Disguise check.

Focus: A jade circlet worth no less than 1,500 gp, which you must place on your head when casting the spell. (The focus melds into your new form when you change shape.)

Share Pain

Culture and Power Cost: Psionic 2, Empathy 2, Biomagic 3

Components: M

Casting Time: 1 standard action

Range: Touch

Targets: You and one willing creature, or two willing creatures; see text

Duration: 1 hour/+1 PWR (D)

This power creates a psychometabolic connection between you and a willing subject so that some of your wounds are transferred to the subject. You take half damage from all attacks that deal hit point damage to you, and the subject takes the remainder. The amount of damage not taken by you is taken by the subject. If your hit points are reduced by a lowered Constitution score, that reduction is not shared with the subject because it is not a form of hit point damage. When this power ends, subsequent damage is no longer divided between the subject and you, but damage already shared is not reassigned.

If you and the subject move farther away from each other than close range, the power ends.

You can manifest this power on two willing subjects, one of which you designate to share its damage with the other.

Share Pain, Forced

Culture and Power Cost: Psionic 3, Empathy 3, Biomagic 5

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round/+1 PWR (D)

Saving Throw: Constitution Check negates

As *share pain*, except as noted here.

You attempt to force the sharing of your wounds with an unwilling creature, and for less time. If you are immune to the type of damage dealt, or if you convert lethal damage into nonlethal damage, the target takes no damage.

Shatter

Culture and Power Cost: Magic 3, Alchemy 3

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area or Target: 5-ft.-radius spread; or one solid object or one crystalline creature

Duration: Instantaneous

Saving Throw: Willpower Check negates (object); Willpower Check negates (object) or Fortitude half; see text

Shatter creates a loud, ringing noise that breaks brittle, nonmagical objects; sunders a single solid, nonmagical object; or damages a crystalline creature.

Used as an area attack, *shatter* destroys nonmagical objects of crystal, glass, ceramic, or porcelain. All such objects within a 5-foot radius of the point of origin are smashed into dozens of pieces by the spell. Objects weighing more than 1 pound per your level are not affected, but all other objects of the appropriate composition are shattered.

Alternatively, you can target *shatter* against a single solid object, regardless of composition, weighing up to 10 pounds. Targeted against a crystalline creature (of any weight), *shatter* deals 1d6 points of sonic damage (maximum 10d6), with a Fortitude save for half damage.

Arcane Material Component: A chip of mica.

Shatter Mind Blank

Culture and Power Cost: Psionic 5, Empathy 5

Components: M

Casting Time: 1 standard action

Range: 30 ft.

Area: 30-ft.-radius burst centered on you

Duration: Instantaneous

Saving Throw: Willpower Check negates

This power can negate a *psionic mind blank* or a *personal mind blank* affecting the target. If the target fails its save, you can shatter the mind blank by making a successful skill roll. If you succeed, the *psionic mind blank* or *personal mind blank* ends, allowing you to affect the target thereafter with mind-affecting powers.

Shield

Culture and Power Cost: Magic 2, Psionic 2

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./+1 PWR (D)

Shield creates an invisible, tower shield-sized mobile disk of force that hovers in front of you. It negates *magic missile* attacks directed at you. The disk also provides a +4 shield bonus to AC. This bonus applies against incorporeal touch attacks, since it is a force effect. The *shield* has no armor check penalty or arcane spell failure chance. Unlike with a normal tower shield, you can't use the *shield* spell for cover.

Shield of Faith

Culture and Power Cost: Divine Magic 2

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./+1 PWR

Saving Throw: Willpower Check negates (harmless)

This spell creates a shimmering, magical field around the touched creature that averts attacks. The spell grants the subject a +2 deflection bonus to AC, with an additional +1 to the bonus for every six levels you have (maximum +5 deflection bonus at 18th level).

Material Component: A small parchment with a bit of holy text written upon it.

Shield of Law

Culture and Power Cost: Druid 9

Components: V, S, F

Casting Time: 1 standard action

Range: 20 ft.

Targets: One creature/+1 PWR in a 20-ft.-radius burst centered on you

Duration: 1 round/+1 PWR (D)

Saving Throw: See text

A dim, blue glow surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by chaotic creatures, and *slowing* chaotic creatures when they strike the subjects. This abjuration has four effects.

First, each warded creature gains a +4 deflection bonus to AC and a +4 resistance bonus on saves. Unlike *protection from chaos*, this benefit applies against all attacks, not just against attacks by chaotic creatures.

Second, the abjuration blocks possession and mental influence, just as *protection from chaos* does.

Finally, if a chaotic creature succeeds on a melee attack against a warded creature, the attacker is *slowed* (Will save negates).

Focus: A tiny reliquary containing some sacred relic, such as a scrap of parchment from a lawful text. The reliquary costs at least 500 gp.

Shield Other

Culture and Power Cost: Magic 3, Divine Magic 3, Psionic 4

Components: V, S, F

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 hour/+1 PWR (D)

Saving Throw: Willpower Check negates (harmless)

This spell wards the subject and creates a mystic connection between you and the subject so that some of its wounds are transferred to you. The subject gains a +1 deflection bonus to AC and a +1 resistance bonus on saves. Additionally, the subject takes only half damage from all wounds and attacks (including that dealt by special abilities) that deal hit point damage. The amount of damage not taken by the warded creature is taken by you. Forms of harm that do not involve hit points, such as *charm* effects, temporary ability damage, level draining, and death effects, are not affected. If the subject suffers a reduction of hit points from a lowered Constitution score, the reduction is not split with you because it is not hit point damage. When the spell ends, subsequent damage is no longer divided between the subject and you, but damage already split is not reassigned to the subject.

If you and the subject of the spell move out of range of each other, the spell ends.

Focus: A pair of platinum rings (worth at least 50 IM each) worn by both you and the warded creature.

Shillelagh

Culture and Power Cost: Druid 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: One touched nonmagical oak club or quarterstaff

Duration: 1 min./+1 PWR

Saving Throw: Willpower Check negates (object)

Your own nonmagical club or quarterstaff becomes a weapon with a +1 enhancement bonus on attack and damage rolls. (A quarterstaff gains this enhancement for both ends of the weapon.) It deals damage as if it were two size categories larger (a Small club or quarterstaff so transmuted deals 1d8 points of damage, a Medium 2d6, and a Large 3d6), +1 for its enhancement bonus. These effects only occur when the weapon is wielded by you. If you do not wield it, the weapon behaves as if unaffected by this spell.

Shocking Grasp

Culture and Power Cost: Magic 2, Elementalism 2, Alchemy 2

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature or object touched

Duration: Instantaneous

Saving Throw: None

Your successful melee touch attack deals 1d6 points of electricity damage (maximum 5d6). When delivering the jolt, you gain a +3 bonus on attack rolls if the opponent is wearing metal armor (or made out of metal, carrying a lot of metal, or the like).

Shout

Culture and Power Cost: Magic 5, Biomagic 6, Psionic 6

Components: V

Casting Time: 1 standard action

Range: 30 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Constitution Check partial or Reflex negates (object); see text

You emit an ear-splitting yell that deafens and damages creatures in its path. Any creature within the area is deafened for 2d6 rounds and takes 5d6 points of sonic damage. A successful save negates the deafness and reduces the damage by half. Any exposed brittle or crystalline object or crystalline creature takes 1d6 points of sonic damage (maximum 15d6). An affected creature is allowed a Fortitude save to reduce the damage by half, and a creature holding fragile objects can negate damage to them with a successful Reflex save.

A *shout* spell cannot penetrate a *silence* spell.

Shout, Greater

Culture and Power Cost: Magic 7, Alchemy 8

Components: V, S, F

Range: 60 ft.

Saving Throw: Constitution Check partial or Reflex negates (object); see text

This spell functions like *shout*, except that the cone deals 10d6 points of sonic damage (or 1d6 points of sonic damage, maximum 20d6, against exposed brittle or crystalline objects or crystalline creatures). It also causes creatures to be stunned for 1 round and deafened for 4d6 rounds. A creature in the area of the cone can negate the stunning and halve both the damage and the duration of the deafness with a successful Fortitude save. A creature holding vulnerable objects can attempt a Reflex save to negate the damage to those objects.

Arcane Focus: A small metal or ivory horn.

Shrink Item

Culture and Power Cost: Alchemy 4

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: One touched object of up to 2 cu. ft./+1 PWR

Duration: One day/+1 PWR; see text

Saving Throw: Willpower Check negates (object)

You are able to shrink one nonmagical item (if it is within the size limit) to 1/16 of its normal size in each dimension (to about 1/4,000 the original volume and mass). This change effectively reduces the object's size by four categories. Optionally, you can also change its now shrunk composition to a clothlike one. Objects changed by a *shrink item* spell can be returned to normal composition and size merely by tossing them onto any solid surface or by a word of command from the original caster. Even a burning fire and its fuel can be shrunk by this spell. Restoring the shrunk object to its normal size and composition ends the spell.

Shrink item can be made permanent with a *permanency* spell, in which case the affected object can be shrunk and expanded an indefinite number of times, but only by the original caster.

Silence

Culture and Power Cost: Magic 3

Components: V, S

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./+1 PWR)

Area: 20-ft.-radius emanation centered on a creature, object, or point in space

Duration: 1 min./+1 PWR (D)

Saving Throw: Willpower Check negates; see text or none (object)

Upon the casting of this spell, complete silence prevails in the affected area. All sound is stopped: Conversation is impossible, spells with verbal components cannot be cast, and no noise whatsoever issues from, enters, or passes

through the area. The spell can be cast on a point in space, but the effect is stationary unless cast on a mobile object. The spell can be centered on a creature, and the effect then radiates from the creature and moves as it moves. An unwilling creature can attempt a Will save to negate the spell. Items in a creature's possession or magic items that emit sound receive the benefits of saves, but unattended objects and points in space do not. This spell provides a defense against sonic or language-based attacks.

Silent Image

Culture and Power Cost: Magic 2

Components: V, S, F

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./+1 PWR)

Effect: Visual figment that cannot extend beyond four 10-ft. cubes + one 10-ft. cube/+1 PWR (S)

Duration: Concentration

Saving Throw: Willpower Check disbelief (if interacted with)

This spell creates the visual illusion of an object, creature, or force, as visualized by you. The illusion does not create sound, smell, texture, or temperature. You can move the image within the limits of the size of the effect.

Focus: A bit of fleece.

Simulacrum

Culture and Power Cost: Magic 8

Components: V, S, M, XP

Casting Time: 12 hours

Range: 0 ft.

Effect: One duplicate creature

Duration: Instantaneous

Saving Throw: None

Simulacrum creates an illusory duplicate of any creature.

The duplicate creature is partially real and formed from ice or snow. It appears to be the same as the original, but it has only one-half of the real creature's levels or Hit Dice (and the appropriate hit points, feats, skill ranks, and special abilities for a creature of that level or HD). You can't create a simulacrum of a creature whose Hit Dice or levels exceed twice your caster level. You must make a Disguise check when you cast the spell to determine how good the likeness is. A creature familiar with the original might detect the ruse with a successful Spot check (opposed by the caster's Disguise check) or a Sense Motive check.

At all times the simulacrum remains under your absolute command. No special telepathic link exists, so command must be exercised in some other manner. A simulacrum has no ability to become more powerful. It cannot increase its level or abilities. If reduced to 0 hit points or otherwise destroyed, it reverts to snow and melts instantly into nothingness. A complex process requiring at least 24 hours, 100 IM per hit point, and a fully equipped magical laboratory can repair damage to a simulacrum.

Material Component: The spell is cast over the rough snow or ice form, and some piece of the creature to be duplicated (hair, nail, or the like) must be placed inside the snow or ice. Additionally, the spell requires powdered ruby worth 100 IM per HD of the simulacrum to be created.

XP Cost: 100 XP per HD of the simulacrum to be created (minimum 1,000 XP).

Skate

Culture and Power Cost: Elementalism 1, Alchemy 1

Components: M, S

Casting Time: 1 standard action

Range: Personal or touch; see text

Target: You or one willing creature or one unattended object (total weight up to 100 lb./+1 PWR); see text

Duration: 1 min./+1 PWR (D)

Saving Throw: None

You, another willing creature, or an unattended object can slide along solid ground as if on smooth ice. If you manifest *skate* on yourself or another creature, the subject of the power retains equilibrium by mental desire alone, allowing her to gracefully skate along the ground, turn, or stop suddenly as desired. The skater's land speed increases by 15 feet. (This adjustment is treated as an enhancement bonus.) As with any effect that increases speed, this power affects the subject's maximum jumping distance. The subject can skate up or down any incline or decline she could normally walk upon without mishap, though skating up an incline reduces the subject's speed to normal, while skating down a decline increases her speed by an additional 15 feet. (This adjustment is treated as a circumstance bonus.)

If you manifest *skate* on an object, treat the object as having only one-tenth of its normal weight for the purpose of dragging it along the ground.

Slay Living

Culture and Power Cost: Infernal Magic 6, Abyssal Magic 6, Biomagic 6
 Components: V, S
 Casting Time: 1 standard action
 Range: Touch
 Target: Living creature touched
 Duration: Instantaneous
 Saving Throw: Constitution Check partial
 You can slay any one living creature. You must succeed on a melee touch attack to touch the subject, and it can avoid death with a successful Fortitude save. If it succeeds, it instead takes 3d6 points of damage +1 point.

Sleep

Culture and Power Cost: Biomagic 2, Psionic 3, Empathy 4
 Components: V, S, M
 Casting Time: 1 round
 Range: Medium (100 ft. + 10 ft./+1 PWR)
 Area: One or more living creatures within a 10-ft.-radius burst
 Duration: 1 min./+1 PWR
 Saving Throw: Willpower Check negates
 A *sleep* spell causes a magical slumber to come upon 4 Hit Dice of creatures. Creatures with the fewest HD are affected first. Among creatures with equal HD, those who are closest to the spell's point of origin are affected first. Hit Dice that are not sufficient to affect a creature are wasted. Sleeping creatures are helpless. Slapping or wounding awakens an affected creature, but normal noise does not. Awakening a creature is a standard action (an application of the aid another action). *Sleep* does not target unconscious creatures, constructs, or undead creatures.
Material Component: A pinch of fine sand, rose petals, or a live cricket.

Sleet Storm

Culture and Power Cost: Druid 4, Elementalism 4
 Components: V, S, M/DF
 Casting Time: 1 standard action
 Range: Long (400 ft. + 40 ft./+1 PWR)
 Area: Cylinder (40-ft. radius, 20 ft. high)
 Duration: 1 round/+1 PWR
 Saving Throw: None
 Driving sleet blocks all sight (even darkvision) within it and causes the ground in the area to be icy. A creature can walk within or through the area of sleet at half normal speed with a Balance check. Failure means it can't move in that round, while failure by 5 or more means it falls (see the Balance skill for details).

The sleet extinguishes torches and small fires.

Arcane Material Component: A pinch of dust and a few drops of water.

Slow

Culture and Power Cost: Magic 4
 Components: V, S, M
 Casting Time: 1 standard action
 Range: Close (25 ft. + 5 ft./2 levels)
 Targets: One creature/+1 PWR, no two of which can be more than 30 ft. apart
 Duration: 1 round/+1 PWR
 Saving Throw: Willpower Check negates
 An affected creature moves and attacks at a drastically slowed rate. A *slowed* creature can take only a single move action or standard action each turn, but not both (nor may it take full-round actions). Additionally, it takes a -1 penalty on attack rolls, AC, and Reflex saves. A *slowed* creature moves at half its normal speed (round down to the next 5-foot increment), which affects the creature's jumping distance as normal for decreased speed. Multiple *slow* effects don't stack. *Slow* counters and dispels *haste*.
Material Component: A drop of molasses.

Snare

Culture and Power Cost: Druid 4
 Components: V, S, DF
 Casting Time: 3 rounds
 Range: Touch
 Target: Touched nonmagical circle of vine, rope, or thong with a 2 ft. diameter + 2 ft./+1 PWR
 Duration: Until triggered or broken
 Saving Throw: None
 This spell enables you to make a snare that functions as a magic trap. The snare can be made from any supple vine, a thong, or a rope. When you cast *snare* upon it, the cordlike object blends with its surroundings. One end of the snare is tied in a loop that contracts around one or more of the limbs of any creature stepping inside the circle. If a strong and supple tree is nearby, the snare can be fastened to it. The spell causes the tree to bend and then straighten when the loop is triggered, dealing 1d6 points of damage to the creature trapped and lifting it off the ground by the trapped limb or limbs. If no such tree is available, the cordlike object tightens around the creature, dealing no damage but causing it to be entangled. The snare is magical. To escape, a trapped creature must make an Escape Artist check or a Strength check that is a full-round action. The snare has AC 7 and 5 hit points. A successful escape from the snare breaks the loop and ends the spell.

Soften Earth and Stone

Culture and Power Cost: Elementalism 3
 Components: V, S, DF
 Casting Time: 1 standard action
 Range: Close (25 ft. + 5 ft./2 levels)
 Area: 10-ft. square/+1 PWR; see text
 Duration: Instantaneous
 Saving Throw: None
 When this spell is cast, all natural, undressed earth or stone in the spell's area is softened. Wet earth becomes thick mud, dry earth becomes loose sand or dirt, and stone becomes soft clay that is easily molded or chopped. You affect a 10-foot-square area to a depth of 1 to 4 feet, depending on the toughness or resilience of the ground at that spot. Magical, enchanted, dressed, or worked stone cannot be affected. Earth or stone creatures are not affected.

A creature in mud must succeed on a Reflex save or be caught for 1d2 rounds and unable to move, attack, or cast spells. A creature that succeeds on its save can move through the mud at half speed, and it can't run or charge. Loose dirt is not as troublesome as mud, but all creatures in the area can move at only half their normal speed and can't run or charge over the surface.

Stone softened into clay does not hinder movement, but it does allow characters to cut, shape, or excavate areas they may not have been able to affect before.

While *soften earth and stone* does not affect dressed or worked stone, cavern ceilings or vertical surfaces such as cliff faces can be affected. Usually, this causes a moderate collapse or landslide as the loosened material peels away from the face of the wall or roof and falls.

A moderate amount of structural damage can be dealt to a manufactured structure by softening the ground beneath it, causing it to settle. However, most well-built structures will only be damaged by this spell, not destroyed.

Solicit Psicrystal

Culture and Power Cost: Psionic 3

Components: Verbal

Casting Time: 1 swift action

Range: Close (25 ft. + 5 ft./2 levels)

Target: Your psicrystal

Duration: 1 round/+1 PWR (D)

Saving Throw: No

Your psicrystal takes over the responsibility of maintaining concentration on any single power you have manifested and are concentrating on. While maintaining this concentration, the psicrystal is limited to move actions in each round, as normal. When the duration of *solicit psicrystal* expires, the power you transferred to the psicrystal ends (even if this would mean that the power ends earlier than normal). If necessary, the psicrystal makes Concentration checks using your Concentration modifier.

You can manifest this power (and transfer the responsibility) with an instant thought, quickly enough to gain the benefit of the power before you take any other actions in a round. Manifesting the power is a swift action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round. You cannot manifest this power when it isn't your turn.

Augment: For every additional power point you spend, this power's maximum duration increases by 1 round.

Solid Fog

Culture and Power Cost: Elementalism 5

Components: V, S, M

Duration: 1 min./+1 PWR

This spell functions like *fog cloud*, but in addition to obscuring sight, the *solid fog* is so thick that any creature attempting to move through it progresses at a speed of 5 feet, regardless of its normal speed, and it takes a -2 penalty on all melee attack and melee damage rolls. The vapors prevent effective ranged weapon attacks (except for magic rays and the like). A creature or object that falls into *solid fog* is slowed, so that each 10 feet of vapor that it passes through reduces falling damage by 1d6. A creature can't take a 5-foot step while in *solid fog*.

However, unlike normal fog, only a severe wind (31+ mph) disperses these vapors, and it does so in 1 round.

Solid fog can be made permanent with a *permanency* spell. A permanent *solid fog* dispersed by wind reforms in 10 minutes.

Material Component: A pinch of dried, powdered peas combined with powdered animal hoof.

Song of Discord

Culture and Power Cost: Empathy 6

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./+1 PWR)

Area: Creatures within a 20-ft.-radius spread

Duration: 1 round/+1 PWR

Saving Throw: Willpower Check negates

This spell causes those within the area to turn on each other rather than attack their foes. Each affected creature has a 50% chance to attack the nearest target each round. (Roll to determine each creature's behavior every round at the beginning of its turn.) A creature that does not attack its nearest neighbor is free to act normally for that round. Creatures forced by a *song of discord* to attack their fellows employ all methods at their disposal, choosing their deadliest spells and most advantageous combat tactics. They do not, however, harm targets that have fallen unconscious.

Soul Bind

Culture and Power Cost: Spiritualism 10, Infernal Magic 10, Abyssal Magic 10

Components: V, S, F

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: Corpse

Duration: Permanent

Saving Throw: Willpower Check negates

You draw the soul from a newly dead body and imprison it in a black sapphire gem. The subject must have been dead no more than 1 round. The soul, once trapped in the gem, cannot be returned through *clone*, *raise dead*, *reincarnation*, *resurrection*, *true resurrection*, or even a *miracle* or a *wish*. Only by destroying the gem or dispelling the spell on the gem can one free the soul (which is then still dead).

Focus: A black sapphire of at least 1,000 IM value for every Hit Die possessed by the creature whose soul is to be bound. If the gem is not valuable enough, it shatters when the binding is attempted. (While creatures have no concept of level or Hit Dice as such, the value of the gem needed to trap an individual can be researched. Remember that this value can change over time as creatures gain more Hit Dice.)

Sound Burst

Culture and Power Cost: Magic 3, Psionic 4, Alchemy 4

Components: V, S, F/DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 10-ft.-radius spread

Duration: Instantaneous

Saving Throw: Constitution Check partial

You blast an area with a tremendous cacophony. Every creature in the area takes 1d8 points of sonic damage and must succeed on a Fortitude save to avoid being stunned for 1 round.

Creatures that cannot hear are not stunned but are still damaged.

Arcane Focus: A musical instrument.

Speak with Animals

Culture and Power Cost: Shamanism 2

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./+1 PWR

You can comprehend and communicate with animals. You are able to ask questions of and receive answers from animals, although the spell doesn't make them any more

friendly or cooperative than normal. Furthermore, wary and cunning animals are likely to be terse and evasive, while the more stupid ones make inane comments. If an animal is friendly toward you, it may do some favor or service for you.

Speak with Dead

Culture and Power Cost: Spiritualism 4

Components: V, S, DF

Casting Time: 10 minutes

Range: 10 ft.

Target: One dead creature

Duration: 1 min./+1 PWR

Saving Throw: Willpower Check negates; see text

You grant the semblance of life and intellect to a corpse, allowing it to answer several questions that you put to it. You may ask one question per two caster levels. Unasked questions are wasted if the duration expires. The corpse's knowledge is limited to what the creature knew during life, including the languages it spoke (if any). Answers are usually brief, cryptic, or repetitive. If the creature's alignment was different from yours, the corpse gets a Will save to resist the spell as if it were alive.

If the corpse has been subject to *Speak with Dead* within the past week, the new spell fails. You can cast this spell on a corpse that has been deceased for any amount of time, but the body must be mostly intact to be able to respond. A damaged corpse may be able to give partial answers or partially correct answers, but it must at least have a mouth in order to speak at all.

This spell does not let you actually speak to the person (whose soul has departed). It instead draws on the imprinted knowledge stored in the corpse. The partially animated body retains the imprint of the soul that once inhabited it, and thus it can speak with all the knowledge that the creature had while alive. The corpse, however, cannot learn new information.

Indeed, it can't even remember being questioned.

This spell does not affect a corpse that has been turned into an undead creature.

Speak with Plants

Culture and Power Cost: Druidic 4

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./+1 PWR

You can comprehend and communicate with plants, including both normal plants and plant creatures. You are able to ask questions of and receive answers from plants. A regular plant's sense of its surroundings is limited, so it won't be able to give (or recognize) detailed descriptions of creatures or answer questions about events outside its immediate vicinity.

The spell doesn't make plant creatures any more friendly or cooperative than normal. Furthermore, wary and cunning plant creatures are likely to be terse and evasive, while the more stupid ones may make inane comments. If a plant creature is friendly toward you, it may do some favor or service for you.

Spectral Hand

Culture and Power Cost: Spiritualism 3, Psionic 3

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./+1 PWR)

Effect: One spectral hand

Duration: 1 min./+1 PWR (D)

Saving Throw: None

A ghostly, glowing hand shaped from your life force materializes and moves as you desire, allowing you to deliver low-level, touch range spells at a distance. On casting the spell, you lose 1d4 hit points that return when the spell ends (even if it is dispelled), but not if the hand is destroyed. (The hit points can be healed as normal.) For as long as the spell lasts, any touch range spell of 4th level or lower that you cast can be delivered by the *spectral hand*. The spell gives you a +2 bonus on your melee touch attack roll, and attacking with the hand counts normally as an attack. The hand always strikes from your direction. The hand cannot flank targets like a creature can. After it delivers a spell, or if the hand goes beyond the spell range, goes out of your sight, the hand returns to you and hovers. The hand is incorporeal and thus cannot be harmed by normal weapons. It has improved evasion (half damage on a failed Reflex save and no damage on a successful save), your save bonuses, and an AC of at least 22. Your Intelligence modifier applies to the hand's AC as if it were the hand's Dexterity modifier. The hand has 1 to 4 hit points, the same number that you lost in creating it.

Spell Immunity

Culture and Power Cost: Magic 5

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 min./+1 PWR

Saving Throw: Willpower Check negates (harmless)

The warded creature is immune to the effects of one specified spell for every four levels you have. The spells must be of 4th level or lower. *Spell immunity* protects against spells, spell-like effects of magic items, and innate spell-like abilities of creatures. It does not protect against supernatural or extraordinary abilities, such as breath weapons or gaze attacks.

Only a particular spell can be protected against, not a certain domain or school of spells or a group of spells that are similar in effect.

A creature can have only one *spell immunity* or *greater spell immunity* spell in effect on it at a time.

Spell Immunity, Greater

Culture and Power Cost: Magic 9

This spell functions like *spell immunity*, except the immunity applies to spells of 8th level or lower.

A creature can have only one *spell immunity* or *greater spell immunity* spell in effect on it at a time.

Spell Resistance

Culture and Power Cost: Magic 6

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./+1 PWR

Saving Throw: Willpower Check negates (harmless)

The creature gains spell resistance equal to 60% + 5% per +1 PWR.

Spellstaff

Culture and Power Cost: Druid 7

Components: V, S, F

Casting Time: 10 minutes

Range: Touch

Target: Wooden quarterstaff touched

Duration: Permanent until discharged (D)

Saving Throw: Willpower Check negates (object)

You store one spell that you can normally cast in a wooden quarterstaff. Only one such spell can be stored in a staff at a given time, and you cannot have more than one *spellstaff* at any given time. You can cast a spell stored within a staff just as though it were among those you had prepared, but it does not count against your normal allotment for a given day. You use up any applicable material components required to cast the spell when you store it in the *spellstaff*.
Focus: The staff that stores the spell.

Spell Turning

Culture and Power Cost: Magic 8

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: Until expended or 10 min./+1 PWR

Spells and spell-like effects targeted on you are turned back upon the original caster. The abjuration turns only spells that have you as a target. Effect and area spells are not affected. *Spell turning* also fails to stop touch range spells.

From seven to ten (1d4+6) spell levels are affected by the turning. The exact number is rolled secretly.

When you are targeted by a spell of higher level than the amount of spell turning you have left, that spell is partially turned. The subtract the amount of spell turning left from the spell level of the incoming spell, then divide the result by the spell level of the incoming spell to see what fraction of the effect gets through. For damaging spells, you and the caster each take a fraction of the damage. For nondamaging spells, each of you has a proportional chance to be affected.

If you and a spellcasting attacker are both warded by *spell turning* effects in operation, a resonating field is created. Roll randomly to determine the result.

d%	Effect
01–70	Spell drains away without effect.
71–80	Spell affects both of you equally at full effect.
81–97	Both turning effects are rendered nonfunctional for 1d4 minutes.
98–100	Both of you go through a rift into another plane.

Arcane Material Component: A small silver mirror.

Spider Climb

Culture and Power Cost: Elementalism 3, Biomagic 3, Shamanism 3

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 min./+1 PWR

Saving Throw: Willpower Check negates (harmless)

The subject can climb and travel on vertical surfaces or even traverse ceilings as well as a spider does. The affected creature must have its hands free to climb in this manner. The subject gains a climb speed of 20 feet; furthermore, it need not make Climb checks to traverse a vertical or horizontal surface (even upside down). A *spider climbing* creature retains its Dexterity bonus to Armor Class (if any) while climbing, and opponents get no special bonus to their attacks against it. It cannot, however, use the run action while climbing.

Material Component: A drop of bitumen and a live spider, both of which must be eaten by the subject.

Spike Growth

Culture and Power Cost: Druidic 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./+1 PWR)

Area: One 20-ft. square/+1 PWR

Duration: 1 hour/+1 PWR (D)

Saving Throw: Reflex partial

Any ground-covering vegetation in the spell's area becomes very hard and sharply pointed without changing its appearance.

In areas of bare earth, roots and rootlets act in the same way. Typically, *spike growth* can be cast in any outdoor setting except open water, ice, heavy snow, sandy desert, or bare stone. Any creature moving on foot into or through the spell's area takes 1d4 points of piercing damage for each 5 feet of movement through the spiked area.

Any creature that takes damage from this spell must also succeed on a Reflex save or suffer injuries to its feet and legs that slow its land speed by one-half. This speed penalty lasts for 24 hours or until the injured creature receives a *cure* spell (which also restores lost hit points). Another character can remove the penalty by taking 10 minutes to dress the injuries and succeeding on a Heal check.

Spike growth can't be disabled with the Disable Device skill.

Note: Magic traps such as *spike growth* are hard to detect.

A rogue (only) can use the Search skill to find a *spike growth*.

Spike Stones

Culture and Power Cost: Elementalism 5

Components: V, S, DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./+1 PWR)

Area: One 20-ft. square/+1 PWR

Duration: 1 hour/+1 PWR (D)

Saving Throw: Reflex partial

Rocky ground, stone floors, and similar surfaces shape themselves into long, sharp points that blend into the background.

Spike stones impede progress through an area and deal damage. Any creature moving on foot into or through the spell's area moves at half speed.

In addition, each creature moving through the area takes 1d8 points of piercing damage for each 5 feet of movement through the spiked area.

Any creature that takes damage from this spell must also succeed on a Reflex save to avoid injuries to its feet and legs. A failed save causes the creature's speed to be reduced to half normal for 24 hours or until the injured creature receives a *cure* spell (which also restores lost hit points). Another character can remove the penalty by taking 10 minutes to dress the injuries and succeeding on a Heal check.

Spike stones is a magic trap that can't be disabled with the Disable Device skill.

Note: Magic traps such as *spike stones* are hard to detect.

Spiritual Guidance

Culture and Power Cost: Spiritualism 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute or until discharged

Saving Throw: Willpower Check negates (harmless)

This spell imbues the subject with a touch of divine guidance. The creature gets a +5% competence bonus on a single attack roll, saving throw, or skill check. It must choose to use the bonus before making the roll to which it applies.

Spiritual Weapon

Culture and Power Cost: Spiritualism 3, Divine Magic 3, Infernal Magic 3, Abyssal Magic 3, Magic 3, Psionic 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./+1 PWR)

Effect: Magic weapon of force

Duration: 1 round/+1 PWR (D)

Saving Throw: None

A weapon made of pure force springs into existence and attacks opponents at a distance, as you direct it, dealing 1d8 force damage per hit. The weapon takes the shape of a weapon favored by your deity or a weapon with some spiritual significance or symbolism to you (see below) and has the same threat range and critical multipliers as a real weapon of its form. It strikes the opponent you designate, starting with one attack in the round the spell is cast and continuing each round thereafter on your turn. It uses your base attack bonus (possibly allowing it multiple attacks per round in subsequent rounds) plus your Wisdom modifier as its attack bonus. It strikes as a spell, not as a weapon, so, for example, it can damage creatures that have damage reduction. As a force effect, it can strike incorporeal creatures without the normal miss chance associated with incorporeality. The weapon always strikes from your direction. It does not get a flanking bonus or help a combatant get one. Your feats or combat actions do not affect the weapon. If the weapon goes beyond the spell range, if it goes out of your sight, or if you are not directing it, the weapon returns to you and hovers.

Each round after the first, you can use a move action to redirect the weapon to a new target. If you do not, the weapon continues to attack the previous round's target. On any round that the weapon switches targets, it gets one attack. Subsequent rounds of attacking that target allow the weapon to make multiple attacks if your base attack bonus would allow it to. Even if the *spiritual weapon* is a ranged weapon, use the spell's range, not the weapon's normal range increment, and switching targets still is a move action.

A *spiritual weapon* cannot be attacked or harmed by physical attacks, but *dispel magic*, *disintegrate*, a *sphere of annihilation*, or a *rod of cancellation* affects it. A *spiritual weapon's* AC against touch attacks is 12 (10 + size bonus for Tiny object).

If the weapon is successfully resisted, the spell is dispelled. If not, the weapon has its normal full effect on that creature for the duration of the spell.

The weapon that you get is often a force replica of your deity's own personal weapon. A cleric without a deity gets a weapon based on his alignment. A neutral cleric without a deity can create a *spiritual weapon* of any alignment, provided he is acting at least generally in accord with that alignment at the time. The weapons associated with each alignment are as follows.

Chaos: Battleaxe

Evil: Light flail

Good: Warhammer

Law: Longsword,

Steadfast Perception

Culture and Power Cost: Psionic 4, Magic 4

Components: S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./+1 PWR (D)

Your vision cannot be distracted or misled, granting you immunity to all figments and glamers (such as *invisibility*). Moreover, your Spot and Search checks receive a +6 enhancement bonus for the duration of this power. This power also grants you another saving throw against

someone using *false sensory input* on you, but you must realize that that power has been used in order to know enough to manifest *steadfast perception*.

Statue

Culture and Power Cost: Elementalism 8

Components: V, S, M

Casting Time: 1 round

Range: Touch

Target: Creature touched

Duration: 1 hour/+1 PWR (D)

Saving Throw: Willpower Check negates (harmless)

A *statue* spell turns the subject to solid stone, along with any garments and equipment worn or carried. In statue form, the subject gains SP 8. The subject retains its own hit points.

The subject can see, hear, and smell normally, but it does not need to eat or breathe. Feeling is limited to those sensations that can affect the granite-hard substance of the individual's body. Chipping is equal to a mere scratch, but breaking off one of the statue's arms constitutes serious damage.

The subject of a *statue* spell can return to its normal state, act, and then return instantly to the statue state (a free action) if it so desires, as long as the spell duration is in effect.

Material Component: Lime, sand, and a drop of water stirred by an iron bar, such as a nail or spike.

Status

Culture and Power Cost: Psionic 3, Biomagic 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Targets: One living creature touched per three levels

Duration: 1 hour/+1 PWR

Saving Throw: Willpower Check negates (harmless)

When you need to keep track of comrades who may get separated, *status* allows you to mentally monitor their relative positions and general condition. You are aware of direction and distance to the creatures and any conditions affecting them: unharmed, wounded, disabled, staggered, unconscious, dying, nauseated, panicked, stunned, poisoned, diseased, *confused*, or the like. Once the spell has been cast upon the subjects, the distance between them and the caster does not affect the spell as long as they are on the same plane of existence. If a subject leaves the plane, or if it dies, the spell ceases to function for it.

Stinking Cloud

Culture and Power Cost: Alchemy 4, Elementalism 4

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./+1 PWR)

Effect: Cloud spreads in 20-ft. radius, 20 ft. high

Duration: 1 round/+1 PWR

Saving Throw: Constitution Check negates; see text

Stinking cloud creates a bank of fog like that created by *fog cloud*, except that the vapors are nauseating. Living creatures in the cloud become nauseated. This condition lasts as long as the creature is in the cloud and for 1d4+1 rounds after it leaves. (Roll separately for each nauseated character.) Any creature that succeeds on its save but remains in the cloud must continue to save each round on your turn.

Stinking cloud can be made permanent with a *permanency* spell. A permanent *stinking cloud* dispersed by wind reforms in 10 minutes.

Material Component: A rotten egg or several skunk cabbage leaves.

Stomp

Culture and Power Cost: Psionic 1, Magic 1, Elementalism 1
Components: V, S
Casting Time: 1 standard action
Range: 20 ft.
Area: Cone-shaped spread
Duration: Instantaneous
Saving Throw: Reflex negates
Your foot stomp precipitates a psychokinetic shock wave that travels along the ground, toppling creatures and loose objects. The shock wave affects only creatures standing on the ground within the power's area. Creatures that fail their saves are thrown to the ground, become prone, and take 1d4 points of nonlethal damage.
Augment: For every additional power point you spend, this power's nonlethal damage increases by 1d4 points.

Stone Shape

Culture and Power Cost: Elementalism 4, Alchemy 4
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Touch
Target: Stone or stone object touched, up to 10 cu. ft. + 1 cu. ft./+1 PWR
Duration: Instantaneous
Saving Throw: None
You can form an existing piece of stone into any shape that suits your purpose. While it's possible to make crude coffers, doors, and so forth with *stone shape*, fine detail isn't possible. There is a 30% chance that any shape including moving parts simply doesn't work.
Arcane Material Component: Soft clay, which must be worked into roughly the desired shape of the stone object and then touched to the stone while the verbal component is uttered.

Stoneskin

Culture and Power Cost: Magic 6
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 10 min./+1 PWR or until discharged
Saving Throw: Willpower Check negates (harmless)
The warded creature gains resistance to blows, cuts, stabs, and slashes. The subject gains SP 10/adamantine. (It ignores the first 10 points of damage each time it takes damage from a weapon, though an adamantine weapon bypasses the reduction.) Once the spell has prevented a total of 10 points of damage (maximum 150 points), it is discharged.
Material Component: Granite and 250 IM worth of diamond dust sprinkled on the target's skin.

Stone Tell

Culture and Power Cost: Druidic 7, Elementalism 7
Components: V, S, DF
Casting Time: 10 minutes
Range: Personal
Target: You
Duration: 1 min./+1 PWR
You gain the ability to speak with stones, which relate to you who or what has touched them as well as revealing what is covered or concealed behind or under them. The stones relate complete descriptions if asked. A stone's perspective, perception, and knowledge may prevent the stone from providing the details you are looking for. You can speak with natural or worked stone.

Stone to Flesh

Culture and Power Cost: Elementalism 7, Biomagic 9

Components: V, S, M

Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./+1 PWR)
Target: One petrified creature or a cylinder of stone from 1 ft. to 3 ft. in diameter and up to 10 ft. long
Duration: Instantaneous
Saving Throw: Constitution Check negates (object); see text
This spell restores a petrified creature to its normal state, restoring life and goods. The creature must make a Fortitude save to survive the process. Any petrified creature, regardless of size, can be restored.
The spell also can convert a mass of stone into a fleshy substance. Such flesh is inert and lacking a vital life force unless a life force or magical energy is available. (For example, this spell would turn a stone golem into a flesh golem, but an ordinary statue would become a corpse.) You can affect an object that fits within a cylinder from 1 foot to 3 feet in diameter and up to 10 feet long or a cylinder of up to those dimensions in a larger mass of stone.
Material Component: A pinch of earth and a drop of blood.

Storm of Vengeance

Culture and Power Cost: Druid 10, Divine Magic 10, Infernal Magic 10
Components: V, S
Casting Time: 1 round
Range: Long (400 ft. + 40 ft./+1 PWR)
Effect: 360-ft.-radius storm cloud
Duration: Concentration (maximum 10 rounds) (D)
Saving Throw: See text
This spell creates an enormous black storm cloud. Lightning and crashing claps of thunder appear within the storm. Each creature beneath the cloud must succeed on a Fortitude save or be deafened for 1d4x10 minutes.
If you do not maintain concentration on the spell after casting it, the spell ends. If you continue to concentrate, the spell generates additional effects in each following round, as noted below. Each effect occurs during your turn.
2nd Round: Acid rains down in the area, dealing 1d6 points of acid damage (no save).
3rd Round: You call six bolts of lightning down from the cloud. You decide where the bolts strike. No two bolts may be directed at the same target. Each bolt deals 10d6 points of electricity damage. A creature struck can attempt a Reflex save for half damage.
4th Round: Hailstones rain down in the area, dealing 5d6 points of bludgeoning damage (no save).
5th through 10th Rounds: Violent rain and wind gusts reduce visibility. The rain obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target). Speed is reduced by three-quarters.
Ranged attacks within the area of the storm are impossible. Spells cast within the area are disrupted unless the caster succeeds on a Concentration check.

Strength of My Enemy

Culture and Power Cost: Psionic 2, Alchemy 3, Biomagic 4
Components: S; see text
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round/+1 PWR (D)
You gain the ability to siphon away your enemy's strength for your own use. One of your natural or manufactured weapons becomes the instrument of your desire, and deals 1 point of Strength damage on each successful hit. You gain that point of Strength as an enhancement bonus to your

Strength score. Strength you siphon from different foes is tracked separately—the total siphoned from each individual foe is considered a separate enhancement bonus to your Strength (maximum +8), and you gain only the highest total.

Augment: You can augment this power in one or both of the following ways.

1. For every 3 additional power points you spend, the maximum enhancement bonus you can add to your Strength increases by 2.
2. If you spend 6 additional power points, you can manifest this power as a swift action.

Suggestion

Culture and Power Cost: Psionic 3, Empathy 4

Components: V, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: 1 hour/+1 PWR or until completed

Saving Throw: Willpower Check negates

You influence the actions of the target creature by suggesting a course of activity (limited to a sentence or two). The *suggestion* must be worded in such a manner as to make the activity sound reasonable. Asking the creature to do some obviously harmful act automatically negates the effect of the spell.

The suggested course of activity can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do. You can instead specify conditions that will trigger a special activity during the duration. If the condition is not met before the spell duration expires, the activity is not performed.

A very reasonable *suggestion* causes the save to be made with a penalty (such as –1 or –2).

Material Component: A snake's tongue and either a bit of honeycomb or a drop of sweet oil.

Suggestion, Mass

Culture and Power Cost: Psionic 6, Empathy 7

Range: Medium (100 ft. + 10 ft./+1 PWR)

Targets: One creature/+1 PWR, no two of which can be more than 30 ft. apart

This spell functions like *suggestion*, except that it can affect more creatures. The same *suggestion* applies to all these creatures.

Summon Instrument

Culture and Power Cost: Alchemy 1

Components: V, S

Casting Time: 1 round

Range: 0 ft.

Effect: One summoned handheld musical instrument

Duration: 1 min./+1 PWR (D)

Saving Throw: None

This spell summons one handheld musical instrument of your choice. This instrument appears in your hands or at your feet (your choice). The instrument is typical for its type. Only one instrument appears per casting, and it will play only for you. You can't summon an instrument too large to be held in two hands.

Summon Monster I

Culture and Power Cost: Spiritualism 2, Divine Magic 2,

Infernal Magic 2, Abyssal Magic 2

Components: V, S, F/DF

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One summoned creature

Duration: 1 round/+1 PWR (D)

Saving Throw: None

This spell summons an extraplanar creature (typically an outsider, elemental, or magical beast native to another plane). It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions.

The spell conjures one of the creatures from the 1st-level list on the accompanying Summon Monster table. You choose which kind of creature to summon, and you can change that choice each time you cast the spell.

A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them.

When you use a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

Arcane Focus: A tiny bag and a small (not necessarily lit) candle.

Summon Monster II

Culture and Power Cost: Spiritualism 3, Divine Magic 3,

Infernal Magic 3, Abyssal Magic 3

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon monster I*, except that you can summon one creature from the 2nd-level list or 1d3 creatures of the same kind from the 1st-level list.

Summon Monster III

Culture and Power Cost: Spiritualism 4, Divine Magic 4,

Infernal Magic 4, Abyssal Magic 4

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon monster I*, except that you can summon one creature from the 3rd-level list, 1d3 creatures of the same kind from the 2nd-level list, or 1d4+1 creatures of the same kind from the 1st-level list.

Summon Monster IV

Culture and Power Cost: Spiritualism 5, Divine Magic 5,

Infernal Magic 5, Abyssal Magic 5

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon monster I*, except that you can summon one creature from the 4th-level list, 1d3 creatures of the same kind from the 3rd-level list, or 1d4+1 creatures of the same kind from a lower-level list.

Summon Monster V

Culture and Power Cost: Spiritualism 6, Divine Magic 6,

Infernal Magic 6, Abyssal Magic 6

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon monster I*, except that you can summon one creature from the 5th-level list, 1d3 creatures of the same kind from the 4th-level list, or 1d4+1 creatures of the same kind from a lower-level list.

Summon Monster VI

Culture and Power Cost: Spiritualism 7, Divine Magic 7,

Infernal Magic 7, Abyssal Magic 7

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon monster I*, except you can summon one creature from the 6th-level list, 1d3 creatures of the same kind from the 5th-level list, or 1d4+1 creatures of the same kind from a lower-level list.

Summon Monster VII

Culture and Power Cost: Spiritualism 8, Divine Magic 8, Infernal Magic 8, Abyssal Magic 8

This spell functions like *summon monster I*, except that you can summon one creature from the 7th-level list, 1d3 creatures of the same kind from the 6th-level list, or 1d4+1 creatures of the same kind from a lower-level list.

Summon Monster VIII

Culture and Power Cost: Spiritualism 9, Divine Magic 9, Infernal Magic 9, Abyssal Magic 9

This spell functions like *summon monster I*, except that you can summon one creature from the 8th-level list, 1d3 creatures of the same kind from the 7th-level list, or 1d4+1 creatures of the same kind from a lower-level list.

Summon Monster IX

Culture and Power Cost: Spiritualism 10, Divine Magic 10, Infernal Magic 10, Abyssal Magic 10

This spell functions like *summon monster I*, except that you can summon one creature from the 9th-level list, 1d3 creatures of the same kind from the 8th-level list, or 1d4+1 creatures of the same kind from a lower-level list.

Summon Monster

1st Level

Celestial dog	LG
Celestial owl	LG
Celestial giant fire beetle	NG
Celestial porpoise ¹	NG
Celestial badger	CG
Celestial monkey	CG
Fiendish dire rat	LE
Fiendish raven	LE
Fiendish monstrous centipede, Medium	NE
Fiendish monstrous scorpion, Small	NE
Fiendish hawk	CE
Fiendish monstrous spider, Small	CE
Fiendish octopus ¹	CE
Fiendish snake, Small viper	CE

2nd Level

Celestial giant bee	LG
Celestial giant bombardier beetle	NG
Celestial riding dog	NG
Celestial eagle	CG
Lemure (devil)	LE
Fiendish squid ¹	LE
Fiendish wolf	LE
Fiendish monstrous centipede, Large	NE
Fiendish monstrous scorpion, Medium	NE
Fiendish shark, Medium ¹	NE
Fiendish monstrous spider, Medium	CE
Fiendish snake, Medium viper	CE

3rd Level

Celestial black bear	LG
Celestial bison	NG
Celestial dire badger	CG
Celestial hippogriff	CG
Elemental, Small (any)	N
Fiendish ape	LE
Fiendish dire weasel	LE
Hell hound	LE
Fiendish snake, constrictor	LE
Fiendish boar	NE
Fiendish dire bat	NE
Fiendish monstrous centipede, Huge	NE
Fiendish crocodile	CE
Dretch (demon)	CE

Fiendish snake, Large viper	CE
Fiendish wolverine	CE

4th Level

Archon, lantern	LG
Celestial giant owl	LG
Celestial giant eagle	CG
Celestial lion	CG
Mephit (any)	N
Fiendish dire wolf	LE
Fiendish giant wasp	LE
Fiendish giant praying mantis	NE
Fiendish shark, Large ¹	NE
Yeth hound	NE
Fiendish monstrous spider, Large	CE
Fiendish snake, Huge viper	CE
Howler	CE

5th Level

Archon, hound	LG
Celestial brown bear	LG
Celestial giant stag beetle	NG
Celestial sea cat ¹	NG
Celestial griffon	CG
Elemental, Medium (any)	N
Achaierai	LE
Devil, bearded	LE
Fiendish deinonychus	LE
Fiendish dire ape	LE
Fiendish dire boar	NE
Fiendish shark, Huge	NE
Fiendish monstrous scorpion, Large	NE
Shadow mastiff	NE
Fiendish dire wolverine	CE
Fiendish giant crocodile	CE
Fiendish tiger	CE

6th Level

Celestial polar bear	LG
Celestial orca whale ¹	NG
Bralani (eladrin)	CG
Celestial dire lion	CG
Elemental, Large (any)	N
Janni (genie)	N
Chaos beast	CN
Devil, chain	LE
Xill	LE
Fiendish monstrous centipede, Gargantuan	NE
Fiendish rhinoceros	NE
Fiendish elasmosaurus ¹	CE
Fiendish monstrous spider, Huge	CE
Fiendish snake, giant constrictor	CE

7th Level

Celestial elephant	LG
Avoral (guardinal)	NG
Celestial baleen whale ¹	NG
Djinni (genie)	CG
Elemental, Huge (any)	N
Invisible stalker	N
Devil, bone	LE
Fiendish megaraptor	LE
Fiendish monstrous scorpion, Huge	NE
Babau (demon)	CE
Fiendish giant octopus ¹	CE
Fiendish girallon	CE

8th Level

Celestial dire bear	LG
Celestial cachalot whale ¹	NG
Celestial triceratops	NG
Lillend	CG

Elemental, greater (any)	N
Fiendish giant squid ¹	LE
Hellcat	LE
Fiendish monstrous centipede, Colossal	NE
Fiendish dire tiger	CE
Fiendish monstrous spider, Gargantuan	CE
Fiendish tyrannosaurus	CE
Vrock (demon)	CE
9th Level	
Couatl	LG
Leonal (guardinal)	NG
Celestial roc	CG
Elemental, elder (any)	N
Devil, barbed	LE
Fiendish dire shark ¹	NE
Fiendish monstrous scorpion, Gargantuan	NE
Night hag	NE
Bebilith (demon)	CE
Fiendish monstrous spider, Colossal	CE
Hezrou (demon)	CE

¹ May be summoned only into an aquatic or watery environment.

Summon Nature's Ally I

Culture and Power Cost: Shamanism 2

Components: V, S, DF

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One summoned creature

Duration: 1 round/+1 PWR (D)

Saving Throw: None

This spell summons a natural creature. It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions.

A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them.

The spell conjures one of the creatures from the 1st-level list on the accompanying Summon Nature's Ally table. You choose which kind of creature to summon, and you can change that choice each time you cast the spell. All the creatures on the table are neutral unless otherwise noted.

Summon Nature's Ally II

Culture and Power Cost: Shamanism 3

Effect: One or more creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon nature's ally I*, except that you can summon one 2nd-level creature or 1d3 1st-level creatures of the same kind.

Summon Nature's Ally III

Culture and Power Cost: Shamanism 4

Effect: One or more creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon nature's ally I*, except that you can summon one 3rd-level creature, 1d3 2nd-level creatures of the same kind, or 1d4+1 1st-level creatures of the same kind.

When you use a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

Summon Nature's Ally IV

Culture and Power Cost: Shamanism 5

Effect: One or more creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon nature's ally I*, except that you can summon one 4th-level creature, 1d3 3rd-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

When you use a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

Summon Nature's Ally V

Culture and Power Cost: Shamanism 6

Effect: One or more creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon nature's ally I*, except that you can summon one 5th-level creature, 1d3 4th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

When you use a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

Summon Nature's Ally VI

Culture and Power Cost: Shamanism 7

Effect: One or more creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon nature's ally I*, except that you can summon one 6th-level creature, 1d3 5th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

When you use a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

Summon Nature's Ally VII

Culture and Power Cost: Shamanism 8

Effect: One or more creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon nature's ally I*, except that you can summon one 7th-level creature, 1d3 6th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

When you use a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

Summon Nature's Ally VIII

Culture and Power Cost: Shamanism 9

Effect: One or more creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon nature's ally I*, except that you can summon one 8th-level creature, 1d3 7th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

When you use a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

Summon Nature's Ally IX

Culture and Power Cost: Shamanism 10

Effect: One or more creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon nature's ally I*, except that you can summon one 9th-level creature, 1d3 8th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

When you use a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

Summon Nature's Ally

1st Level

Dire rat
Eagle (animal)
Monkey (animal)
Octopus ¹ (animal)
Owl (animal)
Porpoise ¹ (animal)
Snake, Small viper (animal)
Wolf (animal)

2nd Level

Bear, black (animal)
Crocodile (animal)
Dire badger
Dire bat
Hippogriff
Shark, Medium ¹ (animal)
Snake, Medium viper (animal)
Squid ¹ (animal)
Wolverine (animal)

3rd Level

Ape (animal)
Eagle, giant [NG]
Lion
Owl, giant [NG]
Shark, Large ¹ (animal)
Snake, constrictor (animal)
Snake, Large viper (animal)

4th Level

Arrowhawk, juvenile
Bear, brown (animal)
Crocodile, giant (animal)
Dire ape
Dire boar
Dire wolverine
Sea cat ¹
Shark, Huge ¹ (animal)
Snake, Huge viper (animal)
Tiger (animal)
Unicorn [CG]

5th Level

Arrowhawk, adult
Bear, polar (animal)
Dire lion
Elasmosaurus ¹ (dinosaur)
Griffon
Rhinoceros (animal)
Snake, giant constrictor (animal)
Whale, orca ¹ (animal)

6th Level

Dire bear
Elephant (animal)
Girallon
Megaraptor (dinosaur)
Octopus, giant ¹ (animal)
Salamander, average [NE]
Whale, baleen ¹

7th Level

Arrowhawk, elder
Dire tiger
Squid, giant ¹ (animal)
Triceratops (dinosaur)
Tyrannosaurus (dinosaur)
Whale, cachalot ¹ (animal)

8th Level

Dire shark ¹
Roc

9th Level**Unicorn, celestial charger**

1 May be summoned only into an aquatic or watery environment.

Summon Swarm

Culture and Power Cost: Shamanism 3, Infernal Magic 3, Abyssal Magic 3

Components: V, S, M/DF

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One swarm of bats, rats, or spiders

Duration: Concentration + 2 rounds

Saving Throw: None

You summon a swarm of bats, rats, or spiders (your choice), which attacks all other creatures within its area. (You may summon the swarm so that it shares the area of other creatures.) If no living creatures are within its area, the swarm attacks or pursues the nearest creature as best it can. The caster has no control over its target or direction of travel.

Arcane Material Component: A square of red cloth.

Sunbeam

Culture and Power Cost: Magic 8, Divine Magic 8

Components: V, S, DF

Casting Time: 1 standard action

Range: 60 ft.

Area: Line from your hand

Duration: 1 round/+1 PWR or until all beams are exhausted

Saving Throw: Reflex negates and Reflex half; see text

For the duration of this spell, you can use a standard action to evoke a dazzling beam of intense light each round. You can call forth one beam per three caster levels (maximum six beams at 18th level). The spell ends when its duration runs out or your allotment of beams is exhausted.

Each creature in the beam is blinded and takes 4d6 points of damage. Any creatures to which sunlight is harmful or unnatural take double damage. A successful Reflex save negates the blindness and reduces the damage by half.

An undead creature caught within the beam takes 1d6 points of damage (maximum 20d6), or half damage if a Reflex save is successful. In addition, the beam results in the destruction of any undead creature specifically harmed by bright light if it fails its save.

The ultraviolet light generated by the spell deals damage to fungi, mold, oozes, and slimes just as if they were undead creatures.

Sunburst

Culture and Power Cost: Magic 9, Divine Magic 9

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./+1 PWR)

Area: 80-ft.-radius burst

Duration: Instantaneous

Saving Throw: Reflex partial; see text

Sunburst causes a globe of searing radiance to explode silently from a point you select. All creatures in the globe are blinded and take 6d6 points of damage. A creature to which sunlight is harmful or unnatural takes double damage. A successful Reflex save negates the blindness and reduces the damage by half.

An undead creature caught within the globe takes 1d6 points of damage (maximum 25d6), or half damage if a Reflex save is successful. In addition, the burst results in the destruction of any undead creature specifically harmed by bright light if it fail its save.

The ultraviolet light generated by the spell deals damage to fungi, mold, oozes, and slimes just as if they were undead creatures.

Sunburst dispels any darkness spells of lower than 9th level within its area.

Arcane Material Component: A piece of sunstone and a naked flame.

Suspend Life

Culture and Power Cost: Psionic 6, Biomagic 6

Components: M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: Permanent unless ended or dismissed; see text

You can place yourself into a trance so deep that you are almost in suspended animation. Even powers that detect life or thought are incapable of determining that you are alive.

While you are suspended, you are aware of your surroundings. You feel the passage of one day for every year that actually passes. Though on a slower schedule, you grow hungry after a "day" without food (though a year passes in actuality) and begin to suffer the effects of thirst and starvation as appropriate.

If you take any damage, you come out of your trance 4 rounds later. The trance can also be ended by a successful use of *dispel psionics*. If you choose to dismiss the power, your trance ends 10 rounds later.

Sustenance

Culture and Power Cost: Psionic 2, Shamanism 2, Druidic 2, Biomagic 2

Components: M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: Instantaneous

You can go without food and water for one day. Each time you manifest this power, your body manufactures sufficient solid and liquid nourishment to satisfy your needs for that time.

Swarm of Crystals

Culture and Power Cost: Psionic 2, Alchemy 2

Components: M

Casting Time: 1 standard action

Range: 15 ft.

Area: Cone-shaped spread

Duration: Instantaneous

Saving Throw: None

Thousands of tiny crystal shards spray forth in an arc from your hand. These razorlike crystals slice everything in their path. Anyone caught in the cone takes 3d4 points of slashing damage.

Augment: For every additional power point you spend, this power's damage increases by 1d4 points.

Symbol of Death

Culture and Power Cost: Alchemy 9, Biomagic 10, Infernal Magic 9, Abyssal Magic 9, Spiritualism 10

Components: V, S, M

Casting Time: 10 minutes

Range: 0 ft.; see text

Effect: One symbol

Duration: See text

Saving Throw: Constitution Check negates

This spell allows you to scribe a potent rune of power upon a surface. When triggered, a *symbol of death* slays one or more creatures within 60 feet of the symbol (treat as a burst) whose combined total current hit points do not exceed 150. The *symbol of death* affects the closest creatures first, skipping creatures with too many hit points to affect. Once triggered, the *symbol* becomes active and

glows, lasting for 10 minutes or until it has affected 150 hit points' worth of creatures, whichever comes first. Any creature that enters the area while the *symbol of death* is active is subject to its effect, whether or not that creature was in the area when it was triggered. A creature need save against the *symbol* only once as long as it remains within the area, though if it leaves the area and returns while the *symbol* is still active, it must save again.

Until it is triggered, the *symbol of death* is inactive (though visible and legible at a distance of 60 feet). To be effective, a *symbol of death* must always be placed in plain sight and in a prominent location. Covering or hiding the rune renders the *symbol of death* ineffective, unless a creature removes the covering, in which case the *symbol of death* works normally.

As a default, a *symbol of death* is triggered whenever a creature does one or more of the following, as you select: looks at the rune; reads the rune; touches the rune; passes over the rune; or passes through a portal bearing the rune. Regardless of the trigger method or methods chosen, a creature more than 60 feet from a symbol of death can't trigger it (even if it meets one or more of the triggering conditions, such as reading the rune). Once the spell is cast, a *symbol of death's* triggering conditions cannot be changed.

In this case, "reading" the rune means any attempt to study it, identify it, or fathom its meaning. Throwing a cover over a *symbol of death* to render it inoperative triggers it if the symbol reacts to touch. You can't use a *symbol of death* offensively; for instance, a touch-triggered symbol of death remains untriggered if an item bearing the *symbol of death* is used to touch a creature. Likewise, a *symbol of death* cannot be placed on a weapon and set to activate when the weapon strikes a foe.

You can also set special triggering limitations of your own. These can be as simple or elaborate as you desire. Special conditions for triggering a *symbol of death* can be based on a creature's name, identity, or alignment, but otherwise must be based on observable actions or qualities.

Intangibles such as level, class, Hit Dice, and hit points don't qualify.

When scribing a *symbol of death*, you can specify a password or phrase that prevents a creature using it from triggering the effect. Anyone using the password remains immune to that particular rune's effects so long as the creature remains within 60 feet of the rune. If the creature leaves the radius and returns later, it must use the password again.

You also can attune any number of creatures to the *symbol of death*, but doing this can extend the casting time.

Attuning one or two creatures takes negligible time, and attuning a small group (as many as ten creatures) extends the casting time to 1 hour. Attuning a large group (as many as twenty-five creatures) takes 24 hours. Attuning larger groups takes proportionately longer. Any creature attuned to a *symbol of death* cannot trigger it and is immune to its effects, even if within its radius when triggered. You are automatically considered attuned to your own *symbols of death*, and thus always ignore the effects and cannot inadvertently trigger them.

Read magic allows you to identify a *symbol of death* with a Spellcraft check. Of course, if the *symbol of death* is set to be triggered by reading it, this will trigger the symbol.

A *symbol of death* can be removed by a successful *dispel magic* targeted solely on the rune. An *erase* spell has no effect on a *symbol of death*. Destruction of the surface where a *symbol of death* is inscribed destroys the *symbol* but also triggers it.

Symbol of death can be made permanent with a *permanency* spell. A permanent *symbol of death* that is disabled or that has affected its maximum number of hit

points becomes inactive for 10 minutes, then can be triggered again as normal.

Material Component: Mercury and phosphorus, plus powdered diamond and opal with a total value of at least 5,000 IM each.

Symbol of Fear

Culture and Power Cost: Alchemy 7

Saving Throw: Willpower Check negates

This spell functions like *symbol of death*, except that all creatures within 60 feet of the *symbol of fear* instead become panicked for 1 round.

Material Component: Mercury and phosphorus, plus powdered diamond and opal with a total value of at least 1,000 gp.

Symbol of Insanity

Culture and Power Cost: Alchemy 9, Abyssal Magic 9

Saving Throw: Willpower Check negates

This spell functions like *symbol of death*, except that all creatures within the radius of the *symbol of insanity* instead become permanently insane (as the *insanity* spell).

Unlike *symbol of death*, *symbol of insanity* has no hit point limit; once triggered, a *symbol of insanity* simply remains active for 10 minutes.

Material Component: Mercury and phosphorus, plus powdered diamond and opal with a total value of at least 5,000 gp.

Symbol of Pain

Culture and Power Cost: Alchemy 6

This spell functions like *symbol of death*, except that each creature within the radius of a *symbol of pain* instead suffers wracking pains that impose a -4 penalty on attack rolls, skill checks, and ability checks. These effects last for 1 hour after the creature moves farther than 60 feet from the symbol.

Unlike *symbol of death*, *symbol of pain* has no hit point limit; once triggered, a *symbol of pain* simply remains active for 10 minutes.

Material Component: Mercury and phosphorus, plus powdered diamond and opal with a total value of at least 1,000 gp.

Symbol of Persuasion

Culture and Power Cost: Alchemy 7

Saving Throw: Willpower Check negates

This spell functions like *symbol of death*, except that all creatures within the radius of a *symbol of persuasion* instead become *charmed* by the caster (as the *charm monster* spell) for 1 hour.

Unlike *symbol of death*, *symbol of persuasion* has no hit point limit; once triggered, a *symbol of persuasion* simply remains active for 10 minutes.

Material Component: Mercury and phosphorus, plus powdered diamond and opal with a total value of at least 5,000 gp.

Symbol of Sleep

Culture and Power Cost: Alchemy 6

Saving Throw: Willpower Check negates

This spell functions like *symbol of death*, except that all creatures of 10 HD or less within 60 feet of the *symbol of sleep* instead fall into a catatonic slumber for 3d6x10 minutes. Unlike with the *sleep* spell, sleeping creatures cannot be awakened by nonmagical means before this time expires.

Unlike *symbol of death*, *symbol of sleep* has no hit point limit; once triggered, a *symbol of sleep* simply remains active for 10 minutes.

Material Component: Mercury and phosphorus, plus powdered diamond and opal with a total value of at least 1,000 gp.

Symbol of Stunning

Culture and Power Cost: Alchemy 8

Saving Throw: Willpower Check negates

This spell functions like *symbol of death*, except that all creatures within 60 feet of a *symbol of stunning* instead become stunned for 1d6 rounds.

Material Component: Mercury and phosphorus, plus powdered diamond and opal with a total value of at least 5,000 gp.

Symbol of Weakness

Culture and Power Cost: Alchemy 8, Biomagic 9

This spell functions like *symbol of death*, except that every creature within 60 feet of a *symbol of weakness* instead suffers crippling weakness that deals 3d6 points of Strength damage.

Unlike *symbol of death*, *symbol of weakness* has no hit point limit; once triggered, a *symbol of weakness* simply remains active for 10 minutes.

Material Component: Mercury and phosphorus, plus powdered diamond and opal with a total value of at least 5,000 gp.

Sympathetic Vibration

Culture and Power Cost: Magic 7

Components: V, S, F

Casting Time: 10 minutes

Range: Touch

Target: One freestanding structure

Duration: Up to 1 round/+1 PWR

Saving Throw: None; see text

By attuning yourself to a freestanding structure such you can create a damaging vibration within it. Once it begins, the vibration deals 2d10 points of damage per round to the target structure. (Hardness has no effect on the spell's damage.) You can choose at the time of casting to limit the duration of the spell; otherwise it lasts for 1 round/level. If the spell is cast upon a target that is not freestanding the surrounding stone dissipates the effect and no damage occurs.

Sympathetic vibration cannot affect creatures (including constructs). Since a structure is an unattended object, it gets no saving throw to resist the effect.

Focus: A tuning fork.

Sympathy

Culture and Power Cost: Empathy 9

Components: V, S, M

Casting Time: 1 hour

Range: Close (25 ft. + 5 ft./2 levels)

Target: One location (up to a 10-ft. cube/+1 PWR) or one object

Duration: 2 hours/+1 PWR (D)

Saving Throw: Willpower Check negates; see text

You cause an object or location to emanate magical vibrations that attract either a specific kind of intelligent creature or creatures of a particular alignment, as defined by you. The particular kind of creature to be affected must be named specifically. A creature subtype is not specific enough. Likewise, the specific alignment must be named. Creatures of the specified kind or alignment feel elated and pleased to be in the area or desire to touch or to possess the object. The compulsion to stay in the area or touch the object is overpowering. If the save is successful, the creature is released from the enchantment, but a subsequent save must be made 1d6x10 minutes later. If

this save fails, the affected creature attempts to return to the area or object.

Sympathy counters and dispels *antipathy*.

Material Component: 1,500 IM worth of crushed pearls and a drop of honey.

Synesthete

Culture and Power Cost: Psionic 1, Magic 2

Components: M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./+1 PWR (D)

You receive one kind of sensory input when a different sense is stimulated. In particular, you can either feel light or feel sound. You can shift your stimulated sense between these two options once per round as a swift action. Your senses continue to work normally as well, unless they are impaired for some reason.

Your face must be uncovered to use this power, because it is the skin of your face that acts as the sensory receiver. If you are feeling light by absorbing ambient light onto your skin, you have your normal visual abilities (except for darkvision), even if your eyes are closed or you are blinded. If your eyes are working normally, you gain a +4 circumstance bonus on all Spot and Search checks. While feeling light, you are immune to gaze attacks. If you are feeling sound by absorbing sound onto your skin and your ears are working normally, the expanded audio input provides you with a +4 circumstance bonus on Listen checks.

Psionic or magical displacement effects, invisibility effects, illusions, and other similar effects confuse your *synesthete* senses just as they would your normal senses.

You can also use this power to see sound if you are deafened, or hear light if you are blinded, thus removing all penalties associated with either condition (though you gain no bonuses for using the power in this way if you are not deafened or blinded).

Telekinesis

Culture and Power Cost: Magic 6, Psionic 6

Components: V, S

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./+1 PWR)

Target or Targets: See text

Duration: Concentration (up to 1 round/ level) or instantaneous; see text

Saving Throw: Willpower Check negates (object) or None; see text

You move objects or creatures by concentrating on them. Depending on the version selected, the spell can provide a gentle, sustained force, perform a variety of combat maneuvers, or exert a single short, violent thrust.

Sustained Force: A sustained force moves an object weighing no more than 25 pounds (maximum 375 pounds at 15th level) up to 20 feet per round. A creature can negate the effect on an object it possesses with a successful Will save.

This version of the spell can last 1 round, but it ends if you cease concentration. The weight can be moved vertically, horizontally, or in both directions. An object cannot be moved beyond your range. The spell ends if the object is forced beyond the range. If you cease concentration for any reason, the object falls or stops.

An object can be telekinetically manipulated as if with one hand. For example, a lever or rope can be pulled, a key can be turned, an object rotated, and so on, if the force required is within the weight limitation. You might even be able to untie simple knots, though delicate activities such as these require Intelligence checks.

Combat Maneuver: Alternatively, once per round, you can use *telekinesis* to perform a bull rush, disarm, grapple (including pin), or trip. Resolve these attempts as normal, except that they don't provoke attacks of opportunity, you use your caster level in place of your base attack bonus (for disarm and grapple), you use your Intelligence modifier (if a wizard) or Charisma modifier (if a sorcerer) in place of your Strength or Dexterity modifier, and a failed attempt doesn't allow a reactive attempt by the target (such as for disarm or trip). No save is allowed against these attempts. This version of the spell can last 1 round, but it ends if you cease concentration.

Violent Thrust: Alternatively, the spell energy can be spent in a single round. You can hurl one object or creature (maximum 15) that are within range and all within 10 feet of each other toward any target within 10 feet per level of all the objects. You can hurl up to a total weight of 25 pounds (maximum 375 pounds at 15th level).

You must succeed on attack rolls (one per creature or object thrown) to hit the target with the items, using your base attack bonus + your Intelligence modifier (if a wizard) or Charisma modifier (if a sorcerer). Weapons cause standard damage (with no Strength bonus; note that arrows or bolts deal damage as daggers of their size when used in this manner). Other objects cause damage ranging from 1 point per 25 pounds (for less dangerous objects) to 1d6 points of damage per 25 pounds (for hard, dense objects).

Creatures who fall within the weight capacity of the spell can be hurled, but they are allowed Will saves to negate the effect, as are those whose held possessions are targeted by the spell. If a telekinessed creature is hurled against a solid surface, it takes damage as if it had fallen 10 feet (1d6 points).

Telekinetic Force

Culture and Power Cost: Psionic 3, Magic 3

Components: S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./ level)

Target: One object at a time

Duration: Concentration, up to 1 round/+1 PWR

Saving Throw: Willpower Check negates (object); see text
You move an object by concentrating your mind upon its current location and then the location you desire, creating a sustained force. You can move an object weighing no more than 250 pounds up to 20 feet per round. A creature can negate the effect on an object it possesses with a successful Will save or with power resistance. The weight can be moved across the ground or through the air. This power ends if the object is forced out of range. If you cease concentration, the object falls or stops.

You can drop a weight and pick up another during the power's duration, as long as you don't stop concentrating on maintaining the power. An object can be telekinetically manipulated as if you were moving it with one hand.

If you spend at least 5 rounds concentrating on an unattended object, you can attempt to break or burst it as if making a Strength check, except that you apply your key ability modifier to the check instead of your Strength modifier.

Augment: For every additional power point you spend, the weight limit of the target increases by 25 pounds.

Telekinetic Maneuver

Culture and Power Cost: Psionic 4

Components: S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./ level)

Target: One creature

Duration: Concentration, up to 1 round/+1 PWR

Saving Throw: None

You can affect a foe by concentrating your mind upon its current status and the status you desire, once per round. You can perform a bull rush, a disarm, a grapple (including a pin), or a trip. Resolve these attempts as normal, except that they don't provoke attacks of opportunity, you use your manifester level in place of your base attack bonus (for disarm and grapple attempts), you use your Intelligence modifier in place of your Strength modifier or Dexterity modifier, and a failed attempt doesn't allow a reactive attempt by the target (such as normally allowed on disarm or trip attempts). No save is allowed against these attempts, but power resistance applies normally. Augment: For every 1 additional power point you spend, this power grants a +1 bonus on your checks involving bull rush, disarm, grapple, or trip attempts.

Telekinetic Sphere

Culture and Power Cost: Magic 9, Psionic 10

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: 1-ft.-diameter/+1 PWR sphere, centered around creatures or objects

Duration: 1 min./+1 PWR (D)

Saving Throw: Reflex negates (object)

This spell functions like *resilient sphere*, with the addition that the creatures or objects inside the globe are nearly weightless. Anything contained within an *telekinetic sphere* weighs only one-sixteenth of its normal weight. You can telekinetically lift anything in the sphere that normally weighs 5,000 pounds or less. The telekinetic control extends from you out to medium range (100 feet + 10 feet) after the sphere has succeeded in encapsulating its contents.

You can move objects or creatures in the sphere that weigh a total of 5,000 pounds or less by concentrating on the sphere. You can begin moving a sphere in the round after casting the spell. If you concentrate on doing so (a standard action), you can move the sphere as much as 30 feet in a round. If you cease concentrating, the sphere does not move in that round (if on a level surface) or descends at its falling rate (if aloft) until it reaches a level surface, or the spell's duration expires, or you begin concentrating again. If you cease concentrating (voluntarily or due to failing a Concentration check), you can resume concentrating on your next turn or any later turn during the spell's duration.

The sphere falls at a rate of only 60 feet per round, which is not fast enough to cause damage to the contents of the sphere.

You can move the sphere telekinetically even if you are in it.

Material Component: A hemispherical piece of clear crystal, a matching hemispherical piece of gum arabic, and a pair of small bar magnets.

Telekinetic Thrust

Culture and Power Cost: Psionic 3, Magic 3

Components: S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./ level)

Target or Targets: One or more objects or creatures with a total weight of 250 lb. or less

Duration: Instantaneous

Saving Throw: Willpower Check negates or Willpower Check negates (object); see text

You can affect one or more objects or creatures by concentrating your mind upon, sending them in a deadly hail at your foes—or simply by hurling your foe! You can hurl one object or creature per manifester level (maximum

fifteen separate targets), as long as all are within the power's range and each is no more than 10 feet away from another one. Each object or creature can be hurled a maximum distance of 10 feet per level.

You must succeed on ranged attack rolls (one per creature or object thrown) to hit the target of the hurled items with the items, applying your Intelligence modifier to the attack roll instead of your Dexterity modifier. Hurling weapons deal their standard damage (your Strength bonus does not apply; arrows or bolts deal damage as daggers of their size when used in this manner). Other objects deal damage ranging from 1 point per 25 pounds of weight (for less dangerous objects such as an empty barrel) to 1d6 points per 25 pounds of weight (for hard, dense objects such as a boulder).

Creatures are allowed Will saves (and power resistance) to negate the effect, as are those whose held possessions are targeted by this power.

If you use this power to hurl a creature against a solid surface, it takes damage as if it had fallen 10 feet (1d6 points).

Augment: For every additional power point you spend, the weight limit of the target or targets increases by 25 pounds.

Telepathic Projection

Culture and Power Cost: Empathy 1

Components: S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./ level)

Target: One creature

Duration: 1 min./+1 PWR

Saving Throw: Willpower Check negates

You alter the subject's mood, adjusting its attitude toward you by one step in a positive direction. For instance, an unfriendly creature can be made indifferent, or a hostile creature unfriendly. You can grant a +4 bonus on your own (or others') Bluff, Diplomacy, Intimidate, Perform, or Sense Motive checks involving the affected creature.

Telepathic Bond

Culture and Power Cost: Psionic 6, Empathy 6

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: You plus one willing creature per three levels, no two of which can be more than 30 ft. apart

Duration: 10 min./+1 PWR (D)

Saving Throw: None

You forge a telepathic bond among yourself and a number of willing creatures, each of which must have an Intelligence score of 3 or higher. Each creature included in the link is linked to all the others. The creatures can communicate telepathically through the bond regardless of language. No special power or influence is established as a result of the bond. Once the bond is formed, it works over any distance (although not from one plane to another). If desired, you may leave yourself out of the telepathic bond forged. This decision must be made at the time of casting.

Telepathic bond can be made permanent with a *permanency* spell, though it only bonds two creatures per casting of *permanency*.

Material Component: Pieces of eggshell from two different kinds of creatures.

Teleport

Culture and Power Cost: Magic 6

Components: V

Casting Time: 1 standard action

Range: Personal and touch

Target: You and touched objects or other touched willing creatures
Duration: Instantaneous
Saving Throw: None and Willpower Check negates (object) and Yes (object)
This spell instantly transports you to a designated destination, which may be as distant as 100 miles . Interplanar travel is not possible. You can bring along objects as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent (see below) per three caster levels. A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you. As with all spells where the range is personal and the target is you, you need not make a saving throw. Only objects held or in use (attended) by another person receive saving throws. You must have some clear idea of the location and layout of the destination. The clearer your mental image, the more likely the teleportation works. Areas of strong physical or magical energy may make teleportation more hazardous or even impossible.
To see how well the teleportation works, roll d% and consult the Teleport table. Refer to the following information for definitions of the terms on the table.
Familiarity: "Very familiar" is a place where you have been very often and where you feel at home. "Studied carefully" is a place you know well, either because you can currently see it, you've been there often, or you have used other means (such as *scrying*) to study the place for at least one hour. "Seen casually" is a place that you have seen more than once but with which you are not very familiar. "Viewed once" is a place that you have seen once, possibly using magic.
"False destination" is a place that does not truly exist or if you are teleporting to an otherwise familiar location that no longer exists as such or has been so completely altered as to no longer be familiar to you. When traveling to a false destination, roll 1d20+80 to obtain results on the table, rather than rolling d%, since there is no real destination for you to hope to arrive at or even be off target from.
On Target: You appear where you want to be.
Off Target: You appear safely a random distance away from the destination in a random direction. Distance off target is 1d10x1d10% of the distance that was to be traveled. The direction off target is determined randomly
Similar Area: You wind up in an area that's visually or thematically similar to the target area.
Generally, you appear in the closest similar place within range. If no such area exists within the spell's range, the spell simply fails instead.
Mishap: You and anyone else teleporting with you have gotten "scrambled." You each take 1d10 points of damage, and you reroll on the chart to see where you wind up. For these rerolls, roll 1d20+80. Each time "Mishap" comes up, the characters take more damage and must reroll.

Familiarity	On Target	Off Target	Similar Area	Mishap
Very familiar	01-97	98-99	100	—
Studied carefully	01-94	95-97	98-99	100
Seen casually	01-88	89-94	95-98	99-100
Viewed once	01-76	77-88	89-96	97-100
False destination (1d20+80)	—	—	81-92	93-100

Teleport Object
Culture and Power Cost: Alchemy 8, Magic 8
Range: Touch
Target: One touched object of up to 50 lb./+1 PWR and 3 cu. ft./+1 PWR
Saving Throw: Willpower Check negates (object)
This spell functions like *teleport*, except that it teleports an object, not you. Creatures and magical forces cannot be teleported.
If desired, the target object can be sent to a distant location on the Ethereal Plane. In this case, the point from which the object was teleported remains faintly magical until the item is retrieved. A successful targeted *dispel magic* spell cast on that point brings the vanished item back from the Ethereal Plane.

Teleport, Greater
Culture and Power Cost: Magic 8
This spell functions like *teleport*, except that there is no range limit and there is no chance you arrive off target. In addition, you need not have seen the destination, but in that case you must have at least a reliable description of the place to which you are teleporting. If you attempt to teleport with insufficient information (or with misleading information), you disappear and simply reappear in your original location. Interplanar travel is not possible.

Teleport Trigger
Culture and Power Cost: Magic 5
Components: M
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 hour/+1 PWR (D)
You specify a situation that triggers your automatic manifestation of a *psionic teleport*, taking you to a predetermined location. You must know the *psionic teleport* power and have sufficient power points to manifest it when the specified situation occurs.
The *teleport trigger* goes off on the initiative count immediately after the specified situation occurs, even if you are flat-footed or you have already taken your turn in the current round. The specified situation can be described in general terms or specific terms.

Teleportation Circle
Culture and Power Cost: Magic 10, Alchemy 10
Components: V, M
Casting Time: 10 minutes
Range: 0 ft.
Effect: 5-ft.-radius circle that teleports those who activate it
Duration: 10 min./+1 PWR (D)
Saving Throw: None

You create a circle on the floor or other horizontal surface that teleports, as *greater teleport*, any creature who stands on it to a designated spot. Once you designate the destination for the circle, you can't change it. The spell fails if you attempt to set the circle to teleport creatures into a solid object, to a place with which you are not familiar and have no clear description, or to another plane.
The circle itself is subtle and nearly impossible to notice. If you intend to keep creatures from activating it accidentally, you need to mark the circle in some way.
Teleportation circle can be made permanent with a *permanency* spell. A permanent *teleportation circle* that is disabled becomes inactive for 10 minutes, then can be triggered again as normal.
Material Component: Amber dust to cover the area of the circle (cost 1,000 gp).

Temporal Acceleration

Culture and Power Cost: Magic 6

Components: None

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round (in apparent time); see text

You enter another time frame, speeding up so greatly that all other creatures seem frozen, though they are actually still moving at normal speed. You are free to act for 1 round of apparent time. You can manifest powers, cast spells, move, or perform other types of actions, subject to the restrictions outlined below.

While your *temporal acceleration* is in effect, other creatures are invulnerable to your attacks and powers. This means you cannot target a creature with any attack or power. However, a power you manifest that affects an area and has a duration longer than the remaining duration of your *temporal acceleration* has its normal effect on creatures in the area once this power ends.

You can affect an unattended object but not an object held, carried, or worn by another creature. You are undetectable by any means while your *temporal acceleration* lasts.

While under the effect of this power, you cannot enter an area protected by a *null psionics field* or by a power or spell that neutralizes high-level powers or spells. Normal and magical fire, cold, acid, and the like can still harm you.

When your *temporal acceleration* expires, you resume acting during your current turn in the standard time frame. You are shaken for 1 round upon your return to the standard time frame.

Splintered or partitioned minds within your own mind, such as might be in effect through the use of powers such as *schism*, are not temporally speeded up, even if your second mind manifested this power (your primary mind gains the benefit, while your second mind remains stuck in the standard time frame).

Manifesting this power is a swift action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round. You cannot manifest this power when it isn't your turn.

Augment: For every 2 additional power points you spend, this power's duration (in apparent time) increases by 1 round.

Temporal Stasis

Culture and Power Cost: Magic 9

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Permanent

Saving Throw: Constitution Check negates

You must succeed on a melee touch attack. You place the subject into a state of suspended animation. For the creature, time ceases to flow and its condition becomes fixed. The creature does not grow older. Its body functions virtually cease, and no force or effect can harm it. This state persists until the magic is removed (such as by a successful *dispel magic* spell or a *freedom* spell).

Material Component: A powder composed of diamond, emerald, ruby, and sapphire dust with a total value of at least 5,000 gp.

Thicken Skin

Culture and Power Cost: Biomagic 1, Psionic 1, Shamanism 1, Druidic 1, Infernal Magic 2, Abyssal Magic 2

Components: M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./+1 PWR

Your skin or natural armor thickens and spreads across your body, providing a +1 enhancement bonus to your Armor Class.

Augment: You can augment this power in one or both of the following ways.

1. For every 3 additional power points you spend, the enhancement bonus increases by 1.
2. If you spend 6 additional power points, you can manifest this power as a swift action.

Thought Shield

Culture and Power Cost: Psionic 2, Magic 3, Empathy 2

Components: V

Casting Time: 1 immediate action

Range: Personal

Target: You

Duration: 1 round

You fortify your mind against intrusions, gaining power resistance 13 against all mind-affecting powers.

You can manifest this power instantly, quickly enough to gain its benefits in an emergency. Manifesting the power is an immediate action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round. You can use this power even when it's not your turn.

Augment: For every additional power point you spend, this power's duration increases by 1 round, and the power resistance it provides increases by 1 point.

Time Hop

Culture and Power Cost: Magic 3

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One Medium or smaller creature, or one object weighing 300 lb. or less

Duration: 1 round/+1 PWR; see text

Saving Throw: Willpower Check negates

The subject of the power hops forward in time 1 round for every manifester level you have. In effect, the subject seems to disappear in a shimmer of silver energy, then reappear after the duration of this power expires. The subject reappears in exactly the same orientation and condition as before. From the subject's point of view, no time has passed at all.

In each round of the power's duration, on what would have been the subject's turn, it can attempt a Wisdom check. Success allows the subject to return. The subject can act normally on its next turn after this power ends.

If the space from which the subject departed is occupied upon his return to the time stream, he appears in the closest unoccupied space, still in his original orientation. Determine the closest space randomly if necessary.

Augment: You can augment this power in one or both of the following ways.

1. For every 1 additional power point you spend, you can affect a creature of one size category larger, or double the weight of an object to be affected.
2. For every 1 additional power point you spend, this power can affect an additional target. Any additional target cannot be more than 15 feet from another target of the power.

Time Hop, Mass

Culture and Power Cost: Magic 8

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: All willing creatures in range

Duration: Up to 1 hour/+1 PWR; see text

As *time hop*, except you can affect any number of willing subjects in range, including yourself. You can choose which creatures are affected by the power. The subjects hop forward in time a number of hours equal to your manifester level, or some shorter number of hours; you decide how many hours the *mass time hop* lasts when you manifest the power.

Augment: If you spend 6 additional power points, you can manifest this power as an immediate action.

Time Regression

Culture and Power Cost: Magic 9

Components: None

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: Instantaneous

You can regress apparent time 1 round into the past. In effect, you “replay” the previous round of activity. The power regresses time to the point along the time stream just prior to your previous turn, undoing the effects of everyone else’s actions in the meantime. Once you have used *time regression*, only you retain knowledge of what happened during the round that is being replayed; however, you can communicate that knowledge verbally to your companions, if desired. During the round that you live through a second time, you can act on knowledge you previously gained by already living through the immediate future. In all likelihood, you’ll probably not choose to manifest *time regression* during your second pass through the time stream, instead taking completely new actions, but you pay the XP cost all the same.

XP Cost: 1,000 XP.

Time Stop

Culture and Power Cost: Magic 10

Components: V

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1d4+1 rounds (apparent time); see text

This spell seems to make time cease to flow for everyone but you. In fact, you speed up so greatly that all other creatures seem frozen, though they are actually still moving at their normal speeds. You are free to act for 1d4+1 rounds of apparent time. Normal and magical fire, cold, gas, and the like can still harm you. While the *time stop* is in effect, other creatures are invulnerable to your attacks and spells; you cannot target such creatures with any attack or spell. A spell that affects an area and has a duration longer than the remaining duration of the *time stop* have their normal effects on other creatures once the *time stop* ends. Most spellcasters use the additional time to improve their defenses, summon allies, or flee from combat.

You cannot move or harm items held, carried, or worn by a creature stuck in normal time, but you can affect any item that is not in another creature’s possession.

You are undetectable while *time stop* lasts. You cannot enter an area protected by an *antimagic field* while under the effect of *time stop*.

Timeless Body

Culture and Power Cost: Psionic 9, Magic 9

Components: M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round

Your body ignores all harmful (and helpful) effects,

beginning when you finish manifesting this power and ending at the end of your next turn. While *timeless body* is in effect, you are invulnerable to all attacks and powers. This power cannot be quickened.

Tiny Hut

Culture and Power Cost: Alchemy 4, Magic 4

Components: V, S, M

Casting Time: 1 standard action

Range: 20 ft.

Effect: 20-ft.-radius sphere centered on your location

Duration: 2 hours/+1 PWR (D)

Saving Throw: None

You create an unmoving, opaque sphere of force of any color you desire around yourself. Half the sphere projects above the ground, and the lower hemisphere passes through the ground. As many as nine other Medium creatures can fit into the field with you; they can freely pass into and out of the hut without harming it. However, if you remove yourself from the hut, the spell ends.

The temperature inside the hut is 70° F if the exterior temperature is between 0° and 100° F. An exterior temperature below 0° or above 100° lowers or raises the interior temperature on a 1-degree-for-1 basis. The hut also provides protection against the elements, such as rain, dust, and sandstorms. The hut withstands any wind of less than hurricane force, but a hurricane (75+ mph wind speed) or greater force destroys it.

The interior of the hut is a hemisphere. You can illuminate it dimly upon command or extinguish the light as desired. Although the force field is opaque from the outside, it is transparent from within. Missiles, weapons, and most spell effects can pass through the hut without affecting it, although the occupants cannot be seen from outside the hut (they have total concealment).

Material Component: A small crystal bead that shatters when the spell duration expires or the *hut* is dispelled.

Tongues

Culture and Power Cost: Divine Magic 3, Infernal Magic 3,

Abyssal Magic 3, Biomagic 5

Components: V, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 min./+1 PWR

Saving Throw: Willpower Check negates (harmless)

This spell grants the creature touched the ability to speak and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect. The subject can speak only one language at a time, although it may be able to understand several languages. *Tongues* does not enable the subject to speak with creatures who don’t speak. The subject can make itself understood as far as its voice carries. This spell does not predispose any creature addressed toward the subject in any way.

Tongues can be made permanent with a *permanency* spell.

Arcane Material Component: A small clay model of a ziggurat, which shatters when the verbal component is pronounced.

Tornado Blast

Culture and Power Cost: Elementalism 9, Druidic 9

Components: V, S; see text

Casting Time: 1 round

Range: Long (400 ft. + 40 ft./+1 PWR)

Area: 40-ft.-radius spread

Duration: Instantaneous

Saving Throw: Reflex half; see text

You induce the formation of a slender vortex of fiercely swirling air. When you manifest it, a vortex of air visibly

and audibly snakes out from your outstretched hand. If you want to aim the vortex at a specific creature, you can make a ranged touch attack to strike the creature. If you succeed, direct contact with the vortex deals 8d6 points of damage to the creature (no save).

Regardless of whether your ranged touch attack hits (and even if you forgo the attack), all creatures in the area (including the one possibly damaged by direct contact) are picked up and violently dashed about, dealing 17d6 points of damage to each one. Creatures that make a successful Reflex save take half damage.

After being dashed about, each creature that was affected finds itself situated in a new space 1d4 x 10 feet away from its original space in a random direction. Walls and other barriers can restrict this relocation; in such a case, the creature ends up adjacent to the barrier.

Augment: For every additional power point you spend, this power's area damage (not the damage from direct contact dealt to a specific creature) increases by 1d6 points (to a maximum of 24d6 points).

Touch of Fatigue

Culture and Power Cost: Biomagic 1, Spiritualism 1, Infernal Magic 1, Abyssal Magic 1
Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/+1 PWR

Saving Throw: Constitution Check negates

You channel negative energy through your touch, fatiguing the target. You must succeed on a touch attack to strike a target.

The subject is immediately fatigued for the spell's duration.

This spell has no effect on a creature that is already fatigued. Unlike with normal fatigue, the effect ends as soon as the spell's duration expires.

Material Component: A drop of sweat.

Touch of Idiocy

Culture and Power Cost: Biomagic 3, Psionic 3
Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 10 min./+1 PWR

Saving Throw: No

With a touch, you reduce the target's mental faculties. Your successful melee touch attack applies a 1d6 penalty to the target's Intelligence, Wisdom, and Charisma scores. This penalty can't reduce any of these scores below 1.

This spell's effect may make it impossible for the target to cast some or all of its spells, if the requisite ability score drops below the minimum required to cast spells of that level.

Touchsight

Culture and Power Cost: Psionic 3, Biomagic 4
Components: S

Casting Time: 1 standard action

Range: Personal; see text

Target: You

Duration: 1 min./+1 PWR (D)

You generate a subtle telekinetic field of mental contact, allowing you to "feel" your surroundings even in total darkness or when your sight would otherwise be obscured by your physical environment. Your *touchsight* field emanates from you out to 60 feet. You ignore invisibility, darkness, and concealment, though you must have line of effect to a creature or an object to discern it. You do not need to make Spot or Listen checks to notice creatures;

you can detect and pinpoint all creatures within 60 feet. In many circumstances, comparing your regular senses to what you learn with *touchsight* is enough to tell you the difference between visible, invisible, hiding, and concealed creatures.

Augment: For every 1 additional power point you spend, the radius of your *touchsight* field increases by 10 feet.

Tower of Iron Will

Culture and Power Cost: Psionic 5, Empathy 5

Components: V

Casting Time: 1 immediate action

Range: 10 ft.

Area: 10-ft.-radius emanation centered on you

Duration: 1 round

Saving Throw: None (harmless)

You generate a bastion of thought so strong that it offers protection to you and everyone around you, improving the self-control of all. You and all creatures in the power's area gain power resistance 19 against all mindaffecting powers. You can manifest this power instantly, quickly enough to gain its benefits in an emergency. Manifesting the power is an immediate action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round.

You can use this power even when it is not your turn.

Augment: For every additional power point you spend, this power's duration increases by 1 round and the power resistance it provides increases by 1 point.

Trace Teleport

Culture and Power Cost: Magic 4

Components: S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: Spread with a radius of 25 ft. + 5 ft./2 levels, centered on you

Duration: Instantaneous

Saving Throw: None

As *detect teleportation*, except you can trace the destination of any psionic or magical teleportation made by others within this power's area within the last minute.

You know the direction and distance the individuals traveled and could teleport to the location yourself if you so desired (and if you know the *psionic teleport* power), as if you had "seen casually" the location. This power does not grant you any information on the conditions at the other end of the trace beyond the mental coordinates of the location.

Augment: If you spend 1 additional power point, this power's range increases to Medium (100 ft. + 10 ft./+1 PWR).

Transformation

Culture and Power Cost: Biomagic 7, Divine Magic 8, Infernal Magic 8, Abyssal Magic 8, Psionic 9

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/+1 PWR

You become a virtual fighting machine— stronger, tougher, faster, and more skilled in combat. Your mind-set changes so that you relish combat and you can't cast spells, even from magic items.

You gain a +4 enhancement bonus to Strength, Dexterity, and Constitution, a +4 natural armor bonus to AC, a +5 competence bonus on Fortitude saves, and proficiency with all simple and martial weapons. Your base attack bonus equals your character level (which may give you multiple attacks).

You lose your spellcasting ability, including your ability to use spell activation or spell completion magic items, just as if the spells were no longer on your class list.

Material Component: A *potion of bull's strength*, which you drink (and whose effects are subsumed by the spell effects).

Transmute Metal to Wood

Culture and Power Cost: Druidic 8, Alchemy 9

Components: V, S, DF

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./+1 PWR)

Area: All metal objects within a 40-ft.-radius burst

Duration: Instantaneous

Saving Throw: None

This spell enables you to change all metal objects within its area to wood. Weapons, armor, and other metal objects carried by creatures are affected as well. Artifacts cannot be transmuted. Weapons converted from metal to wood take a –2 penalty on attack and damage rolls. The armor bonus of any armor converted from metal to wood is reduced by 2. Weapons changed by this spell splinter and break on any natural attack roll of 1 or 2, and armor changed by this spell loses an additional point of armor bonus every time it is struck with a natural attack roll of 19 or 20.

Only *limited wish*, *miracle*, *wish*, or similar magic can restore a transmuted object to its metallic state.

Transmute Mud to Rock

Culture and Power Cost: Elementalism 6, Alchemy 7

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./+1 PWR)

Area: Up to two 10-ft. cubes/+1 PWR (S)

Duration: Permanent

Saving Throw: See text

This spell transforms normal mud or quicksand of any depth into soft stone (sandstone or a similar mineral) permanently.

Any creature in the mud is allowed a Reflex save to escape before the area is hardened to stone.

Transmute mud to rock counters and dispels *transmute rock to mud*.

Arcane Material Component: Sand, lime, and water.

Transmute Rock to Mud

Culture and Power Cost: Elementalism 6, Alchemy 7

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./+1 PWR)

Area: Up to two 10-ft. cubes/+1 PWR (S)

Duration: Permanent; see text

Saving Throw: See text

This spell turns natural, uncut or unworked rock of any sort into an equal volume of mud. Magical stone is not affected by the spell. The depth of the mud created cannot exceed 10 feet. A creature unable to levitate, fly, or otherwise free itself from the mud sinks until hip- or chest-deep, reducing its speed to 5 feet and causing a –2 penalty on attack rolls and AC. Brush thrown atop the mud can support creatures able to climb on top of it. Creatures large enough to walk on the bottom can wade through the area at a speed of 5 feet.

If *transmute rock to mud* is cast upon the ceiling of a cavern or tunnel, the mud falls to the floor and spreads out in a pool at a depth of 5 feet. The falling mud and the ensuing cave-in deal 8d6 points of bludgeoning damage to anyone caught directly beneath the area, or half damage to those who succeed on Reflex saves.

Castles and large stone buildings are generally immune to the effect of the spell, since *transmute rock to mud* can't affect worked stone and doesn't reach deep enough to undermine such buildings' foundations. However, small buildings or structures often rest upon foundations shallow enough to be damaged or even partially toppled by this spell.

The mud remains until a successful *dispel magic* or *transmute mud to rock* spell restores its substance—but not necessarily its form. Evaporation turns the mud to normal dirt over a period of days. The exact time depends on exposure to the sun, wind, and normal drainage.

Arcane Material Component: Clay and water.

Transport via Plants

Culture and Power Cost: Druid 7

Components: V, S

Casting Time: 1 standard action

Range: Unlimited

Target: You and touched objects or other touched willing creatures

Duration: 1 round

Saving Throw: None

You can enter any normal plant (Medium or larger) and pass any distance to a plant of the same kind in a single round, regardless of the distance separating the two. The entry plant must be alive. The destination plant need not be familiar to you, but it also must be alive. If you are uncertain of the location of a particular kind of destination plant, you need merely designate direction and distance and the *transport via plants* spell moves you as close as possible to the desired location. If a particular destination plant is desired but the plant is not living, the spell fails and you are ejected from the entry plant.

You can bring along objects as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent per three caster levels. Use the following equivalents to determine the maximum number of larger creatures you can bring along: A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you.

You can't use this spell to travel through plant creatures. The destruction of an occupied plant slays you and any creatures you have brought along, and ejects the bodies and all carried objects from the tree.

Trap the Soul

Culture and Power Cost: Spiritualism 9

Components: V, S, M, (F); see text

Casting Time: 1 standard action or see text

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Permanent; see text

Saving Throw: See text

Trap the soul forces a creature's life force (and its material body) into a gem. The gem holds the trapped entity indefinitely or until the gem is broken and the life force is released, which allows the material body to reform. If the trapped creature is a powerful creature from another plane it can be required to perform a service immediately upon being freed. Otherwise, the creature can go free once the gem imprisoning it is broken.

Depending on the version selected, the spell can be triggered in one of two ways.

Spell Completion: First, the spell can be completed by speaking its final word as a standard action as if you were casting a regular spell at the subject. This allows a Will

save to avoid the effect.. If the save is successful, the gem shatters.

Trigger Object: The second method is far more insidious, for it tricks the subject into accepting a trigger object inscribed with the final spell word, automatically placing the creature's soul in the trap. To use this method, both the creature's name and the trigger word must be inscribed on the trigger object when the gem is enspelled. A *sympathy* spell can also be placed on the trigger object. As soon as the subject picks up or accepts the trigger object, its life force is automatically transferred to the gem without the benefit of a save.

Material Component: Before the actual casting of *trap the soul*, you must procure a gem of at least 1,000 IM value for every Hit Die possessed by the creature to be trapped. If the gem is not valuable enough, it shatters when the entrapment is attempted. (While creatures have no concept of level or Hit Dice as such, the value of the gem needed to trap an individual can be researched. Remember that this value can change over time as creatures gain more Hit Dice.)

Focus (Trigger Object Only): If the trigger object method is used, a special trigger object, prepared as described above, is needed.

Tree Shape

Culture and Power Cost: Druidic 3

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/+1 PWR (D)

By means of this spell, you are able to assume the form of a Large living tree or shrub or a Large dead tree trunk with a small number of limbs. The closest inspection cannot reveal that the tree in question is actually a magically concealed creature. To all normal tests you are, in fact, a tree or shrub, although a *detect magic* spell reveals a faint transmutation on the tree. While in tree form, you can observe all that transpires around you just as if you were in your normal form, and your hit points and save bonuses remain unaffected. You gain a +10 natural armor bonus to AC but have an effective Dexterity score of 0 and a speed of 0 feet. You are immune to critical hits while in tree form. All clothing and gear carried or worn changes with you. You can dismiss *tree shape* as a free action (instead of as a standard action).

Tree Stride

Culture and Power Cost: Druidic 5

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/+1 PWR or until expended; see text

You gain the ability to enter trees and move from inside one tree to inside another tree. The first tree you enter and all others you enter must be of the same kind, must be living, and must have girth at least equal to yours. By moving into an oak tree (for example), you instantly know the location of all other oak trees within transport range (see below) and may choose whether you want to pass into one or simply step back out of the tree you moved into.

You may choose to pass to any tree of the appropriate kind within the transport range as shown on the following table.

Type of Tree	Transport Range
Oak, ash, yew	3,000 feet
Elm, linden	2,000 feet
Other deciduous	1,500 feet
Any coniferous	1,000 feet

All other trees 500 feet

You may move into a tree up to one time (passing from one tree to another counts only as moving into one tree). The spell lasts until the duration expires or you exit a tree. Each transport is a full-round action.

You can, at your option, remain within a tree without transporting yourself, but you are forced out when the spell ends. If the tree in which you are concealed is chopped down or burned, you are slain if you do not exit before the process is complete.

True Creation

Culture and Power Cost: Alchemy 9

Duration: Instantaneous

As *psionic major creation*, except items created are enduring and cannot be negated by dispelling magic or negating powers. For all intents and purposes, these items are completely real.

XP Cost: 1/5 of the item's gold piece value, or a minimum of 1 XP.

True Metabolism

Culture and Power Cost: Psionic 8, Biomagic 9

Components: M

Casting Time: 1 round

Range: Personal

Target: You

Duration: 1 min./+1 PWR

You are difficult to kill while this power persists. You automatically heal damage at the rate of 10 hit points per round.

This power is not effective against damage from starvation, thirst, or suffocation. Also, attack forms that don't deal hit point damage (for example, most poisons) ignore *true metabolism*. You can also use this power to regrow lost portions of your body and to reattach severed limbs or body parts, if you do nothing but concentrate on regrowing the lost body part or reattaching the severed limb for the duration of the power. You do not gain the benefits described earlier when you manifest *true metabolism* for this purpose. You must have a Constitution score to gain any of this power's benefits.

True Resurrection

Culture and Power Cost: Divine Magic 10

Casting Time: 10 minutes

This spell functions like *raise dead*, except that you can resurrect a creature that has been dead for as long as 10 years. This spell can even bring back creatures whose bodies have been destroyed, provided that you unambiguously identify the deceased in some fashion (reciting the deceased's time and place of birth or death is the most common method).

Upon completion of the spell, the creature is immediately restored to full hit points, vigor, and health, with no loss of level (or Constitution points) or prepared spells.

You can revive someone killed by a death effect or someone who has been turned into an undead creature and then destroyed. This spell can also resurrect elementals or outsiders, but it can't resurrect constructs or undead creatures.

Even *true resurrection* can't restore to life a creature who has died of old age.

Material Component: A sprinkle of holy water and diamonds worth a total of at least 25,000 gp.

True Seeing

Culture and Power Cost: Biomagic 6,

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./+1 PWR

Saving Throw: Willpower Check negates (harmless)

You confer on the subject the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects under *blur* or *displacement* effects, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things. Further, the subject can focus its vision to see into the Ethereal Plane (but not into extradimensional spaces). The range of *true seeing* conferred is 120 feet.

True seeing, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not negate concealment, including that caused by fog and the like. *True seeing* does not help the viewer see through mundane disguises, spot creatures who are simply hiding, or notice secret doors hidden by mundane means. In addition, the spell effects cannot be further enhanced with known magic, so one cannot use *true seeing* through a *crystal ball* or in conjunction with *clairaudience/clairvoyance*.

Material Component: An ointment for the eyes that costs 250 IM and is made from mushroom powder, saffron, and fat.

True Strike

Culture and Power Cost: Magic 2

Components: V, F

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: See text

You gain temporary, intuitive insight into the immediate future during your next attack. Your next single attack roll (if it is made before the end of the next round) gains a +20 insight bonus. Additionally, you are not affected by the miss chance that applies to attackers trying to strike a concealed target.

Focus: A small wooden replica of an archery target.

Truevenom

Culture and Power Cost: Psionic 4, Shamanism 4

Components: M; see text

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 min./+1 PWR or until discharged

Saving Throw: None and Fortitude negates; see text

If you have a claw attack (either from an actual natural weapon or from an effect such as *claws of the beast*), you can use this power to produce a horrible poison that coats one of your claws. On your next successful melee attack with the claw during the power's duration, the poison deals 1d8 points of Constitution damage immediately and another 1d8 points of Constitution damage 1 minute later. The target of your attack can negate each instance of damage with a Fortitude save.

Truevenom Weapon

Culture and Power Cost: Alchemy 4

Range: Touch

Target: Weapon touched

As *truevenom*, except your weapon gains the poison coating as long as it remains in your grip, until the effect is discharged, or until the duration expires, whichever occurs first.

Ubiquitous Vision

Culture and Power Cost: Psionic 3, Empath 5, Biomagic 4

Components: S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./+1 PWR (D)

You have metaphoric "eyes in the back of your head," and on the sides and top as well, granting you benefits in specific situations. In effect, you have a 360-degree sphere of sight, allowing you a perfect view of creatures that might otherwise flank you. Thus, flanking opponents gain no bonus on their attack rolls, and rogues are denied their sneak attack ability because you do not lose your Dexterity bonus (but they may still sneak attack you if you are caught flat-footed). Your Spot and Search checks gain a +4 enhancement bonus. Concurrently, you take a -4 penalty on saves against all gaze attacks during the power's duration.

Ultrablast

Culture and Power Cost: Psionic 7

Components: V; see text

Casting Time: 1 standard action

Range: 15 ft.

Area: 15-ft.-radius spread centered on you

Duration: Instantaneous

Saving Throw: Willpower Check half

You release a horrid shriek from your subconscious that disrupts the brains of all enemies in the power's area, dealing 13d6 points of damage to each enemy.

Augment: For every additional power point you spend, this power's damage increases by 1d6 points.

Undeath to Death

Culture and Power Cost: Spiritualism 7, Divine Magic 8

Components: V, S, M/DF

Area: Several undead creatures within a 40-ft.-radius burst

Saving Throw: Willpower Check negates

This spell functions like *circle of death*, except that it destroys undead creatures as noted above.

Material Component: The powder of a crushed diamond worth at least 500 gp.

Undetectable Alignment

Culture and Power Cost: Druid 2

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature or object

Duration: 24 hours

Saving Throw: Willpower Check negates (object)

An *undetectable alignment* spell conceals the alignment of an object or a creature from all forms of divination.

Unhallow

Culture and Power Cost: Infernal Magic 6, Abyssal Magic 6

Components: V, S, M

Casting Time: 24 hours

Range: Touch

Area: 40-ft. radius emanating from the touched point

Duration: Instantaneous

Saving Throw: See text

Unhallow makes a particular site, building, or structure an unholy site. This has three major effects.

First, the site or structure is guarded by a *magic circle against good* effect.

Second, all turning checks made to turn undead take a -4 penalty, and turning checks to rebuke undead gain a +4 profane bonus.

Finally, you may choose to fix a single spell effect to the *unhallowed* site. The spell effect lasts for one year and functions throughout the entire site, regardless of its normal duration and area or effect. You may designate whether the effect applies to all creatures, creatures that share your faith or alignment, or creatures that adhere to another faith or alignment. At the end of the year, the chosen effect lapses, but it can be renewed or replaced simply by casting *unhallow* again.

Spell effects that may be tied to an *unhallowed* site include *aid*, *bane*, *bless*, *cause fear*, *darkness*, *daylight*, *death ward*, *deeper darkness*, *detect magic*, *detect good*, *dimensional anchor*, *discern lies*, *dispel magic*, *endure elements*, *freedom of movement*, *invisibility purge*, *protection from energy*, *remove fear*, *resist energy*, *silence*, *tongues*, and *zone of truth*.

Saving throws might apply to these spells' effects. (See the individual spell descriptions for details.)

An area can receive only one *unhallow* spell (and its associated spell effect) at a time.

Unhallow counters but does not dispel *hallow*.

Material Component: Herbs, oils, and incense worth at least 1,000 gp, plus 1,000 IM per level of the spell to be tied to the *unhallowed* area.

Unholy Aura

Culture and Power Cost: Infernal Magic 9, Abyssal 9

Components: V, S, F

Casting Time: 1 standard action

Range: 20 ft.

Targets: One creature/+1 PWR in a 20-ft.-radius burst centered on you

Duration: 1 round/+1 PWR (D)

Saving Throw: See text

A malevolent darkness surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by good creatures, and weakening good creatures when they strike the subjects. This abjuration has four effects. First, each warded creature gains a +4 deflection bonus to AC and a +4 resistance bonus on saves. Unlike the effect of *protection from good*, this benefit applies against all attacks, not just against attacks by good creatures. Second, the abjuration blocks possession and mental influence, just as *protection from good* does. Finally, if a good creature succeeds on a melee attack against a warded creature, the offending attacker takes 1d6 points of temporary Strength damage (Fortitude negates). **Focus:** A tiny reliquary containing some sacred relic, such as a piece of parchment from an unholy text. The reliquary costs at least 500 gp.

Unholy Blight

Culture and Power Cost: Infernal Magic 5, Abyssal 5

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./+1 PWR)

Area: 20-ft.-radius spread

Duration: Instantaneous (1d4 rounds); see text

Saving Throw: Willpower Check partial

You call up unholy power to smite your enemies. The power takes the form of a cold, cloying miasma of greasy darkness.

Only good and neutral (not evil) creatures are harmed by the spell.

The spell deals 1d8 points of damage per two caster levels (maximum 5d8) to a good creature (or 1d6, maximum 10d6, to a good outsider) and causes it to be sickened for 1d4 rounds. A successful Will save reduces damage to half and negates the sickened effect. The effects cannot be negated by *remove disease* or *heal*, but *remove curse* is effective.

The spell deals only half damage to creatures who are neither evil nor good, and they are not sickened. Such a creature can reduce the damage in half again (down to one-quarter) with a successful Will save.

Unseen Servant

Culture and Power Cost: Magic 2

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One invisible, mindless, shapeless servant

Duration: 1 hour/+1 PWR

Saving Throw: None

An *unseen servant* is an invisible, mindless, shapeless force that performs simple tasks at your command. It can run and fetch things, open unstuck doors, and hold chairs, as well as clean and mend. The servant can perform only one activity at a time, but it repeats the same activity over and over again if told to do so as long as you remain within range. It can open only normal doors, drawers, lids, and the like. It has an effective Strength score of 2 (so it can lift 20 pounds or drag 100 pounds). It can trigger traps and such, but it can exert only 20 pounds of force, which is not enough to activate certain pressure plates and other devices. Its speed is 15 feet.

The servant cannot attack in any way; it is never allowed an attack roll. It cannot be killed, but it dissipates if it takes 6 points of damage from area attacks. (It gets no saves against attacks.) If you attempt to send it beyond the spell's range (measured from your current position), the servant ceases to exist.

Material Component: A piece of string and a bit of wood.

Vampiric Blade

Culture and Power Cost: Alchemy 3, Infernal Magic 3,

Abyssal Magic 3

Components: M, S

Casting Time: 1 standard action

Range: 0 ft.

Target: One weapon you hold

Duration: 1 round/+1 PWR

As *claws of the vampire*, except your weapon is affected as long as it remains in your grip or until this power's duration expires.

Vampiric Touch

Culture and Power Cost: Infernal Magic 4, Abyssal Magic 4, Biomagic 5

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: Instantaneous/1 hour; see text

Saving Throw: None

You must succeed on a melee touch attack. Your touch deals 1d6 points of damage per two caster levels (maximum 10d6). You gain temporary hit points equal to the damage you deal. However, you can't gain more than the subject's current hit points +10, which is enough to kill the subject. The temporary hit points disappear 1 hour later.

Veil

Culture and Power Cost: Magic 7

Components: V, S

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./+1 PWR)

Targets: One or more creatures, no two of which can be more than 30 ft. apart

Duration: Concentration + 1 hour/+1 PWR (D)

Saving Throw: Willpower Check negates; see text

You instantly change the appearance of the subjects and then maintain that appearance for the spell's duration. You can make the subjects appear to be anything you wish. The subjects look, feel, and smell just like the creatures the spell makes them resemble. Affected creatures resume their normal appearances if slain. You must succeed on a Disguise check to duplicate the appearance of a specific individual. This spell gives you a +10 bonus on the check. Unwilling targets can negate the spell's effect on them by making Will saves. Those who interact with the subjects can attempt Will disbelief saves to see through the glamor.

Ventriloquism

Culture and Power Cost: Magic 2

Components: V, F

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Intelligible sound, usually speech

Duration: 1 min./+1 PWR (D)

Saving Throw: Willpower Check disbelief (if interacted with)

You can make your voice (or any sound that you can normally make vocally) seem to issue from someplace else. You can speak in any language you know. With respect to such voices and sounds, anyone who hears the sound and rolls a successful save recognizes it as illusory (but still hears it).

Focus: A parchment rolled up into a small cone.

Vigor

Culture and Power Cost: Psionic 1, Biomagic 1

Components: M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./+1 PWR

You suffuse yourself with power, gaining 5 temporary hit points. Using this power again when an earlier manifestation has not expired merely replaces the older temporary hit points (if any remain) with the newer ones. Augment: For every additional power point you spend, the number of temporary hit points you gain increases by 5.

Virtue

Culture and Power Cost: Divine Magic 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min.

Saving Throw: Constitution Check negates (harmless)

The subject gains 1 temporary hit point.

Vision

Culture and Power Cost: Divine Magic 8, Infernal Magic 8, Abyssal Magic 9

Components: V, S, M, XP

Casting Time: 1 standard action

This spell functions like *legend lore*, except that it works more quickly but produces some strain on you.

Wail of the Banshee

Culture and Power Cost: Magic 10

Components: V

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: One living creature/+1 PWR within a 40-ft.-radius spread

Duration: Instantaneous

Saving Throw: Constitution Check negates

You emit a terrible scream that kills creatures that hear it (except for yourself). Creatures closest to the point of origin are affected first.

Wall of Ectoplasm

Culture and Power Cost: Psionic 4, Biomagic 5, Infernal Magic 5, Abyssal Magic 5, Alchemy 5, Spiritualism 5

Components: S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Wall whose area is up to one 10-ft. square/+1 PWR or a sphere or hemisphere with a radius of up to 1 ft./+1 PWR

Duration: 1 min./+1 PWR (D)

Saving Throw: None

You fashion a roiling wall of ectoplasm, imbuing it with solidity. The wall cannot move once it is formed. It is 1 inch thick per four manifester levels and occupies up to one 5-foot square per level. Each 5-foot square of the wall has 10 hit points per inch of thickness and hardness 5. A section of the wall whose hit points drop to 0 is breached.

The *wall of ectoplasm* is susceptible to *dispel psionics*, but it gains a +4 bonus on any check to determine whether the wall is negated. Spells, powers, and breath weapons cannot pass through the wall in either direction (though they could damage it). It blocks ethereal creatures as well as material creatures (though ethereal creatures can usually get around the wall by floating under or over it through material floors and ceilings). The wall is opaque, so neither vision nor gaze attacks operate through it. The wall does not block psychoportive travel, such as that provided by the *psionic teleport* power.

You can form the wall into a flat, vertical plane whose area is up to one 10-foot square per level or into a sphere or hemisphere with a radius of up to 1 foot per level.

The *wall of ectoplasm* must be continuous and unbroken when manifested. If its surface is interrupted by any object or creature, the power fails.

Wall of Fire

Culture and Power Cost: Elementalism 5

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./+1 PWR)

Effect: Opaque sheet of flame up to 20 ft. long/+1 PWR or a ring of fire with a radius of up to 5 ft. per two levels; either form 20 ft. high

Duration: Concentration + 1 round/+1 PWR

Saving Throw: None

An immobile, blazing curtain of shimmering violet fire springs into existence. One side of the wall, selected by you, sends forth waves of heat, dealing 2d4 points of fire damage to creatures within 10 feet and 1d4 points of fire damage to those past 10 feet but within 20 feet. The wall deals this damage when it appears and on your turn each round to all creatures in the area. In addition, the wall deals 2d6 points of fire damage +1 point of fire damage (maximum +20) to any creature passing through it. The wall deals double damage to undead creatures.

If you evoke the wall so that it appears where creatures are, each creature takes damage as if passing through the wall. If any 5-foot length of wall takes 20 points of cold damage or more in 1 round, that length goes out. (Do not divide cold damage by 4, as normal for objects.)

Wall of fire can be made permanent with a *permanency* spell. A permanent *wall of fire* that is extinguished by cold damage becomes inactive for 10 minutes, then reforms at normal strength.

Arcane Material Component: A small piece of phosphorus.

Wall of Force

Culture and Power Cost: Magic 6

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Wall whose area is up to one 10-ft. square/+1 PWR

Duration: 1 round /+1 PWR (D)

Saving Throw: None

A *wall of force* spell creates an invisible wall of force. The wall cannot move, it is immune to damage of all kinds, and it is unaffected by most spells, including *dispel magic*.

However, *disintegrate* immediately destroys it, as does a *rod of cancellation*, a *sphere of annihilation*, or a *mage's disjunction* spell. Breath weapons and spells cannot pass through the wall in either direction, although *dimension door*, *teleport*, and similar effects can bypass the barrier. It blocks ethereal creatures as well as material ones (though ethereal creatures can usually get around the wall by floating under or over it through material floors and ceilings). Gaze attacks can operate through a *wall of force*. The caster can form the wall into a flat, vertical plane whose area is up to one 10-foot square per level. The wall must be continuous and unbroken when formed. If its surface is broken by any object or creature, the spell fails. *Wall of force* can be made permanent with a *permanency* spell.

Material Component: A pinch of powder made from a clear gem.

Wall of Ice

Culture and Power Cost: Elementalism 5

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./+1 PWR)

Effect: Anchored plane of ice, up to one 10-ft. square/+1 PWR, or hemisphere of ice with a radius of up to 3 ft. + 1 ft./+1 PWR

Duration: 1 min./+1 PWR

Saving Throw: Reflex negates; see text

This spell creates an anchored plane of ice or a hemisphere of ice, depending on the version selected. A *wall of ice* cannot form in an area occupied by physical objects or creatures. Its surface must be smooth and unbroken when created. Any creature adjacent to the wall when it is created may attempt a Reflex save to disrupt the wall as it is being formed. A successful save indicates that the spell automatically fails. Fire can melt a *wall of ice*, and it deals full damage to the wall (instead of the normal half damage taken by objects). Suddenly melting a *wall of ice* creates a great cloud of steamy fog that lasts for 10 minutes.

Ice Plane: A sheet of strong, hard ice appears. The wall is 1 inch thick. It covers up to a 10-foot-square area (so a 10th-level wizard can create a wall of ice 100 feet long and 10 feet high, a wall 50 feet long and 20 feet high, or some other combination of length and height that does not exceed 1,000 square feet). The plane can be oriented in any fashion as long as it is anchored. A vertical wall need only be anchored on the floor, while a horizontal or slanting wall must be anchored on two opposite sides.

Each 10-foot square of wall has 3 hit points per inch of thickness. Creatures can hit the wall automatically. A section of wall whose hit points drop to 0 is breached. Even when the ice has been broken through, a sheet of frigid air remains. Any creature stepping through it (including the one who broke through the wall) takes 1d6 points of cold damage +1 point (no save).

Hemisphere: The wall takes the form of a hemisphere whose maximum radius is 3 feet + 1 foot. The *hemisphere* is as hard to break through as the *ice plane* form, but it does not deal damage to those who go through a breach.

Material Component: A small piece of quartz or similar rock crystal.

Wall of Iron

Culture and Power Cost: Elementalism 7, Alchemy 7

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./+1 PWR)

Effect: Iron wall whose area is up to one 5-ft. square/+1 PWR; see text

Duration: Instantaneous

Saving Throw: See text

You cause a flat, vertical iron wall to spring into being. The wall inserts itself into any surrounding nonliving material if its area is sufficient to do so. The wall cannot be conjured so that it occupies the same space as a creature or another object. It must always be a flat plane, though you can shape its edges to fit the available space.

A *wall of iron* is 1 inch thick per four caster levels. You can double the wall's area by halving its thickness. Each 5-foot square of the wall has 30 hit points per inch of thickness and hardness 10. A section of wall whose hit points drop to 0 is breached.

If you desire, the wall can be created vertically resting on a flat surface but not attached to the surface, so that it can be tipped over to fall on and crush creatures beneath it.

The wall is 50% likely to tip in either direction if left unpushed. Creatures can push the wall in one direction rather than letting it fall randomly. Creatures with room to flee the falling wall may do so by making successful Reflex saves. Any Large or smaller creature that fails takes 10d6 points of damage. The wall cannot crush Huge and larger creatures.

Like any iron wall, this wall is subject to rust, perforation, and other natural phenomena.

Material Component: A small piece of sheet iron plus gold dust worth 50 IM (1 pound of gold dust).

Wall of Stone

Culture and Power Cost: Elementalism 6

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./+1 PWR)

Effect: Stone wall whose area is up to one 5-ft. square/+1 PWR (S)

Duration: Instantaneous

Saving Throw: See text

This spell creates a wall of rock that merges into adjoining rock surfaces. A *wall of stone* is 1 inch thick per four caster levels and composed of up to one 5-foot square per level. You can double the wall's area by halving its thickness. The wall cannot be conjured so that it occupies the same space as a creature or another object.

Unlike a *wall of iron*, you can create a *wall of stone* in almost any shape you desire. The wall created need not be vertical, nor rest upon any firm foundation; however, it must merge with and be solidly supported by existing stone. It can be used to bridge a chasm, for instance, or as a ramp. For this use, if the span is more than 20 feet, the wall must be arched and buttressed. This requirement reduces the spell's area by half. The wall can be crudely shaped to allow crenellations, battlements, and so forth by likewise reducing the area.

Like any other stone wall, this one can be destroyed by a *disintegrate* spell or by normal means such as breaking and chipping. Each 5-foot square of the wall has 15 hit points per inch of thickness and hardness 8. A section of wall whose hit points drop to 0 is breached.

It is possible, but difficult, to trap mobile opponents within or under a *wall of stone*, provided the wall is shaped so it can hold the creatures. Creatures can avoid entrapment with successful Reflex saves.

Arcane Material Component: A small block of granite.

Wall of Thorns

Culture and Power Cost: Druidic 6

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./+1 PWR)

Effect: Wall of thorny brush, up to one 10-ft. cube/+1 PWR (S)

Duration: 10 min./+1 PWR (D)

Saving Throw: None

A *wall of thorns* spell creates a barrier of very tough, pliable, tangled brush bearing needle-sharp thorns as long as a human's finger. Any creature forced into or attempting to move through a *wall of thorns* takes slashing damage per round of movement equal to 25 minus the creature's AC. Dexterity and dodge bonuses to AC do not count for this calculation. (Creatures with an Armor Class of 25 or higher, without considering Dexterity and dodge bonuses, take no damage from contact with the wall.)

You can make the wall as thin as 5 feet thick, which allows you to shape the wall as a number of 10-by-10-by-5-foot blocks equal to twice your caster level. This has no effect on the damage dealt by the thorns, but any creature attempting to break through takes that much less time to force its way through the barrier.

Creatures can force their way slowly through the wall by making a Strength check as a full-round action. For every 5 points by which the check exceeds 20, a creature moves 5 feet (up to a maximum distance equal to its normal land speed). Of course, moving or attempting to move through the thorns incurs damage as described above. A creature trapped in the thorns can choose to remain motionless in order to avoid taking any more damage.

Any creature within the area of the spell when it is cast takes damage as if it had moved into the wall and is caught inside. In order to escape, it must attempt to push its way free, or it can wait until the spell ends. Creatures with the ability to pass through overgrown areas unhindered can pass through a *wall of thorns* at normal speed without taking damage.

A *wall of thorns* can be breached by slow work with edged weapons. Chopping away at the wall creates a safe passage 1 foot deep for every 10 minutes of work. Normal fire cannot harm the barrier, but magical fire burns it away in 10 minutes.

Despite its appearance, a *wall of thorns* is not actually a living plant, and thus is unaffected by spells that affect plants.

Wall Walker

Culture and Power Cost: Biomagic 2, Psionic 2, Shamanism 2

Components: M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./+1 PWR

You can walk on vertical surfaces or even traverse ceilings (you need not make Climb checks to traverse these surfaces). Because of the need to keep at least one foot in contact with the wall or ceiling at all times, you cannot jump or use the run action, and you can move at only half speed.

You retain your Dexterity bonus to Armor Class, if any, and opponents gain no special bonuses against you.

Warp Wood

Culture and Power Cost: Druid 3, Alchemy 3

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: 1 Small wooden object/+1 PWR, all within a 20-ft. radius

Duration: Instantaneous

Saving Throw: Willpower Check negates (object)

You cause wood to bend and warp, permanently destroying its straightness, form, and strength. A warped door springs open (or becomes stuck, requiring a Strength check to open, at your option). A boat or ship springs a leak. Warped ranged weapons are useless. A warped melee weapon causes a -4 penalty on attack rolls.

You may warp one Small or smaller object or its equivalent. A Medium object counts as two Small objects, a Large object as four, a Huge object as eight, a Gargantuan object as sixteen, and a Colossal object as thirty-two.

Alternatively, you can unwarped wood (effectively warping it back to normal) with this spell, straightening wood that has been warped by this spell or by other means. *Make whole*, on the other hand, does no good in repairing a warped item.

You can combine multiple consecutive *warp wood* spells to warp (or unwarped) an object that is too large for you to warp with a single spell.

Until the object is completely warped, it suffers no ill effects.

Water Breathing

Culture and Power Cost: Elementalism 4, Biomagic 4

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Living creatures touched

Duration: 2 hours/+1 PWR; see text

Saving Throw: Willpower Check negates (harmless)

The transmuted creatures can breathe water freely. Divide the duration evenly among all the creatures you touch.

The spell does not make creatures unable to breathe air.

Arcane Material Component: A short reed or piece of straw.

Water Walk

Culture and Power Cost: Divine Magic 4, Elementalism 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Targets: One touched creature/+1 PWR

Duration: 10 min./+1 PWR (D)

Saving Throw: Willpower Check negates (harmless)

The transmuted creatures can tread on any liquid as if it were firm ground. Mud, oil, snow, quicksand, running water, ice, and even lava can be traversed easily, since the subjects' feet hover an inch or two above the surface. (Creatures crossing molten lava still take damage from the heat because they are near it.) The subjects can walk, run, charge, or otherwise move across the surface as if it were normal ground.

If the spell is cast underwater (or while the subjects are partially or wholly submerged in whatever liquid they are in), the subjects are borne toward the surface at 60 feet per round until they can stand on it.

Waves of Exhaustion

Culture and Power Cost: Infernal Magic 8, Abyssal Magic 8, Biomagic 8

Components: V, S

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: No

Waves of negative energy cause all living creatures in the spell's area to become exhausted. This spell has no effect on a creature that is already exhausted.

Waves of Fatigue

Culture and Power Cost: Infernal Magic 6, Abyssal Magic 6, Biomagic 6

Components: V, S

Casting Time: 1 standard action

Range: 30 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: No

Waves of negative energy render all living creatures in the spell's area fatigued. This spell has no effect on a creature that is already fatigued.

Weapon of Energy

Culture and Power Cost: Magic 4, Alchemy 5

Components: S

Range: Touch

Target: Weapon touched

Duration: 1 round/+1 PWR

Saving Throw: Constitution Check negates (object, harmless)

As *claw of energy*, except this power can be manifested on a touched weapon. This power's subtype is the same as the type of energy infused in the touched weapon.

Web

Culture and Power Cost: Magic 3, Alchemy 3, Shamanism 3, Magic 3

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./+1 PWR)

Effect: Webs in a 20-ft.-radius spread

Duration: 10 min./+1 PWR (D)

Saving Throw: Reflex negates; see text

Web creates a many-layered mass of strong, sticky strands. These strands trap those caught in them. The strands are similar to spider webs but far larger and tougher. These masses must be anchored to two or more solid and diametrically opposed points or else the web collapses upon itself and disappears. Creatures caught within a *web* become entangled among the gluey fibers. Attacking a creature in a web won't cause you to become entangled. Anyone in the effect's area when the spell is cast must make a Reflex save. If this save succeeds, the creature is entangled, but not prevented from moving, though moving is more difficult than normal for being entangled (see below). If the save fails, the creature is entangled and can't move from its space, but can break loose by spending 1 round and making a Strength check or a Escape Artist check. Once loose (either by making the initial Reflex save or a later Strength check or Escape Artist check), a creature remains entangled, but may move through the *web* very slowly. Each round devoted to moving allows the creature to make a new Strength check or Escape Artist check. The creature moves 5 feet for each full 5 points by which the check result exceeds 10.

If you have at least 5 feet of web between you and an opponent, it provides cover. If you have at least 20 feet of web between you, it provides total cover.

The strands of a *web* spell are flammable. A magic *flaming sword* can slash them away as easily as a hand brushes away cobwebs. Any fire can set the webs alight and burn away 5 square feet in 1 round. All creatures within flaming webs take 2d4 points of fire damage from the flames.

Web can be made permanent with a *permanency* spell. A permanent *web* that is damaged (but not destroyed) regrows in 10 minutes.

Material Component: A bit of spider web.

Weird

Culture and Power Cost: Magic 10

Targets: Any number of creatures, no two of which can be more than 30 ft. apart

This spell functions like *phantasmal killer*, except it can affect more than one creature. Only the affected creatures see the phantasmal creatures attacking them, though you see the attackers as shadowy shapes.

If a subject's Fortitude save succeeds, it still takes 3d6 points of damage and is stunned for 1 round. The subject also takes 1d4 points of temporary Strength damage.

Whirlwind

Evocation [Air]

Culture and Power Cost: Air 8, Drd 8

Components: V, S, DF

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./+1 PWR)

Effect: Cyclone 10 ft. wide at base, 30 ft. wide at top, and 30 ft. tall

Duration: 1 round/+1 PWR (D)

Saving Throw: Reflex negates; see text

This spell creates a powerful cyclone of raging wind that moves through the air, along the ground, or over water at a speed of 60 feet per round. You can concentrate on controlling the cyclone's every movement or specify a simple program. Directing the cyclone's movement or changing its programmed movement is a standard action for you. The cyclone always moves during your turn. If the cyclone exceeds the spell's range, it moves in a random, uncontrolled fashion for 1d3 rounds and then dissipates. (You can't regain control of the cyclone, even if it comes back within range.)

Any Large or smaller creature that comes in contact with the spell effect must succeed on a Reflex save or take 3d6 points of damage. A Medium or smaller creature that fails its first save must succeed on a second one or be picked up bodily by the cyclone and held suspended in its powerful winds, taking 1d8 points of damage each round on your turn with no save allowed. You may direct the cyclone to eject any carried creatures whenever you wish, depositing the hapless souls wherever the cyclone happens to be when they are released.

Whispering Wind

Culture and Power Cost: Magic 3, Elementalism 3

Components: V, S

Casting Time: 1 standard action

Range: 1 mile/+1 PWR

Area: 10-ft.-radius spread

Duration: No more than 1 hour/+1 PWR or until discharged (destination is reached)

Saving Throw: None

You send a message or sound on the wind to a designated spot. The *whispering wind* travels to a specific location within range that is familiar to you, provided that it can find a way to the location. A *whispering wind* is as gentle and unnoticed as a zephyr until it reaches the location. It then delivers its whisper-quiet message or other sound. Note that the message is delivered regardless of whether anyone is present to hear it. The wind then dissipates.

You can prepare the spell to bear a message of no more than twenty-five words, cause the spell to deliver other sounds for 1 round, or merely have the *whispering wind* seem to be a faint stirring of the air. You can likewise cause

the *whispering wind* to move as slowly as 1 mile per hour or as quickly as 1 mile per 10 minutes. When the spell reaches its objective, it swirls and remains in place until the message is delivered. As with *magic mouth*, *whispering wind* cannot speak verbal components, use command words, or activate magical effects.

Wind Walk

Culture and Power Cost: Elementalism 7

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Targets: You and one touched creature per three levels

Duration: 1 hour/+1 PWR (D); see text

Saving Throw: No and Willpower Check negates (harmless) and Yes (harmless)

You alter the substance of your body to a cloudlike vapor (as the *gaseous form* spell) and move through the air, possibly at great speed. You can take other creatures with you, each of which acts independently.

Normally, a *wind walker* flies at a speed of 10 feet with perfect maneuverability. If desired by the subject, a magical wind wafts a *wind walker* along at up to 600 feet per round (60 mph) with poor maneuverability. *Wind walkers* are not invisible but rather appear misty and translucent. If fully clothed in white, they are 80% likely to be mistaken for clouds, fog, vapors, or the like.

A *wind walker* can regain its physical form as desired and later resume the cloud form. Each change to and from vaporous form takes 5 rounds, which counts toward the duration of the spell (as does any time spent in physical form). As noted above, you can dismiss the spell, and you can even dismiss it for individual wind walkers and not others.

For the last minute of the spell's duration, a *wind walker* in cloud form automatically descends 60 feet per round (for a total of 600 feet), though it may descend faster if it wishes. This descent serves as a warning that the spell is about to end.

Wind Wall

Culture and Power Cost: Elementalism 3

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./+1 PWR)

Effect: Wall up to 10 ft./+1 PWR long and 5 ft./+1 PWR high (S)

Duration: 1 round/+1 PWR

Saving Throw: None; see text

An invisible vertical curtain of wind appears. It is 2 feet thick and of considerable strength. It is a roaring blast sufficient to blow away any bird smaller than an eagle, or tear papers and similar materials from unsuspecting hands. (A Reflex save allows a creature to maintain its grasp on an object.) Tiny and Small flying creatures cannot pass through the barrier. Loose materials and cloth garments fly upward when caught in a *wind wall*. Arrows and bolts are deflected upward and miss, while any other normal ranged weapon passing through the wall has a 30% miss chance. (A giant-thrown boulder, a siege engine projectile, and other massive ranged weapons are not affected.) Gases, most gaseous breath weapons, and creatures in gaseous form cannot pass through the wall (although it is no barrier to incorporeal creatures).

While the wall must be vertical, you can shape it in any continuous path along the ground that you like. It is possible to create cylindrical or square wind walls to enclose specific points.

Arcane Material Component: A tiny fan and a feather of exotic origin.

Wish

Culture and Power Cost: Magic 10, Divine Magic 10, Infernal Magic 10, Abyssal Magic 10

Components: V, XP

Casting Time: 1 standard action

Range: See text

Target, Effect, or Area: See text

Duration: See text

Saving Throw: See text

Wish is the mightiest spell a wizard or sorcerer can cast. By simply speaking aloud, you can alter reality to better suit you.

Even *wish*, however, has its limits.

A *wish* can produce any one of the following effects.

- Duplicate any wizard or sorcerer spell of 8th level or lower, provided the spell is not of a school prohibited to you.
 - Duplicate any other spell of 6th level or lower, provided the spell is not of a school prohibited to you.
 - Duplicate any wizard or sorcerer spell of 7th level or lower even if it's of a prohibited school.
 - Duplicate any other spell of 5th level or lower even if it's of a prohibited school.
 - Undo the harmful effects of many other spells, such as *geas/quest* or *insanity*.
 - Create a nonmagical item of up to 25,000 IM in value.
 - Create a magic item, or add to the powers of an existing magic item.
 - Grant a creature a +1 inherent bonus to an ability score. Two to five *wish* spells cast in immediate succession can grant a creature a +2 to +5 inherent bonus to an ability score (two wishes for a +2 inherent bonus, three for a +3 inherent bonus, and so on). Inherent bonuses are instantaneous, so they cannot be dispelled. *Note:* An inherent bonus may not exceed +5 for a single ability score, and inherent bonuses to a particular ability score do not stack, so only the best one applies.
 - Remove injuries and afflictions. A single *wish* can aid one creature, and all subjects are cured of the same kind of affliction. For example, you could heal all the damage you and your companions have taken, or remove all poison effects from everyone in the party, but not do both with the same *wish*. A *wish* can never restore the experience point loss from casting a spell or the level or Constitution loss from being raised from the dead.
 - Revive the dead. A *wish* can bring a dead creature back to life by duplicating a *resurrection* spell. A *wish* can revive a dead creature whose body has been destroyed, but the task takes two *wishes*, one to recreate the body and another to infuse the body with life again. A *wish* cannot prevent a character who was brought back to life from losing an experience level.
 - Transport travelers. A *wish* can lift one creature from anywhere on any plane and place those creatures anywhere else on any plane regardless of local conditions. An unwilling target gets a Will save to negate the effect.
 - Undo misfortune. A *wish* can undo a single recent event. The *wish* forces a reroll of any roll made within the last round (including your last turn). Reality reshapes itself to accommodate the new result. For example, a *wish* could undo an opponent's successful save, a foe's successful critical hit (either the attack roll or the critical roll), a friend's failed save, and so on. The reroll, however, may be as bad as or worse than the original roll. An unwilling target gets a Will save to negate the effect.
- You may try to use a *wish* to produce greater effects than these, but doing so is dangerous. (The *wish* may pervert your intent into a literal but undesirable fulfillment or only a partial fulfillment.)
- Duplicated spells allow saves as normal.

Material Component: When a *wish* duplicates a spell with a material component that costs more than 10,000 gp, you must provide that component.
XP Cost: The minimum XP cost for casting *wish* is 5,000 XP. When a *wish* duplicates a spell that has an XP cost, you must pay 5,000 XP or that cost, whichever is more. When a *wish* creates or improves a magic item, you must pay twice the normal XP cost for crafting or improving the item, plus an additional 5,000 XP.

Wood Shape
 Culture and Power Cost: Druidic 3, Alchemy 3
 Components: V, S, DF
 Casting Time: 1 standard action
 Range: Touch
 Target: One touched piece of wood no larger than 10 cu. ft. + 1 cu. ft./+1 PWR
 Duration: Instantaneous
 Saving Throw: Willpower Check negates (object)
Wood shape enables you to form one existing piece of wood into any shape that suits your purpose. While it is possible to make crude coffers, doors, and so forth, fine detail isn't possible. There is a 30% chance that any shape that includes moving parts simply doesn't work.

Word of Chaos
 Culture and Power Cost: Druidic 8, Infernal Magic 8, Abyssal Magic 8
 Components: V
 Casting Time: 1 standard action
 Range: 40 ft.
 Area: Nonchaotic creatures in a 40-ft.-radius spread centered on you
 Duration: Instantaneous
 Saving Throw: None or Willpower Check negates; see text
 Any nonchaotic creature within the area who hears the *word of chaos* suffers the following ill effects. The effects are cumulative and concurrent. No saving throw is allowed against these effects.
Deafened: The creature is deafened for 1d4 rounds.
Stunned: The creature is stunned for 1 round.
Confused: The creature is *confused*, as by the *confusion* spell, for 1d10 minutes. This is a mind-affecting enchantment effect.
Killed: Living creatures die. Undead creatures are destroyed.

HD	Effect
Equal to caster level	Deafened
Up to caster level -1	Stunned, deafened
Up to caster level -5	Confused, stunned, deafened
Up to caster level -10	Killed, <i>confused</i> , stunned, deafened

Furthermore, if you are on your home plane when you cast this spell, nonchaotic extraplanar creatures within the area are instantly banished back to their home planes. Creatures so banished cannot return for at least 24 hours. This effect takes place regardless of whether the creatures hear the *word of chaos*. The banishment effect allows a Will save (at a -4 penalty) to negate. Creatures whose HD exceed your caster level are unaffected by *word of chaos*.

Word of Recall
 Culture and Power Cost: Magic 7
 Components: V
 Casting Time: 1 standard action
 Range: Unlimited
 Target: You and touched objects or other willing creatures
 Duration: Instantaneous

Saving Throw: None or Willpower Check negates (harmless, object)
 or Yes (harmless, object)
Word of recall teleports you instantly back to your sanctuary when the word is uttered. You must designate the sanctuary when you prepare the spell, and it must be a very familiar place. The actual point of arrival is a designated area no larger than 10 feet by 10 feet. You can be transported any distance within a plane but cannot travel between planes. You can transport, in addition to yourself, any objects you carry, as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent per three caster levels. A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you. Exceeding this limit causes the spell to fail.
 An unwilling creature can't be teleported by *word of recall*. Likewise, a creature's Will save prevents items in its possession from being teleported. Unattended, nonmagical objects receive no saving throw.

Zone of Silence
 Culture and Power Cost: Magic 5
 Components: V, S
 Casting Time: 1 round
 Range: Personal
 Area: 5-ft.-radius emanation centered on you
 Duration: 1 hour/+1 PWR (D)
 By casting *zone of silence*, you manipulate sound waves in your immediate vicinity so that you and those within the spell's area can converse normally, yet no one outside can hear your voices or any other noises from within, including language-dependent or sonic spell effects. This effect is centered on you and moves with you. Anyone who enters the zone immediately becomes subject to its effects, but those who leave are no longer affected. Note, however, that a successful Spot check to read lips can still reveal what's said inside a *zone of silence*.

Zone of Truth
 Culture and Power Cost: Druidic 3, Psionic 4, Empathy 4, Divine Magic 4
 Components: V, S, DF
 Casting Time: 1 standard action
 Range: Close (25 ft. + 5 ft./2 levels)
 Area: 20-ft.-radius emanation
 Duration: 1 min./+1 PWR
 Saving Throw: Willpower Check negates
 Creatures within the emanation area (or those who enter it) can't speak any deliberate and intentional lies. Each potentially affected creature is allowed a save to avoid the effects when the spell is cast or when the creature first enters the emanation area. Affected creatures are aware of this enchantment. Therefore, they may avoid answering questions to which they would normally respond with a lie, or they may be evasive as long as they remain within the boundaries of the truth. Creatures who leave the area are free to speak as they choose.

Magical Effects Creation

The skill needed to create a new magical effect are described under the preceding magical cultural descriptions.

To create a new Magic Protocol, the skill is Spellcraft.

To create a new Psionic Discipline the skill is Discipline Forging.

To create a new Empathic Effect, the skill is Empathic Affinity.

To create a new Elemental effect, the skill is Elemental Decree.

To create a new Druidic effect the skill is Druidic Tradition.

To create a new Alchemical effect, the skill is Alchemical Knowledge.

To create a new Spiritual effect, the skill is Spiritual Channeling.

To create a new Divine Magic effect the skill is Faith.

To create a new Infernal Magic effect the skill is Infernal Corruption.

To create a new Biomagic effect, the skill is called Biomancy.

To create a new Abyssal Magic effect, the skill is called Abyssal Insanity.

To create a new Shamanism effect, the skill is called Shamanic Path.

The system used to determine the success or failure of a power is simple. The player describes the character's intended action, the GM applies a difficulty modifier and informs the player of the cost (in PWR). If this is agreeable, then the player then rolls for success or failure. If it is a success, then the effects take place unless there is a dodge, saving throw or another power is used to counter it. If it is a failure, then the GM adjudicates the severity of the failure and the cost (in PWR) is still paid.

<u>Difficulty</u>	<u>Modifier</u>	<u>PWR Cost</u>
Pathetic	+0%	1-3
Simple	-10%	4-6
Easy	-20%	7-10
Average	-30%	11-15
Challenging	-40%	16-20
Difficult	-50%	25-30
Very Difficult	-60%	31-35
Hard	-70%	36-40
Ridiculous	-80%	41-49
Crazy	-90%	50-59
Impossible	-100%	60+

Power failure...that is one of the worst things that can happen to an individual in Vhraeden, and it is for this reason that powerful mages are actually quite rare, for very few beings can experience an extreme power failure and live. The particulars for a power failure are quite simple, the Power that a being just drew forth didn't go where the character wanted it to go...and that is very bad indeed.

Effects:

This is the essence of what it is to be a willworker and there are two paths that magical societies take when creating

new spells. The first is to teach the basics of theory to all students and from there allow them to learn well documented effects or create their own. This is simulated in two ways. The first is for a mage, empathy, shaman etc to learn the basics of their technology. Each technology has their own body of knowledge as shown below:

PWR Costs: Every spell is composed of several distinct elements that must be "paid for" with PWR. The PWR cost is a numerical representation of the will and effort that is required of the caster in order to bend the forces of creation to his will. PWR costs are very steep, but using PWR is very, very effective, and that is why it is still used by the majority of sentient beings on Vhraeden. Every ability must have a range, a target or area of effect or an effect shape, and a duration. Those are for EVERY ability. In the description of the ability, there will be also be a descriptor such as

<u>Difficulty</u>	<u>Modifier/DC x 2 = difficulty modifier</u>
Pathetic	+0%
Simple	-10%
Easy	-20%
Average	-30%
Challenging	-40%
Difficult	-50%
Very Difficult	-60%
Hard	-70%
Ridiculous	-80%
Crazy	-90%
Impossible	-100%

<u>Range</u>	<u>PWR Cost</u>
Self	1
Touch 1m	2
Close- 10m	3
Medium-100m	4
Long- 1000m	5
Line of Sight - Able to be seen	6
Over the Horizon - a "known location"	7
Continental - a "known location"	8
Planetary - a "known location"	9
Universal - a "known location"	10
Multiversal - a "known location"	11

A "Discreet Target" is a singular object that must be able to be seen completely or visualized in its entirety the caster by the caster.

A "Known Location" is a target that the caster must be able to visualize completely with a high degree of accuracy. The target's specific location must be known also, not simply what it looks like.

<u>Target, Shape or Area of Effect</u>	<u>PWR</u>
Singular (no intervening path)	1

<u>Shape of Effect from Point of Origin</u>	<u>PWR Cost</u>
Ray	2
Linear (like a wall)	3
Hemisphere	4
Fan 30 degrees	5
Fan 60 degrees	6
Fan 90 degrees	7
Spherical	8
Cone 30 degrees	9
Cone 60 degrees	10
Cone 90 degrees	11
Expanding Hemisphere	12

<u>Area of Effect-circular(Square feet)</u>	<u>PWR Cost</u>
10'	2
100'	3
1000'	4
10,000'	5
100,000'	6
1,000,000'	7
10,000,000'	8
100,000,000'	9
1 billion	10
10 billion	11
100 billion	12
1 trillion	13

<u>Area of Effect-spherical(Cubic Feet)</u>	<u>PWR Cost</u>
10'	3
100'	4
1000'	5
10,000'	6
100,000'	7
1,000,000'	8
10,000,000'	9
100,000,000'	10
1 billion	11
10 billion	12
100 billion	13
1 trillion	14

<u>Duration</u>	<u>PWR Cost</u>
<u>Duration/Delay</u>	
Instant	1
1 Round	2
1 Minute	3
1 Hour	4
1 Day	5
1 Week	6
1 Month	7
1 Year	8
1 Decade	9
1 Century/"lifetime"	10
1 Millennia	11
1 Million Years	12
1 Billion Years	13
1 Trillion Years	14
Eternal	15

At Will = +1 PWR to Duration chosen

<u>Effects</u>	<u>PWR Cost</u>
<u>Variables</u>	
+/-1	1
+/-2	2
+/-3	3
+/-4	4
+/-5	5
+/-10	6
+/-15	7
+/-20	8
+/-25	9

<u>Attributes</u>	<u>PWR Cost</u>
+/-1	3
+/-2	4
+/-3	5
+/-4	6
+/-5	7
+/-6	8
+/-8	9
+/-10	10
+/-12	12
+/-15	15

+/-20 20

<u>Damage/Death/Life/Heal/Mend/Rend Effects</u>		
<u>Damage(+/-)</u>	<u>DC (force creations)</u>	<u>PWR Cost</u>
1	1	1
1d2	2	2
1d3	3	3
1d4	4	4
1d6	6	5
1d8	8	6
1d10	10	7
2d6/3d4/1d12	12	8
3d6	18	9
2d10	20	10
2d12/4d6/3d8	24	11
3d10/5d6	30	12
6d6	36	13
7d6	42	14
8d6	48	15
9d6	54	16
1d6 x 10	60	17
2d6 x 10	120	18
2d10 x 10	200	19
5d6 x 10	300	20
5d10 x 10	500	21
7d10 x 10	750	22
1d10 x 100	1000	23

Creation/Annihilation/Disintegration
 SIZ of object is the cube of the amount of PWR needed to create it. Annihilation and disintegration are similar, but do not have modifiers for their composition or complexity.

<u>Max SIZ</u>	<u>PWR</u>
3	1
8	2
27	3
64	4
125	5
216	6
343	7
512	8
729	9
1000	10

To create a Simple Homogenous object PWR x 1
 To create a Simple Heterogeneous object PWR x 2
 To create a Complex Homogenous object PWR x 3
 To create a Complex Heterogeneous object PWR x 4

<u>Speed</u>	<u>MPH</u>	<u>Cost</u>
1	1/2	1
2	1	2
5	2.5	3
10	5	4
20	10	5
40	20	6
80	40	7
150	75	8
300	150	9
600	300	10
1000	500	11

Cutting the Costs of Magic:
 As can be seen, the costs for a spell can be prohibitive and it is the casters best interest to do all that they can in order to make their spells cost less and thus lessen the risk of falling into the grasp of AAD, especially stage 4, which occurs whenever a beings' PWR doubles over its' original value! This includes times when the being is in the midst of casting a spell that requires large amounts of PWR. This is why Rituals (many people contributing PWR to the spell)

continue to be used instead of simply using a MECS, PESMS, SECS or a PEAMS to boost their power.

Components:

For each of the following, divide by that number +1, therefore a spell that has a verbal component is reduced by half, while a spell with a verbal and a somatic component is reduced by two thirds and a spell with a verbal, material and a focus is reduced to a quarter and a spell with all four components is reduced to a fifth.

Material - A material component that is completely consumed in the casting of the spell. The value of the material is twice the value of the PWR of the magic BEFORE any reductions due to time or components.

Focus - A material component that is completely consumed in the casting of the spell. The value of the material is the square of the PWR of the magic BEFORE any reductions due to time or components.

Verbal - A short phrase, requires 1 action to complete, may be done in the same round as a somatic component.

Somatic - A gesture, requires 1 action to do, may be done in the same round as a verbal component.

Casting Time:

1 Day	1/4 total PWR (Called a Ritual)
1 Hour	1/2 total PWR (Called a Sorcery)
1 Minute	x1 total PWR (Called a Spell)
1 Round	x2 total PWR (Called an Instant)

How magic is used in the game:

By this time, you are probably wondering exactly how the characters are supposed to use magic when the PWR costs are in the high twenties and thirties when all the costs are added up. The answer is that magic is used exactly like skills. What I mean is that PC's are not "magical Gatling guns" to borrow a phrase from Gary Gygax. PC's have magical abilities and they are very powerful, but in this setting, the characters have to plan how they want their abilities to work and then literally make spells that are then available for use. By making something "available for use", they create a spell, spend the PWR and then literally "hold it" in reserve, which means that they have a spell that is complete, and ready for use, all PWR is already paid, but they are simply "keeping it" ready in astral space, which is why a fully magicked out being is easily visible in astral space, they glow with power.

A being make keep a number of complete spells in reserve equal to their PWR score, thus a being with a PWR of 11 can have 11 spells prepared (regardless of the total PWR that equates to) and still have 11 PWR available for use immediately as well.

To model a Fireball, it is a medium range spell (4), is ray shaped (1), has a spherical blast radius of 100' (4), and is instant (1), and I want it to do 1d6x10 damage (4). It has a base cost of 14 PWR! I don't want to spend 14 PWR, so I decide to use a verbal, somatic and focal component, so it is now only 5 PWR (round up). It will take me one minute to cast it...I want it now...so it now costs 10 PWR!

The point of having this system is because with it, a character with a PWR of 11 could cast a whole 2 fireballs in 2 minutes...or, they can take 6 hours and have 6 fireballs ready for use at any time. Yes, magic takes TIME and EFFORT to use, rather like technology. The point is that magic and technology are both solutions to the same

problem, whereas Technology needs an entire system to support it, magic needs time.

This is also why so many mages learn to imbue items with spells so that they can be free of the burdens of constantly having to prepare spells every day...but that is what mages do.

Permanent PWR Loss:

There are two ways to have permanent PWR loss. The first is to burn 1 PWR permanently in exchange for 10 temporary PWR to use for a spell or an effect, and those 10 PWR do not count towards the PWR x 2 Limit for AAD level 4. The 10 PWR gained must be used immediately for a spell or an effect or they bleed off at a rate of 1 PWR every minute.

The second way to suffer permanent PWR loss is during character creation. In order to create a "mutant power" or some sort of always active ability or one that is active "at will", a character buys them as they would a spell or an ability during game play, but they have to pay for them out of PWR using the rule as stated above. Thus, if a character wants to be invisible at will, they have to find the ability, build it as a normal effect then that cost has to be paid for using the rule above for permanent PWR loss.

Building Magical Items

A magical item is a regular item that has magical enery (PWR) held in a state of readiness within itself. Magical items are expensive, the first expense is the base item and then the value of the raw materials that must be added to that, not to mention the labor costs.

The value of the material is based upon the maximum PWR being held within the item. The exact composition of the Material Component is left to the caster although the value of the raw materials is.

<u>PWR Cost</u>	<u>Material Costs added to Item</u>
1	10 IM
2	40 IM
3	90 IM
4	160 IM
5	250 IM
6	360 IM
7	490 IM
8	640 IM
9	810 IM
10	1000 IM
11	1210 IM
12	1440 IM
13	1690 IM
14	1960 IM
15	2250 IM
16	2560 IM
17	2890 IM
18	3240 IM
19	3610 IM
20	4000 IM
21	4410 IM
22	4840 IM
23	5290 IM
24	5760 IM
25	6250 IM
26	6760 IM
27	7290 IM
28	7840 IM
29	8410 IM
30	9000 IM
PWR	(PWR x PWR) X 10

Arcane Affective Disorder

Stage 1 Casts larger spells than necessary (will always expend at least 1 PWR more than necessary)

Stage 2 Begins to collect magic items that imbue Power (obsessive/compulsive disorder)

Stage 3 Obsessively casts spells, must have magic items on at all times, uses healing potions for minimal injuries. (addictive behavior readily apparent)

Stage 4 Suicidal behavior by hooking themselves up to MECS, SECS or other ECS. Victim dies or (very rarely) undergoes a spontaneous transformation and may end up as a Sacrifice junkie, vampire, ghoul, lich, be possessed or undergo a complete metamorphosis.

How does a character go from being a magic user to becoming a victim of Stage 4 AAD? It is actually rather difficult to be a victim of Stage 1, but each stage is progressively easier.

The first time a magic user rolls a critical failure (00%) on casting a spell, they are affected by AAD Stage 1 and must always spend at least 1 more PWR than necessary.

The next time a magic user rolls a critical failure (00%), casting a spell they then become affected by AAD Stage 2 and gains an Obsession to collect and gain more PWR, which only hastens the onset of later stage AAD. These magic users also make their magical effects 2 PWR more than necessary.

The third time a magic user rolls a critical failure casting a spell, they have to roll d100. If they roll OVER their current PWR total, they are not affected by AAD stage 3. If they roll under, they are affected by AAD stage 3 and is now a magical addict constantly collecting items of PWR and having spells on at all times, and all of their magical effects are now 3 PWR more than necessary, which depletes their PWR faster, which makes them need more PWR and only accelerates their descent into suicidal behaviors that culminates with Stage 4 AAD.

As soon as a character afflicted with Stage 3 AAD rolls a critical failure, they must roll a d100 versus their original, unaugmented PWR. If they roll under it, they become afflicted with Stage 4 AAD, or if they roll over the check number, they die instantly in some very spectacular manner like turning to ooze, exploding, vanishing in a cloud of magical plasma, melting, aging to dust, dessication or some other nifty way.

Metamorphosis - The PC undergoes a massive metamorphosis that affects every aspect of a character.

Possessed - The PC becomes permanently possessed by another entity. This may be anything from a deity, a demon, an Outsider, a spirit or a totem. Every day the PC must fight for control of his body in order to even function. The PC becomes, in essence, two separate characters, one of which is controlled by the GM.

Psychic Vampire - A PC can no longer regenerate PWR. The only way that they can replace their PWR is to take it from living beings. A vampire drains 1 PWR per hour being in close proximity of other beings. A psychic vampire can literally kill an average human simply by being in the same room with them for approximately 24 hours. Psychic vampires are therefore very fond of parties and nightclubs.

True Cannibal - A true cannibal is similar to a psychic vampire, although they cannot gain PWR from simply being

around a living being, they must consume the flesh of a being in order to regain expended PWR. By consuming portions or the entire body of a being, they gain that beings power. Ghouls are exceedingly vile creatures. Consuming the entire body of a being gives double the PWR that being possessed in life, while portions of the body give a corresponding smaller amount of PWR. An arm or leg are each worth 1/4 of the beings living PWR amount, the head and torso are worth 1/2 of the beings living PWR. Eating merely the heart, brain and genitals of a creature however, will give PWR equal to the beings living PWR. Most true cannibals will usually only eat these organs, since consuming an entire being takes a long time.

A subset of true cannibals are the so called Hemovores. These are magically created cannibals that for one reason or another do not wish to eat a creature and will often attempt to merely take the blood of a creature. These creatures will often refer to themselves as True Vampires or, more rarely, Hemovores. True cannibals look down on them as being weak and mere pretenders to the power of magical transformation. Hemovores can only take a maximum of 1/2 a creature's PWR from blood. If a Hemovore takes more than 1/4 of a beings power, they will die due to shock and blood loss.

The Unliving - An unliving is being whose physical body loses the ability to heal. An unliving cannot regenerate lost PWR or lost DC. An unliving never heals, and they therefore become exceedingly paranoid about any situation where they might become damaged in any way. An unliving can absorb damage however, by paying for the damage in PWR. Thus if an unliving took 8 damage, he could lose 8 DC or they can lose 8 PWR, but lose no DC. The only way for an unliving to gain PWR is to steal it by sacrificing other beings and absorbing the spiritual power that is released. The only benefits to this state are that an unliving has no maximum PWR score and can literally have hundreds of PWR. An additional benefit is that unliving never have to sleep.

Unliving can not die regardless of how much damage they take however. The drawback is that at 0 DC, an unliving loses a limb and looks horrible. At -1/4 DC, the unliving will lose a second limb and at -1/2 DC the unliving's body will lose a third limb. At -3/4 DC the unliving will have lost all of their limbs and at -full DC, the unliving will lose the ability to speak and will simply be a pile of ragged flesh unable to do anything except rot and be conscious of every second.

Since an unliving can not die, they can be regenerated from a pile of ashes to full health with however many PWR points it would take to cancel out the damage they have taken. This makes unliving extremely difficult to kill permanently.

Sacrifice Junkie - The PC literally becomes addicted to the practice of sacrificing others in order to drain them of their power. This is very similar to becoming a serial killer, although the sacrifice junkie is not as discriminating in their choice of victims. That, in some respects makes sacrifice junkies very hard to catch and protect against. Due the fact that they are usually extremely powerful mages, it is difficult to kill a sacrifice junkie once one has been tracked to his lair. Ghouls and liches are usually sacrifice junkies as well since the only way they can gain PWR is to steal it. Ghouls have to eat their prey to absorb the PWR, while a lich needs huge amounts of PWR that can usually only be gained by sacrificing other sentients.

CHAPTER X EQUIPMENT



Even in the cold blackness of space, the nations of Vhraeden are making their will manifest

Equipment is the items that characters use to accomplish many of their missions. Equipment very often means the difference between life and death. Weapons and armor are the most visible components of a character's equipment, but there are literally thousands of other items that may come in handy for any number of operations such as computers, magical items, psionic devices, vehicles, animals, and allies among others.

Housing

Characters have to have a place to live. Depending on their lifestyle, that can range from a street corner to an ancient castle. The following is the price range for different styles of housing available. The first price is the cost per month in rent and utilities while the second price is the cost to buy completely. These costs are included under the cost per month for Lifestyle under Character Creation.

<u>Domicile/Lifestyle</u>	<u>Upkeep/Income</u>
Homeless	0/0 IM
Squatter	0/0 IM
Subsidized Apartment	300/0 IM
Low Rent Apartment	500/0 IM
Mid Rent Apartment	800/0 IM
High Rent Apartment	1200/0 IM
Expensive Apartment	2000/0 IM
Rich Apartment	4000/0 IM
Townhouse	3000/250,000 IM
Condominium	5000/500,000 IM
Small, older house	300/40,000 IM

Mid-size older house	500/80,000 IM
Large, older house	800/120,000 IM
Huge older house	1000/500,000 IM
Manor house	1500/1.5 million IM
Small house	500/60,000 IM
Mid-size house	900/180,000 IM
Large house	2500/450,000 IM
Mansion	4000/2 million+ IM

Quality

There are optional classifications that items fall into that either improve or reduce their effects such as masterwork, excellent, good, average, bad and poor. A masterwork item improves every aspect of an item's capabilities by a set amount. There is also the option to either improve or increase one aspect of an item, as well as the option to degrade or decrease one aspect of an item.

The trade off is usually in price. An item of equipment that does more is generally more expensive than a default item, while a less capable item is usually cheaper.

<u>Quality Descriptor</u>	<u>Price</u>
Masterwork	X 20
all aspects of the item increase by 25%	
Excellent	X 10
all aspects of the item increase by 10%	
Good	X 5

all aspects of the item increase by 5%

Average X 1

Bad X $\frac{3}{4}$
all aspects of the item are reduced by 10%

Poor X $\frac{1}{2}$
all aspects of the item are reduced by 20%

Increased +100%
one aspect of the item is increased by 20%

Improved +200%
one aspect of the item is increased by 10%

Degraded -10%
one aspect of the item is decreased by 10%

Decreased -20%
one aspect of the item is decreased by 20%

Improvised
This is using an item for a purpose that it is not supposed to be used for such as a broom handle used as a staff. This item has a % chance of breaking that is equal to damage caused by x10%. 2 points of damage = 20% chance of breaking.

Fragile
This is using an item for a purpose that is not supposed to be used for at all such as a framed picture used to hit somebody. This item takes has a % chance of breaking that is equal to damage caused X20%. 3 points of damage = 60% of breaking.

It is possible to increase and improve masterwork, excellent and good quality items, but all the price modifiers are based off the modified item, whereas the effects are based off the default values. It is also possible to degrade and decrease bad and poor quality items, but the prices are based of the default values while the effects are based off the modified values.

Legality and Rarity

Every item is rated in terms of its general legality and general rarity, this is hereafter referred to as the Legal/Rarity Code or L/RC. There are five legal codes. The legal codes are: Legal, Restricted, Illegal-1 (misdemeanor), Illegal-2 (felony) and Illegal-3 (capital). They are abbreviated L, R, I1, I2 and I3. Legal items have no restrictions regarding their purchase or possession. Restricted items have some requirements for either possession or purchase. Illegal items are just that, illegal to purchase or possess. Misdemeanor items have a penalty less than one year in jail, while felony items have a penalty over one year in prison. Capital items are punishable by either death or life-time imprisonment.

While it may seem that almost everything is either restricted or illegal, the legal code is given for simply carrying the weapon around and not using it. Using a weapon brings its own punishments. Due to the fact that so many weapons are restricted or illegal, there are licences that may be purchased. The following licences are available for purchase. There are two prices given, the first is for a character who has no criminal record and will be granted the licence by the government with no issues. The second price is the cost that a PC will have to pay if they have a criminal record and still wishes to purchase the licence. The licence will be 100% legal and will raise no

questions, but the costs is for people to simply look the other way. If a character wishes to simply have a forgery, they certainly can purchase one, but it will only stand up to the level of scrutiny that a character purchased.

It must be reiterated that a licence merely allows the PC to "possess" the item. A licence to "traffic" (buy/sell or trade) these items costs 10 TIMES as much as a possessory licence! There are no licences available to use these items...using a weapon automatically means the PC will have a court date, and depending on the circumstances, the penalty will be assessed there. Note that the costs associated with these licences are beyond the scope of PC's and are generally available only to nations, corporations and very large associations.

<u>Licence Types Available:</u>	<u>Legal Cost</u>	<u>Black Market Cost</u>
Restricted Melee	500 IM	750 IM
I-1 Melee Weapons	750 IM	1500 IM
I-2 Melee Weapons	1500 IM	5000 IM
I-3 Melee Weapons	10,000 IM	50,000 IM
Restricted Ranged	1,500 IM	5000 IM
I-1 Ranged Weapons	5,000 IM	25,000 IM
I-2 Ranged Weapons	100,000 IM	1,000,000 IM
I-3 Ranged Weapons	Not available	Not available

Penalties Associated with Possessing/Using a Weapon

Legal Melee Weapon	none	1 year
Restricted Melee Weapon	6 mos	2 years
I-1 Melee Weapon	1 year	5 years
I-2 Melee Weapon	5 years	10 years
I-3 Melee Weapon	life	death
Legal Ranged Weapon	none	1 year
Restricted Ranged Weapon	1 year	2 years
I-1 Ranged Weapon	2 years	5 years
I-2 Ranged Weapon	5 years	life
I-3 Ranged Weapon	life	death

Rarity is measured by five codes as well. They are Very Common (VC), Common (C), Scarce (S), Rare (R) and Unique (U). The rarity code is used to determine the percentage chance that an item is available in a venue that could reasonably expect to have the item, or more rarely an area. VC is equivalent to a 90% chance that the item is available. C is a 60% chance, S is 25%, R is 5% and Unique means that there is only one of an item, or that there is a limited supply of the item (less than 10) and they are usually all owned by someone else. Use your best judgment on whether or not to use Rarity Codes, as they a tool that may not always be appropriate to the story.

In general, something can be sold for half its listed price. Prices can vary from merchant to merchant by 10%, and from location to location up to 20%.

Money and Value

Everything has a price in Vhraeden. Equipment, services, information and even lives are given value in this dark world.

The prices listed are in Imperial Marks (IM). Utilize the following table to determine the prices in other areas.

1 MC	1.3 IM
1 RM	.8 IM
1 AG	1.1 IM
1 EM	1.25 IM to .5 IM
1 SS	1.05 IM
1 IP	2.1 IM
1 SEM	1.15 IM

Lives are valuable in three distinct ways. The first way is the value of a skill that a being possesses. This is how employers value their assets. An employer typically values the total being and thus they are given the following cash value based on their overall Ability Level (as described under Character Creation). This is the cash value of the being in question (including training, proprietary information, assets, equipment and "experience"), minus all sentimentality or honor bound commitments which are common in law enforcement or military organizations.

Ability Level	Rank	Value
Less than 1000%	Novice	10,000 IM
1000% - 1200%	Rookie	50,000 IM
1201% - 1400%	Green	75,000 IM
1401% - 1600%	Average	100,000 IM
1601% - 2000%	Above Average	200,000 IM
2001% - 2500%	Professional	250,000 IM
2501% - 3000%	Experienced	500,000 IM
3001% - 3500%	Elite	1 million IM
3501% - 4000%	Expert	10 million IM
4501% - 5000%	Awesome	100 million IM
5001%+	World Class	1 billion IM

The other method of valuing a being is their use in a few key skills. This is how slave drivers or specialty employers value their assets. This is effectively a "selling price" and reflects only their skill and does not reflect their experience, training or any other factor.

Ability Level	Value
1 skill under 50%	1000 IM
1 skill between 51-75%	2000 IM
1 skill between 76-80%	4000 IM
1 skill between 81-90%	8000 IM
1 skill between 91-99%	16,000 IM
1 skill over 100%	32000 IM
2 skills between 51-75%	8000 IM
2 skills between 76-80%	16,000 IM
2 skills between 81-90%	32,000 IM
2 skills between 91-99%	64,000 IM
2 skills over 100%	128,000 IM
3 skills between 51-75%	64,000 IM
3 skills between 76-80%	150,000 IM
3 skills between 81-90%	300,000 IM
3 skills between 91-99%	500,000 IM
3 skills over 100%	1 million IM

The third way of valuing a being is used exclusively by mages, psions and others who use Power (PWR). This manner of valuing a being is based upon their use as a sacrifice. Each point of PWR a being possesses is worth 10,000 IM. While it may appear to be an over-valuation, the use of spiritual energy to power magical devices is not only illegal and immoral, it is also exceedingly difficult. This method of "valuing" an object is to be used only by NPC's and only for dramatic effect. For example, an NPC cultist does not have access to enough money in order to purchase a particular item, but the GM can determine that if he could create the object by sacrificing the requisite number of victims to equal the monetary value. A 350,000 IM staff would require 350,000/10,000 = 35 PWR to be sacrificed in order to make this item. It can not be stressed enough that this is only for NPC's. This allows poor villains to have powerful items with a modicum of believability. PC's should be forced to use magic item creation rules found in the magic rules.

Objects	SP	DC
Rope (1 inch diam.)	1	2
Hollow wooden door	2	10

Spear	5	2
Small chest	5	1
Good wooden door	7	15
Treasure chest	5	15
Reinforced wooden door	9	20
Masonry wall (1 ft. thick)	8	96
Hewn stone (3 ft. thick)	15	540
Chain	10	5
Manacles	10	10
Iron door (2 in. thick)	20	40

Materials	SP	DC
Paper	0	1/inch
Rope	0	1/inch
Glass	1	1/inch
Ice	2	2/inch
Wood	7	7/inch
Stone	15	15/inch
Iron	20	20/inch
Mithral	50	50/inch
Adamantite	60	60/inch

Weapons	SP	DC
Tiny blade	10	1
Small blade	10	2
Medium-size blade	10	5
Large blade	10	10
Small metal-hafted weapon	10	10
Medium-size metal-hafted weapon	10	25
Small hafted weapon	5	2
Medium-size hafted weapon	5	5
Large hafted weapon	5	10
Huge club	5	60
Buckler	10	5
Small wooden shield	5	10
Large wooden shield	5	15
Small steel shield	10	10
Large steel shield	10	20
Tower shield	5	20

Walls (thickness)	SP	DC
Masonry 1 ft.	12	96
Reinforced masonry 1 ft.	18	144
Hewn stone 3 ft.	15	540
Unworked stone 5 ft.	15	900
Sandbag (12 inches thick)	20	100
(when wet, sandbag SP drops to 10)		
Iron 3 in.	20	60
Paper	-	1
Wood 6 in.	7	42
Magically treated (generally)	+20*	X2*
*Per 10-ft.-by-10-ft. section.		

Armor

Armor is an extremely important purchase for characters who intent to pursue combat of any sort. Armor has a base price and that price is equivalent to a singular piece. The portions of a creature that can be armored are the Head, Arm, Leg and Body.

Each part that is to be armored costs the base price, thus armoring the entire body is an expensive proposition.

Body	base price
2 legs	base price
2 arms	base price (also includes gauntlets)
head	base price
Shield	base price (usually only made of hide, wood, banded wood or steel)

Thus, to armor the entire body is base price x 4, which is beyond the means of the average character.

Barding, Medium-Size Creature and Large Creature: Barding is simply some type of armor covering the head, neck, chest, body, and possibly legs of a horse. Heavier types provide better protection at the expense of lower speed. Barding comes in most of the types found below.

Barding slows mounts by 1 SPD for every 5 SP the armor provides. Also note that the armor counts towards the maximum weight allowed for creatures, which is especially noteworthy for flying mounts.

Barded animals require special attention. Care must be taken to prevent chafing and sores caused by the armor. The armor must be removed at night and ideally should not be put on the mount except to prepare for a battle. Removing and fitting barding takes five times as long as the figures given on Table: Donning Armor. Barded animals cannot be used to carry any load other than the rider and normal saddlebags. Because of this, a mounted warrior often leads a second mount for carrying gear and supplies.

Armor Spikes: Spikes can be added to armor. They deal 1d6 points of piercing damage with a successful attack using the skill "armor spikes". An enhancement bonus on a suit of armor does not improve the spikes' effectiveness, but the spikes can be made into magic weapons in their own right.

Banded Mail: This armor is made of overlapping strips of metal sewn to a backing of leather and chainmail. The strips cover vulnerable areas, while the chain and leather protect the joints and provide freedom of movement. Straps and buckles distribute the weight evenly. It includes gauntlets.

Chainmail: This armor is made of interlocking metal rings. It includes a layer of quilted fabric underneath it to prevent chafing and to cushion the impact of blows. Several layers of mail are hung over vital areas. Most of the armor's weight hangs from the shoulders, making chainmail uncomfortable to wear for long periods of time. It includes gauntlets.

Full Plate: This armor consists of shaped and fitted metal plates riveted and interlocked to cover the entire body. It includes gauntlets, heavy leather boots, and a visored helmet. Buckles and straps distribute the weight over the body, so full plate hampers movement less than splint mail even though splint is lighter. Each suit of full plate must be individually fitted to its owner by a master armor smith, although a captured suit can be resized to fit a new owner at a cost of 1200 to 1800 (2d4X100 + 1000) Imperial Marks (IM).

Gauntlet, Locked: This armored gauntlet has small chains and braces that allow the wearer to attach her weapon so that it cannot be dropped easily. It adds a +50% bonus to any roll to keep from being disarmed in combat. The price given is for a single locked gauntlet. The weight given only applies if the character is wearing a breastplate, light armor, or no armor. Otherwise, the locked gauntlet replaces a gauntlet the character already has as part of the armor. While the gauntlet is locked, the hand wearing can't be used for casting spells or employing skills.

Hide: This armor is prepared from multiple layers of leather and animal hides. It is stiff and hard to move in. It is

considered a soft armor for purposes of penetrating weapon, but is not soft for those who wear it.

Leather: The breastplate and shoulder protectors of this armor are made of leather that has been stiffened by boiling in oil. The rest of the armor is softer and more flexible leather.

Padded: Padded armor features quilted layers of cloth and batting.

Scale Mail: This is a coat and leggings (and perhaps a separate skirt) of leather covered with overlapping pieces of metal, much like the scales of a fish. It includes gauntlets.

Splint Mail: This armor is made of narrow vertical strips of metal riveted to a backing of leather that is worn over cloth padding. Flexible chainmail protects the joints. It includes gauntlets.

Studded Leather: This armor is made from tough but flexible leather (not hardened leather as with normal leather armor) reinforced with close-set metal rivets.

Cord: This armor is made from tightly wound cords and is effective against bludgeoning attacks.

Bone: Bone armor is constructed from bones that are then corded together. This is usually used either for ceremonial purposes or for cultural reasons as it is not effective as other types of armor for the weight and the lack of comfort.

Laced Metal: Small pieces of metal laced together. It is not as effective scale mail, but it is cheaper.

Leather Scale: A derivative of scale mail, but made of leather. It is more effective than leather armor but is heavier and much less comfortable, although still more comfortable than any hard armor.

Fine Chainmail: This is a derivative of Chainmail. It is made of very small links of metal, and is more effective than regular chainmail, as well as more flexible, but the benefits are outweighed by its much greater weight.

Light Chainmail: By using thinner links of metal, it is lighter than chain mail, but at the cost of protection.

Brigandine: This is essentially two pieces of cloth with small pieces of metal (usually circular) that are sewn in between the layers. It has a layer of padding on the inside of the armor.

Lamellar: This is a form of armor that is made by molding various pieces of material into a fixed shape. Lamellar is usually made from a layer of padding, a layer of boiled leather and either a thin piece of steel or wood that has been permanently shaped and bonded to the layers underneath.

Bronze: Armor made of bronze sheet.

Steel: Armor made of steel sheet.

Heavy Lacquered Lamellar: A development of Lamellar, it is simply thicker more effective and is coated with many layers of lacquer to preserve it for many generations.

Class I: A thin weave of polyaramid fiber. It will stop small handgun rounds.

Class IIA: A thicker weave of polyaramid fiber. It will stop medium handgun rounds.

Class II: A very thick weave of polyaramid fiber. It will stop most handgun rounds.

Class IIIA: A thin metal or ceramic plate backed by a weave of polyaramid fiber. It will stop low velocity rifle rounds.

Class III: A thick ceramic plate backed by a weave of polyaramid fiber. It will stop most rifle rounds.

Class VI: The ultimate in personal armor. It is a thick ceramic plate, backed by a thick weave of polyaramid fiber and will stop almost all personal weapons from penetrating.

Archaic Armor	SP	Price	Type	L/RC
Padded	1/Soft	80IM	Light	
Leather	2/Soft	150IM	Light	
Cord	2/Soft	200IM	Light	
Bone	3/Hard	800IM	Medium	
Laced Metal	3/Hard	300IM	Medium	
Wood	3/Hard	200IM	Medium	
Studded Leather	3/Soft	300IM	Medium	
Leather Scale	4/Soft	350IM	Medium	
Hide	4/Soft	350IM	Medium	
Banded Wood	4/Hard	300IM	Medium	
Light Chain mail	4/Hard	400IM	Medium	
Brigandine	4/Hard	400IM	Medium	
Scale mail	4/Hard	450IM	Medium	
Chain mail	5/Hard	500IM	Medium	
Lamellar	5/Hard	600IM	Medium	
Bronze	5/Hard	650IM	Medium	
Fine Chain mail	6/Hard	700IM	Medium	
Splint mail	6/Hard	750IM	Heavy	
Banded mail	6/Hard	800IM	Heavy	
Steel	7/Hard	900IM	Heavy	
Heavy Lamellar	7/Hard	1100IM	Heavy	
Light plate	8/Hard	1200IM	Heavy	
Field plate	9/Hard	1400IM	Heavy	
Full plate	10/Hard	1500IM	Heavy	

Ballistic Armor	SP	Price	Type	L/RC
Class I	10/Soft	350IM	Light	
Class IIA	12/Soft	400IM	Light	
Class II	14/Soft	550IM	Light	
Class IIIA	16/Soft	700IM	Medium	
Class III	20/Hard	1000IM	Heavy	
Class VI	50/Hard	1500IM	Heavy	

Magical Enhancements: Cost	
+1 SP	2000 IM
+2 SP	4000 IM
+3 SP	16,000 IM
+4 SP	50,000 IM
+5 SP	100,000 IM
+6 SP	500,000 IM
+7 SP	1 million IM
+8 SP	3 million IM
+9 SP	5 million IM
+10 SP	10 million IM

Shadow walking
bonus to hide, 10% per +

Silent
Bonus to stalk, 10% per +

Ghost touch

Defeats ghost touch weapons bonuses, +1 per +

Resistance
Cold, heat, acid, sonic, electricity, concussion, additional SP per +

Flaming
Adds flame damage in d6, use table above

Frost
Adds cold damage in d6, use table above

Shock
Adds electricity in d6, use table above

Bashing
Adds d6 of concussion damage per +

Spell Storing
Can hold spells, use table above, each + equals one spell

Bane
Adds damage against a single species, use table above

Disruption
Adds damage against incorporeal species, use table above

Burst, various
Adds type of ranged damage in d6, range increment is 10' per +, cost is double.

Holy
Counts as a holy armor

Unholy
Counts as an unholy armor

Lawful
Counts as a lawful armor

Chaotic
Counts as a chaotic armor

Brilliant
Gives off light

Poison
armor is poisoned, holds 1 dose per +, use table above

Defending
Adds 10% per + to parry/block only!

Slaying
Adds 10% per + to ONE weapon skill to attack only!

Wings
Adds flying, each + is a +10 to flying speed

Swimming
Each + adds 10% to swimming while in armor

Dextrous
Adds + to dexterity

Strength
Adds + to strength

Spikes
2000 IM
Adds spikes that do 1d4 damage when used as a weapon

Spell deflecting

each + adds a 10% chance a spell will be deflected

Spell reflecting

each + adds a 10% chance a spell will be reflected, cost is doubled

Mithril

½ weight, Cost x 10, +1 SP or +1 Damage, innately magical, signature cannot be dampened

Authors note: It must be pointed out that the damage and blunt trauma modifiers are a constant source of irritation in role playing games. While it is not so noticeable with melee and personal ranged weapons, it becomes especially troublesome with heavy weapons and armored vehicles. While most discussion will revolve around issues such as whether the 9mm or .45 caliber pistol are comparable, this is a subject that has elicited much more discussion in the real world than in any role playing campaign. There are several reasons for this, but unless you have a degree in physiology, anatomy, biology, physics or ballistics backed by mathematical models, a large body of empirical evidence gathered in field testing and several years of experience in weapons craft, then your arguments do not hold the same weight as those who wrestle with these issues in reality. Catchwords such as trauma, killing power, relative effectiveness, stopping power, kinetic energy transfer and relative incapacitation index have no analogous phrases in RPG's.

The problem is magnified when discussing larger weapons. There are many different types of warheads, fire control systems and fuzes available in reality. I have made every effort to mirror reality as closely as possible while still maintaining playability. I have used the works of Dr. Martin L. Fackler heavily, as well as my own considerable experience as the baseline for this system. It is up to you to determine whether or not I have succeeded.

Melee Weapons

Axe: It is a woodsman's axe. They are not designed for killing and are not heavy enough, sharp enough or balanced enough to be a primary weapon. It is still quite deadly when used by an expert.

Damage 2d4 BTM 5
Weight 5 lb. 2 Hands
Cost 30 IM L/RC L/VC

Chain, Spiked: A spiked chain has reach of 10 feet. In addition, the weapon can be used against an adjacent foe. Because the chain can wrap around an enemy's leg or other limb, a trip attack can be made with it.

Damage 1d4 BTM 10
Weight 15 lb. 2 Hands
Cost 70 IM L/RC R/C

Club: A simple club

Damage 1d3 BTM 5
Weight 3 lb. 1 Hand
Cost 15 IM L/RC L/VC

Dagger: The dagger is a common secondary weapon. A dagger without a guard is known as a dirk. A curved, guard-less dagger is a tanto.

Damage 1d6 BTM 10
Weight 1 lb. 1 Hand
Cost 30 IM L/RC R/C

Dagger, Punching: This dagger puts the full force of the wielder's punch behind it, making it capable of deadly strikes.

Damage 1d3 BTM 10
Weight 1 lb. 1 Hand
Cost 25 IM L/RC R/C

Falchion: This sword, which is essentially a two-handed scimitar, has a heavy curved blade.

Damage 1d10 BTM 5
Weight 16 lb. 2 Hands
Cost 100 IM L/RC R/C

Flail, Heavy or Light: This weapon can be used to disarm or trip.

Damage 1d8 heavy/1d6 light BTM 5
Weight 5 lb. (lt), 20 lb. (hvy) 1 (lt) or 2 Hands (hvy)
Cost 75 IM L/RC R/C (lt), R/C (hvy)

Gauntlet: These metal gloves protect the hands and let character's deal normal damage +1 with unarmed strikes. A strike with a gauntlet is otherwise considered an unarmed attack. The cost and weight given are for a single gauntlet. Medium and heavy armors (except breastplate) come with gauntlets included in the cost.

Damage +1 BTM 5
Weight 2 lb. 1 hand
Cost 100 IM (for one) L/RC L/VC

Gauntlet, Spiked: An opponent cannot use a disarm action to disarm a character's spiked gauntlets. The cost and weight given are for a single gauntlet. An attack with a spiked gauntlet is considered an armed attack.

Damage 1d3 BTM 5
Weight 3 lb. 1 Hand
Cost +50 IM L/RC R/C

Glaive: A glaive has reach of 10 feet. The weapon cannot be used against an adjacent foe.

Damage 2d8 BTM 10
Weight 15 lb. 2 Hands
Cost 150 IM L/RC R/C

Guisarme: A guisarme has reach of 10 feet. The weapon cannot be used against an adjacent foe. Because of the guisarme's curved blade, trip attacks can also be made with it.

Damage 2d8 BTM 10
Weight 15 lb. 2 Hands
Cost 175 IM L/RC R/C

Halberd: Normally, a character strikes with the halberd's axe head, but the spike on the end is useful against charging opponents.

Damage 2d8 BTM 10
Weight 15 lb. 2 Hands
Cost 210 IM L/RC R/C

Hammer, Light: This is a small sledge light enough to throw. (Can also be used to simulate a carpenters' hammer)

Damage 1d6/1d4 AP spike BTM 5
Weight 2 lb. 1 Hand
Cost 45 IM L/RC L/VC

War Hammer: This is a double weapon and can do either bludgeoning or puncture damage.

Damage 1d8 hammer/1d6 AP spike BTM 5
hammer/10 hook Weight 8 lb. 2 Hands
Cost 130 IM L/RC R/C

Kama: A monk using a kama can strike with her unarmed base attack, including her more favorable number of

attacks per round, along with other applicable attack modifiers.

Damage 1d6 BTM 10
Weight 2 lb. 1 Hand
Cost 80 IM L/RC R/C

Katana: While functionally a bastard sword, this sword is different in that it is primarily a slashing weapon as opposed to the penetrating attacks of the bastard sword. This is the favored weapon of warriors in that it provides the most damage available in a one handed weapon anywhere. Note that this is a 2 handed weapon unless possessing the Skill of Katana 1-handed.

Damage 1d10 BTM 10
Weight 6 lb. 2 Hands
Cost 500 IM L/RC I2/R

Knife: More a tool than a weapon, they are still quite effective at killing when used by an expert.

Damage 1d4 BTM 10
Weight 1 lb. 1 Hand
Cost 20 IM L/RC L/VC

Kukri: This heavy, curved large dagger/very short sword has its sharp edge on the inside of the curve. It is an exceptionally good chopping weapon.

Damage 1d6 BTM 10
Weight 3 lb. 1 Hand
Cost 40 IM L/RC R/C

Kusari-Gama: This small sickle is attached to a length of chain. A kusari-gama is an exotic weapon that has reach. It can strike opponents 10 feet away. In addition, unlike other weapons with reach, it can be used against an adjacent foe. It can be used in all respects like a spiked chain for trip attacks, disarming other foes, and using its wielder's Dexterity modifier instead of her Strength modifier in attack rolls.

Damage 1d6 slash/1d4 chain BTM 10 slash/5 chain
Weight 3 lb. 2 Hands
Cost 90 IM L/RC R/C

Lance, Heavy or Light: A lance deals double damage when used from the back of a charging mount. A heavy lance has reach of 10 feet. The weapon cannot be used against an adjacent foe. Light lances are primarily for Small riders.

Damage 2d8 light/ 3d8 heavy BTM 5
Weight 5 lb. (light), 10 lb. (heavy) 2 Hands and a mount
Cost 350 IM light/550 IM heavy L/RC I2/C

Mace: A heavy, weighted wooden club with iron bands, you hit people with it.

Damage 1d6 BTM 5
Weight 10 lb. 1 Hand
Cost 55 IM L/RC R/C

Machete: More than a tool than a weapon, the machete is essentially a very light, one handed version of the Falchion.

Damage 1d6 BTM 10
Weight 2 lb. 1 Hand
Cost 40 IM L/RC L/C

Morning Star: A spiked mace.

Damage 1d8 BTM 5
Weight 10 lb. 1 Hand
Cost 70 IM L/RC R/C

Nunchaku: A monk using a nunchaku fights with her unarmed base attack, including her more favorable number

of attacks per round, along with other applicable attack modifiers.

Damage 1d4 BTM 5
Weight 2 lb. 1 or 2 Hands
Cost 35 IM L/RC L/C

Pick, Heavy or Light: A pick is designed to concentrate its force on a small, penetrating point. A light or heavy pick resembles

a miner's pick but is specifically designed for war.

Damage 1d6 AP light/1d10 AP heavy BTM 10
Weight 4 lb. (light)/6 lb. (heavy) 1 (light) or 2 Hands (heavy)
Cost 200 IM light/275 IM heavy
L/RC R/C (both)

Quarterstaff: A quarterstaff is a double weapon. A creature using a double weapon in one hand, such as a Large creature using a quarterstaff, can't use it as a double weapon. A Bo staff is thinner and longer, while a Jo staff is thinner and shorter, but they all do equivalent damage.

Damage 1d4 in one hand, 1d6 in 2 hands BTM 5
Weight 4 lb. 1 or 2 Hands
Cost 80 IM L/RC L/VC

Ranseur: A ranseur has reach of 10 feet. The weapon cannot be used against an adjacent foe.

Damage 2d6 BTM 10
Weight 15 lb. 2 Hands
Cost 160 IM L/RC R/C

Rapier: A long, thin, sharp bladed sword that is quick and very deadly in the right hands. A triangular bladed version is the epee, and the foil is the practice version.

Damage 1d6 BTM 10
Weight 3 lb. 1 Hand
Cost 150 IM L/RC R/C

Sap: A sap comes in handy when a character wants to knock an opponent out instead of killing him. This also includes blackjacks, cestii, sap gloves and brass knuckles.

Damage 1d3 BTM 5
Weight 3 lb. 1 Hand
Cost 25 IM L/RC R/C

Scimitar: The curve on this blade makes the weapon's edge effectively sharper. A cavalry saber is equivalent to this weapon.

Damage 1d8 BTM 5
Weight 4 lb. 1 Hand
Cost 160 IM L/RC R/C

Scythe: While it resembles the standard farm implement of the same name, this scythe is balanced and strengthened for war. The design of the scythe focuses tremendous force on the sharp point as well as allowing devastating slashes with the blade edge.

Damage 2d8 BTM 10
Weight 12 lb. 2 Hands
Cost 190 IM L/RC R/R

Sickle: This weapon is like a farmer's sickle, but it is strengthened for use as a weapon. It is favored by druids or by anyone who wants a weapon that might be overlooked by guards.

Damage 1d6 BTM 10
Weight 3 lb. 1 Hand
Cost 40 IM L/RC L/C

Strike, Unarmed: A character or an NPC deals one point of damage per 5 points of STR rounded down. Thus a character with a STR of 12 can inflict 2 points of damage

with a punch. A character with a STR of 22 can inflict 4 points of damage with a punch. A character can inflict one point of damage per 4 points of STR rounded down with a kick or a headbutt.
Damage 1 per 5 STR rounded down for a punch, 1 per 4 STR rounded down for a kick or a headbutt. The BTM for all is 5.

Sword, Bastard (hand and a half): A bastard sword is too large to use in one hand without special training; thus, it is an exotic weapon. This is the weapon of choice for trained warriors since it causes the largest amount of damage in a one handed weapon available.

Damage 1d10 BTM 10
Weight 10 lb. 2 Hands unless trained, then it is 1 Handed
Cost 500 IM L/RC I2/R

Sword, Short: This sword is popular as an off-hand weapon or as a primary weapon for Small characters. There are many different types of short swords such as the saber, ninjato and gladius.

Damage 1d8 BTM 10
Weight 3 lb. 1 Hand
Cost 140 IM L/RC I2/C

Sword, Long: The prototypical 2 handed sword.

Damage 1d12 BTM 10
Weight 4 lb. 2 Handed
Cost 550 IM L/RC I2/C

Sword, Two-Bladed: A two-bladed sword is a double weapon. A creature using a double weapon in one hand, such as an ogre using a two-bladed sword, can't use it as a double weapon.

Damage 1d10 BTM 10
Weight 10 lb. 2 Hands
Cost 600 IM L/RC I2/S

Trident: This three-tined piercing weapon can be thrown just as a halfspear or shortspear can be, but its range increment is shorter because it's not as aerodynamic as those other weapons.

Damage 2d8 BTM 10
Weight 5 lb. 2 Hands
Cost 270 IM L/RC R/C

Wakizashi: This is a small, slightly curved short sword.

Damage 1d8 BTM 10
Weight 3 lb. 1 Hand
Cost 250 IM L/RC I2/S

Waraxe: A large, heavy two headed axe.

Damage 1d10 BTM 5
Weight 7 lb. 2 Hands unless trained, then it is 1 handed
Cost 220 IM L/RC I2/C

Whip: The whip deals subdual damage. It deals no damage to any creature with any type of SP. Although the whip is kept in hand, treat it as a projectile weapon with a maximum range of 15 feet and no range penalties.

Damage 1d2 BTM 10
Weight 2 lb. 1 Hand
Cost 30 IM L/RC L/C

Combat glove: A myomer enhanced gauntlet that grants the wearer extra gripping strength.

Damage +1 to unarmed attacks OR 1d3 per round when using the hand to crush something. BTM 5
Weight 6 lb. 1 Hand

Cost 250 IM L/RC I2/R

Shock glove: A glove that delivers an electric shock when triggered. This also includes "stun guns". The range is touch.

Damage 1d6 BTM 5
Weight 1 lb. 1 Hand
Cost 120 IM L/RC R/C

Claws: Essentially a gauntlet with long slashing or stabbing blades mounted along the top of the hand. They are impressive, but negate the use another weapon in that hand as well any sort of manual dexterity since the blades are always in the way. There are some manufacturers who make retractable models with a corresponding increase in price.

Damage 1d6 BTM 10
Weight 2 lb. 1 Hand
Cost 100 IM (300 IM for retractable models) L/RC I1/S

Falcata: Appears to be a sword sized Kukri, it makes devastating chop attacks but cannot be used to stab.

Damage 1d10 BTM 10
Weight 5 lb. 1 Hands
Cost 190 IM L/RC I2/S

Chain Sword: Essentially a sword sized chainsaw. While devastating in combat, they are deemed worthless by professional swordsmen who seem them as cowardly. They cannot be used to stab.

Damage 2d8 BTM 10
Weight 8 lb. 2 Hands
Cost 350 IM L/RC I2/S

Chain Knife: A smaller version of the chain sword. They cannot be used to stab.

Damage 1d6 BTM 10
Weight 3 lb. 1 Hand
Cost 300 IM L/RC I2/S

Hilt: All weapons that have a hilt, usually swords and daggers, may use that as the striking surface instead of the blade. While it is rare, sometimes you don't want to kill someone with your blade....

Damage 1d2, they are not designed for this use, but it is always an option. BTM 5

Poleaxe: An axe on a long pole.

Damage: 1d12 BTM 10
Weight 15 lb. 2 Hands
Cost 160 IM L/RC R/C

Tonfa: A club with a perpendicular handle which allows for a wide range of maneuvers.

Damage: 1d5 BTM 5
Weight 3 lb. 1 Hand
Cost 75 IM L/RC R/C

Pike: Essentially a spear that is too large to throw it is devastating against cavalry due to it's superior reach and penetrating capability. They have been known to have penetrated through and through against barded heavy cavalry.

Damage 2d6 AP BTM 10
Weight 12 lb. 2 Hands
Cost 110 IM L/RC R/C

Ram: This heavy pole is suspended from a movable scaffold that allows the crew to swing it back and forth against construction. The ram can be used to make an attack every 3 rounds if fully crewed. With five to nine people, it can be

used every 6 rounds. Fewer than five people cannot operate it.

Damage 1d4x10 BTM 5

Weight 9000 lb. Crew 10

Cost 3000 IM L/RC I1/S

Adze

Damage 1D4 BTM 10

Weight 1.3 lbs 1 Hand Range Inc. 1 ft

Cost 50 IM L/RC R/C

Axe (Fu), small

Damage 1d6 BTM 10

2-3 lbs 1 Hand 1.25 ft

Cost 60 IM L/RC R/C

Axe (Fu), battle

Damage 1d8 BTM 5

3.75 lbs 1 Hand 2.75 ft

Cost 80 IM L/RC R/C

Axe (Fu), long-handled battle

Damage 1D10 BTM 5

4 lbs 2 Hands 5.8 ft

Cost 120 IM L/RC R/C

Axe, Battle Axe

Damage 1d8 BTM 5

4.6 lbs 1 Hand 2.75 ft

Cost 110 IM L/RC R/C

Axe, Bearded

Damage 1D10 BTM 10

5.1 lbs 2 Hands 4.5 ft

Cost 140 IM L/RC R/C

Axe, Bipennis Axe

Damage 1d8 BTM 10

5.3 lbs 1 Hand 2.75 ft

Cost 140 IM L/RC R/C

Axe, Great (2H)

Damage 1D10 BTM 5

5.3 lbs 2 Hands 5 ft

Cost 210 IM L/RC R/C

Axe, Hand

Damage 2d6 BTM 10

3 lbs 1 Hand 1.25 ft

Cost 40 IM L/RC L/C

Axe, Stone

Damage 1d6 BTM 10

3 lbs 1 Hand 2 ft

Cost 15 IM L/RC R/S

Axe, Throwing

Damage 1d6 BTM 10

2.5 lbs 1 Hand 8 ft

Cost 50 IM L/RC R/C

Axe, Woodsman's

Damage 2d4 BTM 5

4.2 lbs 2 Hands 4 ft

Cost 30 IM L/RC L/VC

Gaff/Hook

Damage 1D6 BTM 10

2 lbs 1 Hand 1 ft

Cost 55 IM L/RC L/C

Hatchet, European

Damage 1D4 BTM 10

2.5 lbs 1 Hand 1.25 ft

Cost 40 IM L/RC

Hatchet, Oriental

Damage 1D4 BTM 10

1.65 lbs 1 Hand 8.5 in

Cost 45 IM L/RC

Kama

Damage 1d6 BTM 10

0.5 lbs 1 Hand 1-1.5 ft

Cost 50 IM L/RC

Oncin Pick

Damage 1d6 BTM 10

4 lbs 2 Hands 3.75 ft

Cost 110 IM L/RC

Sickle

Damage 1D4 BTM 10

0.9 lbs 1 Hand 1.1 ft

Cost 90 IM L/RC

Pick, Hand

Damage 1D6 BTM 10

3 lbs 1 Hand 2 ft

Cost 50 IM L/RC R/C

Pick, Large/Mattock

Damage 1d6 BTM 5

5.7 lbs 2 Hands 4 ft

Cost 60 IM L/RC L/C

Tomahawk

Damage 1D4 BTM 10

1.3 lbs 1 Hand 1.5 ft

Cost 40 IM L/RC R/C

Ankus

Damage 1D3 BTM 10

1.3 lbs 1 Hand 1.1 ft

Cost 50 IM L/RC R/C

Baseball Bat

Damage 1D4 BTM 5

1 Hand 3.5 ft

Cost 20 IM L/RC L/VC

Baton, Expandable: 6 to 21 inches in length

Damage 1D3 BTM 5

1 Hand

Cost 40 IM L/RC R/C

Baton, Metal

Damage 1D4 BTM 5

2 lbs 1 Hand

Cost 60 IM L/RC R/C

Baton, PR-24

Damage 1D3 BTM 5

1 lb 1 Hand 2 ft

Cost 120 IM L/RC R/C

Belaying Pin

Damage 1D3 BTM 5

1 Hand

Cost 45 IM L/RC L/C

Billy Club

Damage 1D3 BTM 5
 1 Hand 1 ft
 Cost 30 IM L/RC L/C

Chacing Staff
 Damage 1d6 BTM 5
 6.6 lbs 2 Hands 12.3 ft
 Cost 60 IM L/RC L/C

Club
 Damage 1D3 BTM 5
 2.9 lbs 1 Hand 2.75 ft
 Cost 0-10 IM L/RC R/C

Club (Tien Tzu)
 Damage 1D3 BTM 5
 1 Hand 1 ft
 Cost 40 IM L/RC R/C

Club (Ton Zen)
 Damage 1d6 BTM 5
 2 Hands 3 ft
 Cost 90 IM L/RC R/C

Club, Great (2H)
 Damage 1d6 BTM 5
 8.8 lbs 2 Hands 4.5 ft
 Cost 200 IM L/RC R/C

Club, War (wood)
 Damage 1D3 BTM 5
 3.3 lbs 1 Hand 3 ft
 Cost 100 IM L/RC R/C

Cudgel
 Damage 1D3 BTM 5
 2.2 lbs 1 Hand 2.75 ft
 Cost 60 IM L/RC R/C

Hammer, Ballpeen
 Damage 1D3 BTM 5
 2 lbs 1 Hand 1 ft
 Cost 20 IM L/RC L/VC

Hammer, Claw
 Damage 1D3 BTM 5
 2 lbs 1 Hand 1 ft
 Cost 20 IM L/RC L/VC

Hammer, Horseman's
 Damage 1D6 BTM 5
 3.8 lbs 1 Hand 1.5 ft
 Cost 50 IM L/RC R/C

Hammer, Melon
 Damage 1D6 BTM 5
 2.4 lbs 1 Hand 2.4 ft
 Cost 65 IM L/RC R/C

Hammer, Sledge
 Damage 1d8 BTM 5
 8 lbs 2 Hands 4 ft
 Cost 40 IM L/RC R/C

Hammer, Sledge
 Damage 1D6 BTM 5
 3 lbs 1 Hand 1.5 ft
 Cost 30 IM L/RC L/VC

Hercules Club
 Damage 1D8 BTM 5

5.5 lbs 2 Hands 4 ft
 Cost 90 IM L/RC R/C

Mace, Arab
 Damage 1d4 BTM 5
 2.2 lbs 1 Hand 2 ft
 Cost 110 IM L/RC R/C

Mace, footman's
 Damage 1d4 BTM 5
 2.2 lbs 1 Hand 2.5 ft
 Cost 120 IM L/RC R/C

Mace, horseman's
 Damage 1D4 BTM 5
 1.9 lbs 1 Hand 1.5 ft
 Cost 135 IM L/RC R/C

Maul
 Damage 1d6 BTM 5
 6.6 lbs 2 Hands 4-6 ft
 Cost 140 IM L/RC R/C

Morningstar/godentag/ holy water sprinkler
 Damage 1D4 BTM 5
 2.9 lbs 1 Hand 2.75 ft
 Cost 180 IM L/RC R/C

Night stick
 Damage 1D3 BTM 5
 0.9 lbs 1 Hand 2.75 ft
 Cost 90 IM L/RC R/C

Nightstick, Fiberglass
 Damage 1D3 BTM 5
 0.5 lbs 1 Hand 2.75 ft
 Cost 150 IM L/RC R/C

Nightstick, Steel Rod Encased
 Damage 1D4 BTM 5
 2.4 lbs 1 Hand 2.75 ft
 Cost 110 IM L/RC R/C

Nightstick, Shock stick
 Damage 1D3 BTM 5
 1.2 lbs 1 Hand 2.75 ft
 Cost 200 IM L/RC R/C

Pipe, Metal
 Damage 1d3 BTM 5
 1 Hand 1 Ft
 Cost 5-15 IM L/RC L/VC

Pipe, Plastic/PVC: Fragile weapon
 Will break if it inflicts more than 2 points of damage
 Damage +1 BTM 10
 1 Hand 4 Ft
 Cost 2-10 IM L/RC L/VC

Stick: Improvised weapon
 Will break if it inflicts more than 3 points of damage
 Damage +1 BTM 10
 0.25 lbs 1 Hand 1 ft
 Cost 0 IM L/RC L/VC

Stick: Improvised weapon
 Damage 1D2 BTM 10
 0.3 lbs-1 lbs 1 Hand 1.5 ft
 Cost 0 IM L/RC L/VC

Stick: Improvised weapon

Damage 1D3 BTM 10
 0.25-0.75lbs
 1 Hand 2.5 ft
 Cost 0 IM L/RC L/VC

Stick: Improvised weapon
 Damage 1D4 BTM 10
 1.4-1.5 lbs 1 Hand 4 ft
 Cost 0 IM L/RC L/VC

Tetsubo
 Damage 1d4 BTM 5
 5-7 lbs 2 Hands 6-8 ft
 Cost 50 IM L/RC R/C

Tonfa 13-24 inches in lenth
 Damage 1D3 BTM 5
 1 lb 1 Hand 13-24 in
 Cost 60 IM L/RC R/C

Truncheon
 Damage 1D3 BTM 5
 2.7 lbs 1 Hand 2 ft
 Cost 50 IM L/RC R/C

War Hammer
 Damage 1D6 BTM 5
 4.6 lbs 1 Hand 2.5 ft
 Cost 80 IM L/RC R/C

Swagger Stick
 Damage +1 BTM 10
 1 Hand
 Cost 60 IM L/RC L/R

Riding Crop
 Damage 1 BTM 10
 1 Hand
 Cost 50 IM L/RC L/R

Whip, Hard (Bian)
 Damage 1D3 BTM 10
 1 Hand 2-2.5 ft
 Cost 60 IM L/RC R/C

Ball and Chain
 Damage 1D6 BTM 5
 2.2 lbs 1 Hand 3 ft
 Cost 120 IM L/RC R/C

Chain
 Damage 1D3 BTM 10
 1.4 lbs 1 Hand 2-3 ft
 Cost 10 IM L/RC L/VC

Chain
 Damage 1D4 BTM 10
 2.8 lbs 1 Hand 4-8 ft
 Cost 12 IM L/RC L/VC

Chain Length 9-12 feet
 Damage 1D6 BTM 10
 4.2-5.6 lbs 2 Hands
 Cost 15 IM L/RC L/VC

Chain
 Damage 1d8 BTM 10
 6-9 lbs 2 Hands 13-20 ft
 Cost 20 IM L/RC L/VC

Chain w/weight (1 Handn-bladed)

Damage 1D4 BTM 5
 2.4 lbs 1 Hand 2-3 ft
 Cost 12 IM L/RC R/C

Chain w/weight (1 Handn-bladed)
 Damage 1D5 BTM 5
 3.8 lbs 1 Hand 4-8 ft
 Cost 15 IM L/RC R/C

Chain w/weight (1 Handn-bladed)
 Damage 1d6 BTM 5
 5.2-6.6 lbs 2 Hands 9-12 ft
 Cost 20 IM L/RC R/C

Chain w/weight (1 Handn-bladed)
 Damage 1d8 BTM 5
 7-10 lbs 2 Hands 13-20 ft
 Cost 25 IM L/RC R/C

Chain w/blade
 Damage 1D4 BTM 10
 1.9 lbs 1 Hand 2-3 ft
 Cost 15 IM L/RC R/C

Chain w/blade
 Damage 1D6 BTM 10
 3.3 lbs 1 Hand 4-8 ft
 Cost 20 IM L/RC R/C

Chain w/blade
 Damage 1d8 BTM 10
 4.7-6.1 lbs 2 Hands 9-12 ft
 Cost 25 IM L/RC R/C

Chain w/blade
 Damage 1D10 BTM 10
 6.5-9.5 lbs 2 Hands 13-20 ft
 Cost 30 IM L/RC R/C

Eight Section Whip
 Damage 1D6 BTM10
 1 Hand 4.8 ft
 Cost 90 IM L/RC R/C

Five Section Whip
 Damage 1D6 BTM 10
 1 Hand 4.8 ft
 Cost 70 IM L/RC R/C

Flail (Shao Tzu)
 Damage 1d8 BTM 5
 5.5 lbs 2 Hands 2-3 ft
 Cost 120 IM L/RC R/C

Flail, footman's flail
 Damage 1d8 BTM 5
 4-8 lbs 2 Hands 5.25 ft
 Cost 100 IM L/RC R/C

Flail, Goupillon
 Damage 1d10 BTM 5
 4.9 lbs 2 Hands 2 ft
 Cost 150 IM L/RC R/C

Flail, horseman's flail
 Damage 1d6 BTM 5
 3-6 lbs 1 Hand 2 ft
 Cost 180 IM L/RC R/C

Four Piece Rod, small size
 Damage 1d4 BTM 5

2 Hands 5.7 ft
Cost 110 IM L/RC R/C

Four Piece Staff, large size
Damage 1d6 BTM 5
2 Hands
Cost 120 IM L/RC R/C

Gieh Bian (12 Section Whip)
Damage 1d6 BTM 10
1 Hand 6 ft
Cost 200 IM L/RC R/C

Jiu Jie Bien (Nine-Section Whip)
Damage 1d6 BTM 10
1 Hand 4.8 ft
Cost 170 IM L/RC R/C

Kau sin ke
Damage 1d6 BTM 10
1.8 lbs 1 Hand 4-6 ft
Cost 40 IM L/RC R/C

Kusari-Fundo
Damage 1D5 BTM 10
1.3 lbs 1 Hand 2.5-4 ft
Cost 35 IM L/RC R/C

Kusari-Gama
Damage 1D6 Chain/1d6 Kama BTM 10
4.5-9.5 lbs 2 Hands 11-21 ft
Cost 60 IM L/RC R/C

Mace and Chain
Damage 1D6 BTM 5
2.2 lbs 1 Hand 3 ft
Cost 90 IM L/RC R/C

Manriki Gusari
Damage 1D8 BTM 10
0.67 lbs 1 Hand 2.5-4 ft
Cost 80 IM L/RC R/C

Nunchaku
Damage 1D6 BTM 5
1.2 lbs 1 Hand 2.67 ft
Cost 30 IM L/RC R/C

Seven Section Whip
Damage 1d8 BTM 10
1 Hand 4.8 ft
Cost 100 IM L/RC R/C

Six Section Whip
Damage 1d6 BTM 10
1 Hand 4.8 ft
Cost 110 IM L/RC R/C

Three Piece Staff, large size
Damage 1D5 BTM 5
2.5 lbs 2 Hands 6.8 ft
Cost 90 IM L/RC R/C

Three Piece Rod, small size
Damage 1D4 BTM 5
1.65 lbs 2 Hands 4 ft
Cost 80 IM L/RC R/C

Three Piece Rod, Shan Gieh Kun
Damage 1D4 BTM 5
1.65 lbs 2 Hands 4 ft

Cost 60 IM L/RC R/C

Three Piece Staff, Sa Tjat Koen
Damage 1D5 BTM 5
2.1 lbs 2 Hands 5.25 ft
Cost 70 IM L/RC R/C

Hand Claws, mount on finger, 1 claw
Damage +1 BTM 10
NA 1 Hand 1 in
Cost 20 IM L/RC R/C

Hand Claws, mount on finger, 2 claw
Damage +1 BTM 10
NA 1 Hand 1 in
Cost 25 IM L/RC R/C

Hand Claws, mount on finger, 3 claw
Damage +d2 BTM 10
NA 1 Hand 1 in
Cost 30 IM L/RC R/C

Hand Claws, mount on finger, 4 claw
Damage +d2 BTM 10
NA 1 Hand 1 in
Cost 35 IM L/RC R/C

Hand Claws, mount on finger, 5 claw
Damage +d3 BTM 10
NA 1 Hand 1 in
Cost 50 IM L/RC R/C

Hand Claws, strap to hand, 3 claw
Damage 1D2 BTM 10
1.5 lbs 1 Hand 6 in
Cost 50 IM L/RC R/C

Hand Claws, strap to hand, 4 claw
Damage 1D3 BTM 10
1.5 lbs 1 Hand 6 in
Cost 75 IM L/RC R/C

Hand Claws, strap on arm, 3 blade
Damage 1D3 BTM 10
1 Hand 1.5 ft
Cost 100 IM L/RC R/C

Hand Claws, strap on arm, 4 blade
Damage 1D4 BTM 10
1 Hand 1.5 ft
Cost 120 IM L/RC R/C

Fan, Folding, Paper
Damage 1 BTM 10
0.25 lbs 1 Hand 13-15 in
Cost 10 IM L/RC L/C

Fan, Folding, All Wood
Damage 1D2 BTM 10
0.5 lbs 1 Hand 13-15 in
Cost 15 IM L/RC L/C

Fan, Folding, Metal Spines
Damage 1D2 BTM 10
1 lbs 1 Hand 13-15 in
Cost 40 IM L/RC R/C

Fan, Folding, All Metal
Damage 1D3 BTM 10
1.25 lbs 1 Hand 13-15 in
Cost 60 IM L/RC R/C

Fan, 1 Hand Folding, Paper
 Damage 1 BTM 10
 1.2 lbs 1 Hand 13-15 in
 Cost 7 IM L/RC L/VC

Fan, 1 Hand Folding, Wood
 Damage 1d2 BTM 10
 1.2 lbs 1 Hand 13-15 in
 Cost 10 IM L/RC L/VC

Fan, 1 Hand Folding, Metal
 Damage 1D3 BTM 10
 1.5 lbs 1 Hand 13-15 in
 Cost 20 IM L/RC L/R

Blackjack
 Damage 1D2 BTM 5
 0.5 lbs 1 Hand 10 in
 Cost 30 IM L/RC R/C

Brass Knuckles
 Damage +2 BTM 5
 1 Hand 6 in
 Cost 35 IM L/RC R/C

Cestus
 Damage +2 BTM 5
 1 Hand 7 in
 Cost 30 IM L/RC R/C

Dowel
 Damage 1 BTM 10
 1 Hand 6 in
 Cost 10 IM L/RC L/C

Emei Piercer
 Damage 1D2 BTM 10
 1 Hand 1 ft
 Cost 25 IM L/RC R/C

Sap
 Damage 1D2 BTM 5
 1 Hand 6 in
 Cost 25 IM L/RC R/C

Sap Glove
 Damage +1 BTM 5
 1 Hand NA
 Cost 30 IM L/RC R/C

Dagger (Bi Shou)
 Damage 1D4 BTM 10
 1.15 lb 1 Hand 11 in
 Cost 40 IM L/RC R/C

Dagger, Cinqueada
 Damage 1D4 BTM 10
 1.1 lbs 1 Hand 20 in
 Cost 60 IM L/RC R/C

Dagger, Crescent
 Damage 1D4 BTM 10
 0.7 lbs 1 Hand 12 in
 Cost 60 IM L/RC R/C

Dagger, Dirk
 Damage 1D4 BTM 10
 0.6 lbs 1 Hand 10 in
 Cost 70 IM L/RC R/C

Dagger, Jambiya
 Damage 1D4 BTM 10
 0.7 lbs 1 Hand 12 in
 Cost 50 IM L/RC R/C

Dagger, Katar
 Damage 1D4 BTM 10
 1.1 lbs 1 Hand 16 in
 Cost 60 IM L/RC R/C

Dagger, Kidney
 Damage 1D4 BTM 10
 0.7 lbs 1 Hand 12 in
 Cost 65 IM L/RC R/C

Dagger, Long
 Damage 1D4 BTM 10
 0.7 lbs 1 Hand 6-10 in
 Cost 65 IM L/RC R/C

Dagger, Main-gauche
 Damage 1D4 BTM 10
 1.1 lbs 1 Hand 20 in
 Cost 70 IM L/RC R/C

Dagger, Misericorde
 Damage 1D4 BTM 10
 0.9 lbs 1 Hand 16 in
 Cost 75 IM L/RC R/C

Dagger, parrying dagger
 Damage 1D4 BTM 10
 0.9 lbs 1 Hand 12 in
 Cost 90 IM L/RC R/C

Dagger, Poignard
 Damage 1D4 BTM 10
 0.7 lbs 1 Hand 12 in
 Cost 100 IM L/RC R/C

Dagger, Pugio
 Damage 1D4 BTM 10
 0.7 lbs 1 Hand 12 in
 Cost 80 IM L/RC R/C

Dagger, Punch
 Damage 1D3 BTM 10
 0.67 lbs 1 Hand 5 in
 Cost 30 IM L/RC R/C

Dagger, Short
 Damage 1D3 BTM 10
 0.67 lbs 1 Hand 1-5 in
 Cost 40 IM L/RC R/C

Dagger, Stiletto
 Damage 1D4 BTM 10
 0.7 lbs 1 Hand 12 in
 Cost 60 IM L/RC R/C

Dagger, stone/bone
 Damage 1D3 BTM 10
 0.6 lbs 1 Hand 6-10 in
 Cost 0-200 IM L/RC R/C

Dagger, Triple
 Damage 1D6 BTM 10
 0.7 lbs 1 Hand 12 in
 Cost 120 IM L/RC R/C

Knife, Aikuchi

Damage 1D4 BTM 10
1.15-1.5lbs 1 Hand 10-12 in
Cost 60 IM L/RC L/C

Knife, Badik/Butterfly
Damage 1D4 BTM 10
1.5 lbs 1 Hand 18 in
Cost 35 IM L/RC R/C

Knife, Bayonet
Damage 1D4 BTM 10
0.9 lbs 1 Hand 1 ft
Cost 60 IM L/RC R/C

Knife, Bone Knife
Damage 1D3 BTM 10
0.5 lbs 1 Hand 6-10 in
Cost 0-100 IM L/RC L/C

Knife, Butcher Knife
Damage 1D4 BTM 10
0.7 lbs 1 Hand 10 in
Cost 40 IM L/RC L/C

Knife, Folding (clasp knives/jackknives)
Damage 1D3 BTM 10
0.67-0.9 lbs 1 Hand 6 in
Cost 20 IM L/RC L/C

Knife, Bush
Damage 1d4 BTM 10
1.1 lbs 1 Hand 15 in
Cost 40 IM L/RC L/C

Knife, Kukri
Damage 1D6 BTM 10
1.5 lbs 1 Hand 20 in
Cost 60 IM L/RC L/C

Knife, Long
Damage 1D4 BTM 10
1.1 lbs 1 Hand 6-10 in
Cost 60 IM L/RC L/C

Knife, Meat Cleaver
Damage 1D4 BTM 10
1.1 lbs 1 Hand 1 ft
Cost 45 IM L/RC L/C

Knife, Navaja
Damage 1D4 BTM 10
0.67-0.9 lbs 1 Hand 6 in
Cost 35 IM L/RC L/C

Knife, Paring Knife
Damage 1D2 BTM 10
0.5 lbs 1 Hand 4 in
Cost 35 IM L/RC L/C

Knife, Pocket Folding
Damage 1D2 BTM 10
0.67-0.9 lbs 1 Hand 6 in
Cost 30 IM L/RC L/C

Knife, Polycarbonate
Damage 1D3 BTM 10
0.67-0.9 lbs 1 Hand 7 in
Cost 25 IM L/RC L/C

Knife, Scamasax
Damage 1D4 BTM 10

0.7 lbs 1 Hand 12 in
Cost 70 IM L/RC R/C

Knife, Serramancio
Damage 1D4 BTM 10
0.67-0.9 lbs 1 Hand 6 in
Cost 65 IM L/RC L/C

Knife, Shiv: Improvised weapon
Damage 1D2 BTM 10
0.67-0.9 lbs 1 Hand 1-6 in
Cost 0-10 IM L/RC R/C

Knife, Short
Damage 1D2 BTM 10
0.67-0.9 lbs 1 Hand 1-6 in
Cost 20 IM L/RC L/C

Knife, Skinning
Damage 1D3 BTM 10
0.67-0.9 lbs 1 Hand 6 in
Cost 30 IM L/RC L/C

Knife, Small Boot
Damage 1D3 BTM 10
0.67-0.9 lbs 1 Hand 4-6 in
Cost 35 IM L/RC L/C

Knife, Steak
Damage 1d2 BTM 10
0.67-0.9 lbs 1 Hand 6 in
Cost 15 IM L/RC L/C

Knife, Stone Knife
Damage 1D2 BTM 10
0.6 lbs 1 Hand 6-10 in
Cost 0-100 IM L/RC L/C

Knife, Survival
Damage 1D4 BTM 10
0.7 lbs 1 Hand 7 in
Cost 70 IM L/RC L/C

Knife, Survival Commando
Damage 1D5 BTM 10
0.7 lbs 1 Hand 8 in
Cost 80 IM L/RC L/C

Knife, Bowie
Damage 1D5 BTM 10
1.3 lbs 1 Hand 15 in
Cost 60 IM L/RC R/C

Knife, Switchblade
Damage 1D3 BTM 10
0.67-0.9 lbs 1 Hand 6 in
Cost 35 IM L/RC R/C

Knife, Tanto
Damage 1D6 BTM 10
1.15-1.5lbs 1 Hand 10-12 in
Cost 100 IM L/RC L/C

Knife, Throwing Knife
Damage 1D3 BTM 10
0.67-0.9 lbs 1 Hand 6 in
Cost 30 IM L/RC R/C

Razor, Straight
Damage 1D3 BTM 10
0.25 lbs 1 Hand

Cost 50 IM L/RC L/C

Razor, Utility

Damage 1 BTM 10

0.15 lbs 1 Hand

Cost 10 IM L/RC L/C

Jitte

Damage 1D4 BTM 5

0.6-0.75 lbs 1 Hand 15-25 in

Cost 60 IM L/RC L/C

Sai

Damage 1D4 BTM 5

1.4 lbs 1 Hand 15-22 in

Cost 70 IM L/RC L/C

Awl Pike

Damage 1d6 BTM 5

3.8 lbs 2 Hands 10 or 18 ft

Cost 25 IM L/RC L/C

Bardiche/berdysh/Berdiche

Damage 2d6 BTM 10

4.6 lbs 2 Hands 5-7 ft

Cost IM L/RC L/C

Beaked Axe

Damage 2D4 BTM 10

4.2 lbs 2 Hands 7.5 ft

Cost IM L/RC R/C

Bec de Corbin/bec de faucon

Damage 1D6 BTM 10

3.3 lbs 2 Hands 6 ft

Cost IM L/RC R/C

Bill-Guisarme

Damage 1d10 BTM 10

4.2 lbs 2 Hands 8 ft

Cost IM L/RC R/C

Bill

Damage 1d10 BTM 10

4.2 lbs 2 Hands 8 ft

Cost IM L/RC R/C

Bisento

Damage 1D10 BTM 10

4.9 lbs 2 Hands 8 ft

Cost IM L/RC R/C

Brandistock

Damage 2d4 BTM 10

4.2 lbs 2 Hands 4-5 ft

Cost IM L/RC R/C

Chijikiri

Damage 1d8 Spear/5D4-1 Chain BTM 10

3.3 lbs 2 Hands 7-10 ft

Cost IM L/RC R/C

Fauchard

Damage 1D8 BTM 10

4.2 lbs 2 Hands 8 ft

Cost IM L/RC R/C

Fauchard-Fork

Damage 1D10 BTM 10

4.4 lbs 2 Hands 8 ft

Cost IM L/RC R/C

Glaive

Damage 1d10 BTM 10

4 lbs 2 Hands 7.5-8 ft

Cost IM L/RC R/C

Glaive-Guisarme

Damage 1d10 BTM 10

4.6 lbs 2 Hands 8 ft

Cost IM L/RC R/C

Guisarme

Damage 1d10 BTM 10

3.5 lbs 2 Hands 6-7.75 ft

Cost IM L/RC R/C

Guisarme-Voulge

Damage 1d10 BTM 10

4.2 lbs 2 Hands 7 ft

Cost IM L/RC R/C

Halbard/Halberd

Damage 2D6 BTM 10

4 lbs 2 Hands 5-7.25 ft

Cost IM L/RC R/C

Hippe

Damage 2D4 BTM 10

4 lbs 2 Hands 7.5 ft

Cost IM L/RC R/C

Hook-Fauchard

Damage 1D8 BTM 10

4.4 lbs 2 Hands 8 ft

Cost IM L/RC R/C

Jiu Long Bar (Nine Dragon Trident)

Damage 2D4 BTM 10

5.3 lbs 2 Hands 6 ft

Cost IM L/RC R/C

Kama, Polearm

Damage 1D8 BTM 10

3.1 lbs 2 Hands 6 ft

Cost IM L/RC R/C

Kwan Dao

Damage 2D4 BTM 10

5.5 lbs 2 Hands 6.5 ft

Cost IM L/RC R/C

Lajatang

Damage 1D5 BTM 10

5.1 lbs 2 Hands 5 ft

Cost IM L/RC R/C

Lochaber Axe

Damage 1d10 BTM 10

3.1 lbs 2 Hands 7 ft

Cost IM L/RC R/C

Lucern Hammer

Damage 1d6 BTM 5

5.5 lbs 2 Hands 9.75 ft

Cost IM L/RC R/C

Military Fork

Damage 2D4 BTM 10

2.7 lbs 2 Hands 7 ft

Cost IM L/RC R/C

Monk Spade (Chan)
Damage 1d10 BTM 10
4.5 lbs 2 Hands 6.1 ft
Cost IM L/RC R/C

Nagimaki
Damage 2D4 BTM 10
3.1 lbs 2 Hands 7-9 ft
Cost IM L/RC R/C

Naginata
Damage 1D8 BTM 10
2.8 lbs 2 Hands 6-7 ft
Cost IM L/RC R/C

Partisan
Damage 2D4 BTM 10
4.9 lbs 2 Hands 7 ft
Cost IM L/RC R/C

Pu Dao
Damage 1d8 BTM 10
4.6 lbs 2 Hands 5.8 ft
Cost IM L/RC R/C

Pole Axe
Damage 2D4 BTM 10
6.4 lbs 2 Hands 6.9 ft
Cost IM L/RC R/C

Ranseur
Damage 2d4 BTM 10
3.5 lbs 2 Hands 8 ft
Cost IM L/RC R/C

Runka
Damage 2d4 BTM 10
3.5 lbs 2 Hands 7.5 ft
Cost IM L/RC R/C

Sabre Halberd
Damage 2D6 BTM 10
4.9 lbs 2 Hands 8 ft
Cost IM L/RC R/C

Scythe
Damage 1D8 BTM 10
3.1 lbs 2 Hands 8 ft
Cost IM L/RC R/C

Shikomi-Zue
Damage 1D5 Staff/1D6 Spear BTM 10
1.8 lbs 2 Hands 5-6 ft
Cost IM L/RC R/C

Shi-bi-Zue
Damage 1D5 Staff/1d6 Chain BTM 10
1.8 lbs 2 Hands 5-6 ft
Cost IM L/RC R/C

Spetum
Damage 2d4 BTM 10
2.9 lbs 2 Hands 8 ft
Cost IM L/RC R/C

Voulge
Damage 1d10 BTM 10
3.8 lbs 2 Hands 7-8 ft
Cost IM L/RC R/C

Hook w/Rope

Damage 1D4 BTM 10
5 lbs 2 Hands
Cost IM L/RC L/C

Kaganawa
Damage 1D4 BTM 10
2 Hands 10-13 ft
Cost IM L/RC R/C

Kyoketsu-Shoge
Damage 1D3 Rope/1D4 Blade
BTM 10 1.7 lbs 2 Hands 13-19 ft
Cost IM L/RC R/C

Lasso/Lariat
Damage 0 BTM 10
2 lbs 2 Hands 10-20 ft
Cost IM L/RC L/C

Meteor Hammer (Liu Xing Chui)
Damage 1D4 BTM 5
1 lb 2 Hands 12 ft
Cost IM L/RC R/C

Rope Dart (Shen Biau)
Damage 1D3 BTM 10
0.5 lb 2 Hands 15.5 ft
Cost IM L/RC R/C

Rope w/weight (1 Handn bladed)
Damage 1D2 BTM 5
2 Hands 2-3 ft
Cost IM L/RC R/C

Rope w/weight (1 Handn bladed)
Damage 1D2 BTM 5
1.8 lbs 2 Hands 4-8 ft
Cost IM L/RC R/C

Rope w/weight (1 Handn bladed)
Damage 1D2 BTM 5
2 Hands 9-12 ft
Cost IM L/RC R/C

Rope w/weight (1 Handn bladed)
Damage 1D2 BTM 5
2 Hands 13-20 ft
Cost IM L/RC R/C

Rope w/blade
Damage 1D3 BTM 10
2 Hands 2-3 ft
Cost IM L/RC R/C

Rope w/blade
Damage 1D3 BTM 10
2 Hands 4-8 ft
Cost IM L/RC R/C

Rope w/blade
Damage 1D3 BTM 10
2 Hands 9-12 ft
Cost IM L/RC R/C

Rope w/blade
Damage 1D3 BTM 10
2 Hands 13-20 ft
Cost IM L/RC R/C

Assegai Damage
1D6 BTM 10

4 lbs 2 Hands 4.6 ft
Cost IM L/RC R/C

Boar Spear
Damage 1D6 BTM 10
2.9 lbs 2 Hands 5 ft
Cost IM L/RC R/C

Chiang
Damage 1D6 BTM 10
2.5 lbs 2 Hands 8-9 ft
Cost IM L/RC R/C

Chiang Chiang
Damage 1D6 BTM 10
2.9 lbs 2 Hands 8-9 ft
Cost IM L/RC R/C

Chiang Zhu
Damage 1D5 BTM 10
1.1 lbs 2 Hands 8-9 ft
Cost IM L/RC R/C

Harpoon
Damage 1D6 BTM 10
2.7 lbs 1 Hand 8 ft
Cost IM L/RC L/S

Javelin
Damage 1D5 BTM 10
1.5 lbs 1 Hand 7 ft
Cost IM L/RC L/C 300 ft

Lance
Damage 1d8 BTM 10
6 lbs 1 Hand 13 ft
Cost IM L/RC R/C

Long Spear
Damage 1D6 BTM 10
4.2 lbs 2 Hands 9-12ft
Cost IM L/RC R/C

Mao Chiang
Damage 1d8 BTM 10
3.1 lbs 2 Hands 8-9 ft
Cost IM L/RC R/C

Pike
Damage 1d8 BTM 10
5.7 lbs 2 Hands 18-21 ft
Cost IM L/RC R/C

Pilum
Damage 1D5 BTM 10
2.4 lbs 1 Hand 5.5-6 ft
Cost IM L/RC R/C 100 ft

Short Spear
Damage 1D5 BTM 10
1.8 lbs 1 Hand 5-8ft
Cost IM L/RC R/C
100/150 ft

Spiculum
Damage 1D5 BTM 10
1.8 lbs 2 Hands 6 ft
Cost IM L/RC R/C

Stone Spear
Damage 1D5 BTM 10

1.8 lbs 1 Hand 5-8 ft
Cost IM L/RC R/C

Yari
Damage 1D6 BTM 10
2.4-4.2 lbs 1 Hand 6-8 ft
Cost IM L/RC R/C

Bo Staff
Damage 1D5 BTM 5
1.5-2.75lbs 2 Hands 6 ft
Cost IM L/RC L/VC

Chang Bahn
Damage 1D6 BTM 5
4 lbs 2 Hands 11 ft
Cost IM L/RC R/C

Chang Bahn Jin
Damage 1d8 BTM 5
2 Hands 11 ft
Cost IM L/RC R/C

Giau Chiz
Damage 1D5 BTM 10
1.5-2.75lbs 2 Hands 6 ft
Cost IM L/RC R/C

Giau Chiz Jin
Damage 1d6 BTM 10
3.9 lbs 2 Hands 6 ft
Cost IM L/RC R/C

Iron Staff
Damage 1d6 BTM 5
4.9 lbs 2 Hands 6-7 ft
Cost IM L/RC R/C

Long Staff
Damage 1D6 BTM 5
1.5-2.75lbs 2 Hands 7-9 ft
Cost IM L/RC L/C

Quarterstaff
Damage 1D6 BTM 5
2-3 lbs 2 Hands 6 ft
Cost IM L/RC L/VC

Short Staff
Damage 1D5 BTM 5
1.1 lbs 1 Hand 4-6 ft
Cost IM L/RC L/VC

Baselard
Damage 1D4 BTM 10
1.3 lbs 1 Hand 20 in
Cost IM L/RC R/C

Bokken (Shoto)
Damage 1D4 BTM 10
0.3-0.75lbs 1 Hand 1.5-2.25 ft
Cost IM L/RC R/C

Cutlass
Damage 1D5 BTM 10
1.4 lbs 1 Hand 2 ft
Cost IM L/RC R/C

Drusus
Damage 1D5 BTM 10
2.5 lbs 1 Hand 2 ft

Cost IM L/RC R/C

Epee

Damage 1D5 BTM 10

1.7 lbs 1 Hand 3 ft

Cost IM L/RC R/C

Falchion

Damage 1D6 BTM 10

2.5 lbs 1 Hand 2.75-3.5 ft

Cost IM L/RC R/C

Foil

Damage 1D4 BTM 10

1.1 lbs 1 Hand 2.9 ft

Cost IM L/RC R/C

Gladius

Damage 1D6 BTM 10

2.5 lbs 1 Hand 2 ft

Cost IM L/RC R/C

Machete

Damage 1D4 BTM 10

1.1 lbs 1 Hand 1.5 ft

Cost IM L/RC R/C

Ninja-to

Damage 1D5 BTM 10

2 lbs 1 Hand 2 ft

Cost IM L/RC R/C

Parang

Damage 1D5 BTM 10

1.5 lbs 1 Hand 2 ft

Cost IM L/RC R/C

Sabre

Damage 1D6 BTM 10

3 lbs 1 Hand 2 ft

Cost IM L/RC R/C

Sapara

Damage 1D6 BTM 10

2.9 lbs 1 Hand 2.25 ft

Cost IM L/RC R/C

Scimitar

Damage 1D6 BTM 10

2 lbs 1 Hand 2.5 ft

Cost IM L/RC R/C

Shamshir

Damage 1D6 BTM 10

3.1 lbs 1 Hand 2.75 ft

Cost IM L/RC R/C

Shinai (Shoto)

Damage 1 BTM 10

0.25-0.5lbs 1 Hand 1.5-2.25 ft

Cost IM L/RC R/C

Short Sword

Damage 1D6 BTM 10

2-4 lbs 1 Hand 2-2.5 ft

Cost IM L/RC R/C

Shuang Gao (Twin-Hooked Sword)

Damage 1D6 BTM 10

3-4 lbs 1 Hand 2.33 ft

Cost IM L/RC R/C

Sleeve Sword (Shou Li Jian)

Damage 1D6 BTM 10

2-3 lbs 1 Hand 11 in -> 2 ft

Cost IM L/RC R/C

Small Sword

Damage 1D5 BTM 10

1.5 lbs 1 Hand 2.33 ft

Cost IM L/RC R/C

Spatha Damage

1D6 BTM 10

2.4 lbs 1 Hand 2.67 ft

Cost IM L/RC R/C

Straight Sword

Damage 1D6 BTM 10

3.1 lbs 1 Hand 2 ft

Cost IM L/RC R/C

Tulwar

Damage 1D6 BTM 10

2.7 lbs 1 Hand 2.75 ft

Cost IM L/RC R/C

Wakizashi

Damage 1D5 BTM 10

1.5-1.8lbs 1 Hand 1.5-2.25 ft

Cost IM L/RC R/C

Wen Jian

Damage 1D5 BTM 10

1 lb 1 Hand 2.75 ft

Cost IM L/RC R/C

Basket-Hilted Broadsword

Damage blade 1d8 /punch +2 BTM 10

4 lbs 1 Hand 3-3.5 ft

Cost IM L/RC R/C

Bastard Sword (1H)

Damage 1D8 BTM 10

4.6 lbs 1 Hand 3.75 ft

Cost IM L/RC R/C

Bokken (Daito)

Damage 1D4 BTM 10

1.2-1.3 lbs 1 Hand 3-3.5 ft

Cost IM L/RC R/C

Broadsword

Damage 2d4 BTM 10

3.5 lbs 1 Hand 3-3.5 ft

Cost IM L/RC R/C

Chinese Broadsword (Dao)

Damage 2d4 BTM 10

1.3-1.5 lbs 1 Hand 3 ft

Cost IM L/RC R/C

Estoc

Damage 1d8 BTM 10

1.5 lbs 1 Hand 3.25 ft

Cost IM L/RC R/C

Giau Tzu Jian

Damage 1D8 BTM 10

1.4 lbs 1 Hand 3 ft

Cost IM L/RC R/C

Iaito
 Damage 1D4 BTM 10
 1.65-2.8 lbs 1 Hand 3-3.5 ft
 Cost IM L/RC R/C

Katana (1H)
 Damage 1D8 BTM 10
 1.87-2.86lbs 1 Hand 3-3.5 ft
 Cost IM L/RC R/C

Khopesh
 Damage 2D4 BTM 10
 2.9 lbs 1 Hand 3.5 ft
 Cost IM L/RC R/C

Long Sword
 Damage 1D8 BTM 10
 3.3-3.5 lbs 1 Hand 3 ft
 Cost IM L/RC R/C

Rapier
 Damage 1D8 BTM 10
 1.5-1.8 lbs 1 Hand 3 ft
 Cost IM L/RC R/C

Shi-Zi Jian
 Damage 1D8 BTM 10
 1.4 lbs 1 Hand 3 ft
 Cost IM L/RC R/C

Shinai (Daito)
 Damage 1 BTM 10
 0.6-1.1 lbs 1 Hand 3.5 ft
 Cost IM L/RC R/C

Wu Grou Jian
 Damage 1D8 BTM 10
 1.4 lbs 1 Hand 4 ft
 Cost IM L/RC R/C

Bastard Sword (2H)
 Damage 1D8 BTM 10
 4.6 lbs 2 Hands 3.75 ft
 Cost IM L/RC R/C

Lieu Yeh Dao
 Damage 1d10 BTM 10
 2.75 lbs 2 Hands 4.2 ft
 Cost IM L/RC R/C

Claymore
 Damage 1d10 BTM 10
 5-6.4 lbs 2 Hands 4 ft
 Cost IM L/RC R/S

Espadon
 Damage 1d8 BTM 10
 4.6 lbs 2 Hands 3 ft
 Cost IM L/RC R/C

Executioner's Sword
 Damage 1d10 BTM 10
 4.9 lbs 2 Hands 4 ft
 Cost IM L/RC R/S

Flamberge
 Damage 1d10 BTM 10
 5.3 lbs 2 Hands 4.25 ft
 Cost IM L/RC R/S

Great Scimitar

Damage 1d10 BTM 10
 5 lbs 2 Hands 4-5 ft
 Cost IM L/RC R/S

Katana (2H)
 Damage 1d10 BTM 10
 1.87-2.86lbs 2 Hands 3-3.5 ft
 Cost IM L/RC R/C

1 Hand-Dachi
 Damage 1D10 BTM 10
 7.6 lbs 2 Hands 6 ft
 Cost IM L/RC R/C

Pok Dao
 Damage 1d10 BTM 10
 1.5 lbs 2 Hands 4 ft
 Cost IM L/RC R/C

Shuang Shou Jian (2H Jian)
 Damage 1d10 BTM 10
 1.4 lbs 2 Hands 4 ft
 Cost IM L/RC R/C

Zweihander
 Damage 1D10 BTM 10
 7-9.5 2 Hands 6.5 ft
 Cost IM L/RC R/S

Catch Pole
 Damage 1D4 BTM 10
 2 Hands 8.5 ft
 Cost IM L/RC R/C

Mancatcher
 Damage 1D4 BTM 10
 2 Hands 8 ft
 Cost IM L/RC R/C

Sasumata
 Damage 2d4 BTM 10
 2 Hands 7 ft
 Cost IM L/RC R/C

Sode-Garami
 Damage 1D5 BTM 10
 3.9 lbs 2 Hands 6.5-7.5 ft
 Cost IM L/RC R/C

Tiger Fork (Hu Cha)
 Damage 2D4 BTM 10
 4.4 lbs 2 Hands 6 ft
 Cost IM L/RC R/C

Trident
 Damage 2D4 BTM 10
 3.4 lbs 1 Hand 4-8 ft
 Cost IM L/RC R/C

Tsukubo
 Damage 1D6 BTM 10
 2 Hands 6 ft
 Cost IM L/RC R/C

Zin (1 Hand)
 Damage 2D4 BTM 10
 2.7 lbs 2 Hands 5-6 ft
 Cost IM L/RC R/C

Bull Whip
 Damage 1d2 BTM 10

2-3 lbs 1 Hand 8 ft
Cost IM L/RC L/C

Cat-o-Nine Tails (9 lash whip)
Damage 1D3 BTM 10
1.1 lbs 1 Hand 3 ft
Cost IM L/RC L/C

Flagellum (3 lash whip)
Damage 1D3 BTM 10
0.7 lbs 1 Hand 3 ft
Cost IM L/RC R/C

Pi Bian
Damage 1D4/+2 BTM 10
2-3 lbs 1 Hand 8-12 ft
Cost IM L/RC R/C

Scourge
Damage 1D3 BTM 10
0.9 lbs 1 Hand 3 ft
Cost IM L/RC R/C

Caltrop
Damage 1 BTM 10
1 Hand
Cost IM L/RC L/C

Fang
Damage 1D4 AP BTM 10
2.3 lbs 1 Hand 3 ft
Cost IM L/RC R/C

Garotte
Damage 1 CON/Round BTM 00
0.1 lbs 2 Hands
Cost IM L/RC R/C

Jen Chiang
Damage 1D6 BTM 10
1 Hand 3 ft
Cost IM L/RC R/C 25 ft

Hooked Net
Damage 1D2/Round of struggling BTM 00
2-4 lbs 2 Hands 20 ft
Cost IM L/RC R/S

Sang kauw
Damage 1d6 BTM 10
4 lbs 1 Hand 3-5 ft
Cost IM L/RC R/C

Shunn Gou Shih (Double Hook Arrow)
Damage 1D6 BTM 10
2.5 lbs 1 Hand 3 ft
Cost IM L/RC R/C 30 ft

Siangkiam
Damage 1D4 BTM 10
1.1 lbs 1 Hand 1 ft
Cost IM L/RC R/C 30 ft

Bottle (Fragile)
Damage +1 BTM 10
1 Hand 1 ft
Cost IM L/RC L/VC

Modifications:

All of the usual modifications for equipment are available as well the following.

Basket hilt: This allows swords to provide protection for the users' hands, makes it more difficult to be disarmed and allows for a 1d3 punch to be used instead of the blade. This makes the weapon cost 125% its cost.

Broad bladed: This is a cosmetic change that gives the weapon a broader blade. A sword with this modification becomes a "broad sword", while a dagger becomes a "cinquedea". This does not require a new weapon skill. This makes the weapon cost 175% its normal cost.

Morphic Bladed: This creates a weapon with a thick spined blade and when it penetrates into a target, the wielder can trigger the morphic blade to expand in both length and width with a decrease in thickness. This results in a shorter blade being able to penetrate more deeply than normally possible. This changes a weapons' damage potential based on the following table:

Old	New
1	1d2
d2	1d3
d3	1d4
d4	1d5
d5	1d6
d6	1d8
d8	1d10
d10	1d12
2d6/1d12	2d8
3d8	5d6

This increases a weapons weight by 25% and the cost by 700%.

Great/Dire: Any weapon may be created as a "dire" or "great" weapon. This makes the weapon larger, and approximately three times heavier but still balanced in the proper ratio in order for its use. This allows for more damage, but it is also considered to be a different weapon for skill purposes. Thus a Great Long Sword uses the skill "Great Long Sword" and not "long sword".

Old	New
1	1d2
d2	1d3
d3	1d4
d4	1d5
d5	1d6
d6	1d8
d8	1d10
d10	1d12
2d6/1d12	2d8
3d8	5d6

This modification makes the weapon cost 300% its normal cost, and triples it's weight.

Chain Blades: This replaces the normal cutting edge of a bladed weapon with a powerful electrically driven cutting chain. This increasts the damage by 75%, the weight by 200% and the cost by 300%.

Vibroblades: This replaces the normal, fixed blade of a weapon with one that is attached to an electric oscillator that serves to rapidly move the entire blade in order to assist in the cutting action. These weapons are almost always serrated. This increases the damage by 50%, the weight by 150% and the cost by 200%.

Powerblades: This is a modification to the vibroblade where not only does the blade oscillate extremely rapidly, but the blade is also heated to a temperature of several hundred degrees. This increases the damage by 75%

above baseline, increases the weight by 250% and the cost by 500%.

Shock

Adds electric leads in the striking surface of the weapon and increases base damage by 10%. This weapon causes the victim to lose one action for every 2 points of damage inflicted.

Magical Enhancements:

	Cost
+1 damage	2000 IM
+2 damage	4000 IM
+3 damage	16,000 IM
+4 damage	50,000 IM
+5 damage	100,000 IM
+6 damage	500,000 IM
+7 damage	1 million IM
+8 damage	3 million IM
+9 damage	5 million IM
+10 damage	10 million IM

Flaming (magic)

Adds flame damage in d6, use table above

Flame (mundane)

Setting fire to your arrow, +1 Damage, can use only once

Frost

Adds cold damage in d6, use table above

Shock

Adds electricity in d6, use table above

Ghost Touch

Ignores armor, 1 SP per +

Spell Storing

Can hold spells, use table above, each + equals one spell

Bane

Adds damage against a single species, use table above

Disruption

Adds damage against incorporeal species, use table above

Burst, various

Adds type of ranged damage in d6, range increment is 10' per +, cost is double.

Thunder

Adds concussion damage in d6.

Holy

Counts as a holy weapon

Unholy

Counts as an unholy weapon

Lawful

Counts as a lawful weapon

Chaotic

Counts as a chaotic weapon

Brilliant

Gives off light

Poison

Weapon is poisoned, holds 1 dose per +, use table above

Defending

Adds 10% per + to parry only!

Slaying

Adds 10% per + to weapon skill to attack only!

Shadowtouched

Only does 1 damage to non-living material and the rest of the damage continues through. Example: A heavy crossbow bolt is fired at an ork wearing heavy armor. The damage rolled is 12 and the ork is wearing Class III armor with a SP of 16. The bolt does 1 damage to the armor (reducing it to 15 SP) and the other 11 points (12-1) continues on to the ork. This works against all non-living material, including tank armor, lumber (not trees, they are still alive), undead, etc. The + is reflected as cold damage.

Throwing

Is balanced for throwing, each + is 10' range increment

Ranged Weapons and Ammunition

A note on range: "range" as it is presented is the effective range of the weapon under "combat" conditions, and not a range. Also, the range assumes a standard weapon firing standard ammunition. For firearms, the range is the effective range of that particular weapon under combat conditions NOT the maximum range of the round under ideal conditions or as determined by physics, and thus may seem excessively short.

Arrows: An arrow used as a melee weapon is Tiny and deals 1d4 points of piercing damage. Arrows come in leather quivers that hold 20 arrows. An arrow that hits its target is destroyed; one that misses has a 50% chance to be destroyed or lost. Cost 5 IM per

Apache Self Bow

Damage Flight 1D6/ Stone 1D4 BTM 10
1.1 lbs 2 Hands 3 ft
Cost IM L/RC R/C 36 ft

Assyrian Composite Bow

Damage Flight 1D8/ Sheaf 1D6 BTM 10
1.5 lbs 2 Hands 3.5 ft
Cost IM L/RC R/C 66 ft

Chinese Kun Dan (Pellet)

Damage Stone 1D4/ Bullet 1D6-1 BTM 10
1.8 lbs 2 Hands 5.6 ft
Cost IM L/RC R/C 30 ft

Chinese Kun Gen (Self)

Damage Flight 1D6/ Stone 1D4 BTM 10
1.5 lbs 2 Hands 3 ft
Cost IM L/RC R/C 100 ft

Chinese Tang Composite Bow

Damage Flight 2D6/ Sheaf 3D4 BTM 10 2 lbs 2
Hands 6 ft Cost IM L/RC R/C 150 ft

Dart Bow

Damage Dart 1D4+1 BTM 10
1.3 lbs 2 Hands 3 ft
Cost IM L/RC R/C

Egyptian Self Bow

Damage Flight 1D6/ Stone 1D4 BTM 10
1.3 lbs 2 Hands 5-5.5 ft
Cost IM L/RC R/C 45 ft

Egyptian Composite Bow

Damage Flight 2D6/ Stone 1D8 BTM 10

1.5 lbs 2 Hands 5-5.5 ft
 Cost IM L/RC R/C 75 ft

English Self Longbow
 Damage Flight 3D4/ Sheaf 3d4/ AP 1D12 BTM 10
 1.5 lbs 2 Hands 5-6 ft
 Cost IM L/RC R/C 135 ft (flight) /75 ft (sheaf)/90 ft (AP)

European Shortbow
 Damage Flight 1D6/Sheaf 1D8/AP 1D4+1 BTM 10
 1.3 lbs 2 Hands 3-4 ft
 Cost IM L/RC R/C 74 ft

European Hunting Self Longbow
 Damage Flight 1D10/Sheaf 1D12/AP 1D8+1 BTM 10
 1.5 lbs 2 Hands 5-6 ft
 Cost IM L/RC R/C 90 ft (flight)/60 ft

Folding Bow (Short)
 Damage Flight 1D6/Stone 1D4 BTM 10
 1.5 lbs 2 Hands 3 ft
 Cost IM L/RC R/C 74 ft

Greek Self Bow
 Damage Flight 1D6/Stone 1D4 BTM 10
 1.3 lbs 2 Hands 4.5 ft
 Cost IM L/RC R/C 60 ft

Hun Composite Bow
 Damage Flight 2D6/Sheaf 3D4 BTM 10
 1.8 lbs 2 Hands 5 ft
 Cost IM L/RC R/C 120 ft

Indian Bamboo Longbow
 Damage Flight 1D10/Sheaf 1D8 BTM 10
 1.8 lbs 2 Hands 5 ft
 Cost IM L/RC R/C 70 ft

Japanese Shortbow
 Damage Flight 1D6/Sheaf 1D8/AP 1D4+1 BTM 10
 1.5 lbs 2 Hands 3 ft
 Cost IM L/RC R/C 40 ft

Japanese Longbow
 Damage Flight 3D4/Sheaf 3d4/AP 1D12+1 BTM 10
 2 lbs 2 Hands 6-8 ft
 Cost IM L/RC R/C 69 ft

Korean Self Bow
 Damage Flight 1D10/Sheaf 1D8 BTM 10
 2 lbs 2 Hands 8 ft
 Cost IM L/RC R/C 48 ft

Korean Composite Bow
 Damage Flight 1D8/Sheaf 1D10 BTM 10
 1.8 lbs 2 Hands 3.8-4 ft
 Cost IM L/RC R/C 150 ft

Maygar Backed Bow
 Damage Flight 1D10/Sheaf 1D10 BTM 10
 1.8 lbs 2 Hands 4.33 ft
 Cost IM L/RC R/C 98 ft

Modern Self Bow
 Damage Flight 1D6/Sheaf 1D4/AP 1D4+1 BTM 10
 1.8 lbs 2 Hands 4 ft
 Cost IM L/RC R/C 40 ft

Modern Backed Bow
 Damage Flight 1D8/Sheaf 1D6/AP 1D6+1 BTM 10

1.8 lbs 2 Hands 4 ft
 Cost IM L/RC R/C 75 ft

Modern Composite Bow
 Damage Flight 1D8/Sheaf 1D6/AP 1D6+1 BTM 10
 1.8 lbs 2 Hands 4 ft
 Cost IM L/RC R/C 75 ft

Modern Compound Bow
 Damage Flight 1D10/Sheaf 1D12/AP 1D8+1 BTM 10
 2 lbs 2 Hands 3-4 ft
 Cost IM L/RC R/C 250 ft

Mohave Self Bow
 Damage Flight 1D10/Stone 1D8 BTM 10
 1.5 lbs 2 Hands 5-6.5 ft
 Cost IM L/RC R/C 33 ft

Mongol Composite Recurve Horsebow
 Damage Flight 3D4/Sheaf 3d4+1 BTM 10
 1.8 lbs 2 Hands 4.67 ft
 Cost IM L/RC R/C 270 ft

Persian Composite Bow
 Damage Flight 1D8/Sheaf 1D6 BTM 10
 1.5 lbs 2 Hands 3 ft
 Cost IM L/RC R/C 150 ft

Roman Composite Bow
 Damage Flight 1D8/Sheaf 1D6 BTM 10
 1.5 lbs 2 Hands 3 ft
 Cost IM L/RC R/C 160 ft

Saracen Horse Bow
 Damage Flight 1D8/Sheaf 1D6 BTM 10
 1.5 lbs 2 Hands 3 ft
 Cost IM L/RC R/C 40 ft

Sassanian Cavalry Bow
 Damage Flight 1D8/Sheaf 1D6 BTM 10
 1.5 lbs 2 Hands 3 ft
 Cost IM L/RC R/C 50 ft

Saxon Self Bow
 Damage Flight 1D10/Sheaf 1D12/AP 1D8+1 BTM 10
 1.8 lbs 2 Hands 5.5-6.33 ft
 Cost IM L/RC R/C 90 ft

Scythian ShortBow
 Damage Flight 1D6/Stone 1D4 BTM 10
 1.8 lbs 2 Hands 3.8 ft
 Cost IM L/RC R/C 45 ft

Scythian LongBow
 Damage Flight 1D10/Sheaf 1D12 BTM 10
 2 lbs 2 Hands 5 ft
 Cost IM L/RC R/C 98 ft

Turkish Composite Bow
 Damage Flight 1D8/Sheaf 1D6 BTM 10
 1.8 lbs 2 Hands 3 ft
 Cost IM L/RC R/C 180 ft

Arbalest (Siege)
 Damage Quarrel 2d8 BTM 10
 8.2 lbs 2 Hands 3 ft
 Cost IM L/RC R/C 139 ft

Belly Bow
 Damage Quarrel 2D4 BTM 10
 2 Hands

Cost IM L/RC R/C	120 ft				
Bullet Crossbow (Pellet Crossbow)					
Damage Pellet 1D4	BTM 10				
3.4 lbs 2 Hands 2.5 ft					
Cost IM L/RC R/C	66 ft				
cho-ku- 1 Hand or repeating crossbow					
Damage Quarrel 1D6+1	BTM 10				
3.2 lbs 2 Hands 2 ft					
Cost IM L/RC R/C	60 ft				
Compound Crossbow					
Damage Quarrel 2d6	BTM 10				
6 lbs 2 Hands 3 ft					
Cost IM L/RC R/C	120 ft				
Hand Crossbow (Hand Bow, Pistol Crossbow)					
Damage Quarrel 1D6+1	BTM 10				
3 lbs 1 Hand 1-1.5 ft					
Cost IM L/RC R/C	59 ft				
Heavy Crossbow (Arbalest)					
Damage Quarrel 2d6	BTM 10				
3.8 lbs 2 Hands 3 ft					
Cost IM L/RC R/C	98 ft				
Light Crossbow					
Damage Quarrel 2D4	BTM 10				
3.4 lbs 2 Hands 2.5 ft					
Cost IM L/RC R/C	74 ft				
Multi-Bowed Crossbow					
Damage Quarrel 2D4	BTM 10				
6 lbs 2 Hands 2.5-3 ft					
Cost IM L/RC R/C	74 ft				
Slurbow (Barreled Crossbow)					
Damage Quarrel 3D4	BTM 10				
6 lbs 2 Hands 2 ft					
Cost IM L/RC R/C	98 ft				
Blowgun (2H)					
Damage Dart 1D2/Needle 0/Pellet 1	BTM 10				
1.5 lbs 2 Hands 2-6 ft					
Cost IM L/RC R/C	12 ft				
Blowgun, Pao Hsaio (Flute & Dart)					
Damage 1D4-1	BTM 10				
1 lbs 2 Hands					
Cost IM L/RC R/C	4 ft				
Blowpipe (1H)					
Damage Dart 1D2/Needle 1/Pellet 1D2	BTM 10				
1 lbs 1 Hand 1-2 ft					
Cost IM L/RC R/C	5 ft				
Blowpipe (Mei Far Chen)					
Damage Needle 1D2	BTM 10				
0.5 lbs 1 Hand					
Cost IM L/RC R/C	4 ft				
Mouth Dart (Fukimi Bari)					
Damage Needle 1D2	BTM 10				
0.25 lbs 1 Hand					
Cost IM L/RC R/C	3 ft				
Atlatl					
Damage 2D6 (long spear)/1d10+1 (short spear)					
BTM 10 1 Hand 3 ft					
Cost IM L/RC R/C	30 ft				
Fa Gen (Back)					
Damage 2D4	BTM 10				
1 Hand					
Cost IM L/RC R/C	4 ft				
Shou Gen (Sleeve)					
Damage 1D4	BTM 10				
1 Hand					
Cost IM L/RC R/C	4 ft				
SLR-60/Spike Launch Rod					
Damage 2D6	BTM 10				
1 Hand 2 ft					
Cost IM L/RC R/C					
Bolas (2-ball/somais)					
Damage 1D4	BTM 10				
2.2 lbs 1 Hand 3 ft					
Cost IM L/RC R/C					
Bolas (3-ball/achicos)					
Damage 1D4+1	BTM 10				
2.2 lbs 1 Hand 3 ft					
Cost IM L/RC R/C					
Boomerang					
Damage 1D4	BTM 10				
0.9 lbs 1 Hand 2 ft					
Cost IM L/RC R/C	60 ft				
Caber					
Damage 3D6	BTM 5				
80-130 lbs (35-60 kg)					2 Hands 16-20 ft (5-6 m)
Cost IM L/RC R/C					STR in ft. is Max Range
Chakram					
Damage 1D3	BTM 10				
0.5 lbs 1 Hand 1 ft					
Cost IM L/RC R/C					
Dart					
Damage 1D2	BTM 10				
0.25 lbs 1 Hand 6 in					
Cost IM L/RC R/C					
Hurlbat					
Damage 1D3	BTM 10				
2.7 lbs 1 Hand 1.25 ft					
Cost IM L/RC R/C					
Shuriken, Star					
Damage 1	BTM 10				
0.13 lbs 1 Hand 2-4.25 in					
Cost IM L/RC R/C					
Shuriken, Spike					
Damage 1D2	BTM 10				
0.13 lbs 1 Hand 7-8 in					
Cost IM L/RC R/C					
Shuriken, Blade					
Damage 1D2	BTM 10				
0.13 lbs 1 Hand 6-8 in					
Cost IM L/RC R/C					
Steel Sphere, Thrown, Small					
Damage 1	BTM 10				
1 Hand					
Cost IM L/RC R/C					

Steel Sphere, Thrown, Large

Damage 1D2 BTM 10

1 Hand 2 in

Cost IM L/RC R/C

Throwing Coin (Lo Han Chain)

Damage 1 BTM 10

1 Hand 1 in

Cost IM L/RC R/C

Throwing Knife

Damage 1D3 BTM 10

1 Hand 6 in

Cost IM L/RC R/C

Throwing Knife (Biau Dau)

Damage 1D3 BTM 10

1 Hand

Cost IM L/RC R/C

Throwing Stick

Damage 1D2 BTM 10

1 Hand 1.5 ft

Cost IM L/RC R/C

Sling

Damage Stone 1D3/Bullet 1D4 BTM 10

0.5 lbs 1 Hand 3 ft

Cost IM L/RC L/C50 ft

Slingshot

Damage Stone 1D4/Bullet 1D4+1 BTM 10

0.5 lbs 2 Hands 0.8 ft

Cost IM L/RC L/C60 ft

Staff Sling

Damage Stone 1D6-1/Bullet 1D4+1 BTM 10

0.7 lbs 2 Hands 5 ft

Cost IM L/RC L/C60 ft

Axe, Throwing: A throwing axe is lighter than a handaxe and balanced for throwing.

Damage 1d6

Weight 4 lb. 1 Hand

Cost 40 IM L/RC R/C Range 3 meters

Blowgun: This is used to fire small needles a long distance. It is silent, and its needles most often are used to poison foes.

Damage 0 for a small one, 1 for a large one

Weight 2 lb. (small), 3 lb. (large) 1 (small) or 2 Hands (large)

Cost 50 IM (small), 65 IM (large) L/RC R/C (both)

Range 2 meters (small) 3 meters (large)

Bolts: A crossbow bolt used as a melee weapon is Tiny and deals 1d4 points of piercing damage. One that misses has a 50% chance to be destroyed or lost. Cost 5 IM per

Net: A fighting net has small barbs in the weave and a trailing rope to control netted opponents. It can be used to entangle opponents. When a net is thrown, make a ranged touch attack against the target. A net's maximum range is 10 feet, and the character suffers no range penalties to throw it even to its maximum range. If the attack is successful, the target is entangled. An entangled creature suffers -10% on attack rolls and a -4 penalty on effective Dexterity. The entangled creature can only move at half speed and cannot charge or run. If the character takes control the trailing rope by succeeding at an opposed Strength check while holding it, the entangled creature can

only move within the limits that the rope allows. If the entangled creature attempts to cast a spell, it must succeed at a Concentration check or be unable to cast the spell. The entangled creature can escape with an Escape Artist check that is a full-round action. The net has 5 hit points and can be torn with a Strength check.

A net is only useful against creatures between Tiny and Large size, inclusive. A net must be folded to be thrown effectively.

The first time a net is thrown in a fight, the attacker must make a normal ranged touch attack roll. After the net is unfolded, the character suffers a -20% penalty on attack rolls with it. It takes 2 rounds for a proficient user to fold a net and twice that long for a nonproficient one to do so.

Razor Wire Net: This uses the same rules as a regular net, but the wire is very sharp and causes 1d2 damage per round the target actively attempts to escape.

Damage 1 per round the target actively attempts to escape
Weight 8 pounds 2 Hands

Cost 60 IM/145 IM for a razor wire net

L/RC I1/S (net), I2/S (Razor Wire Net)

Range 3 meter

Sling: The sling hurls lead bullets. It's not as easy to use as the crossbow nor as powerful as a bow, but it's cheap, and easy to improvise from common materials. Druids and Halflings favor slings. A character can hurl ordinary stones with a sling, but stones are not as dense or as round as bullets, so they deal only 1d3 points of damage and suffer a -1 penalty on attack rolls.

Damage 1d3 BTM 5 Range 15m

Weight 0 lb. for the sling, 5 lbs for 100 bullets 2 Hands

Cost 5 IM, Cost for bullets is 25 IM for 100. L/RC L/VC

Shuriken: Up to three shuriken can be thrown per attack (all at the same target).

Damage 1d2 Range 3m Burst Value 3

Weight 0 lb. 1 Hand

Cost 5 IM per L/RC R/C

Cavalry Bow or Short Bow: A bow designed to used while mounted. This is popular amongst cavalymen and knightly orders that have no prohibitions against ranged combat.

Damage 1d8 AP Range 10m

Weight 2 lb. 2 Hands

Cost 50 IM L/RC R/C

Shortbow, Composite: A character must use at least two hands to use a bow, regardless of the size of the bow. A character who is Small or larger can use this bow while mounted. Composite bows are made from laminated horn, wood, or bone and built with a recurve, meaning that the bow remains bow-shaped even when unstrung. They can be made with especially heavy pulls to take advantage of a character's above-average Strength.

Damage 1d10 AP Range 15m

Weight 2 lb. 2 Hands

Cost 80 IM L/RC R/S

Medium Bow: An interim between the shortbow and the longbow, it provides only a slight improvement over the shortbow in a much smaller package than a longbow and is favored only by special operations forces where compactness is highly prized.

Raptor Medium Bow

Damage 2d6 AP BTM 10 Range 20m

Weight 3 lb. 2 Hands

Cost 90 IM L/RC R/C

Longbow: A character needs at least two hands to use a bow, regardless of the size of the bow. This bow is too big to use while mounted.

Damage 2d8 AP BTM 10 Range 25m
Weight 3 lb. 2 Hands
Cost 110 IM L/RC R/C

Longbow, Composite: A character needs at least two hands to use a bow, regardless of the size of the bow. Composite bows are made from laminated horn, wood, or bone and built with a recurve, meaning that the bow remains bow-shaped even when unstrung. They can be made with especially heavy pulls to take advantage of a character's above-average Strength.

Damage 2d10 AP Range 30m
Weight 4 lb. 2 Hands
Cost 85 IM L/RC R/S

Compound Bow: This is a bow that uses a set of mechanical pulleys and cams to achieve higher pull weights in a smaller package. Currently in vogue in technological nations among hunters who seek a return to the older ways of killing, as well as a very small number of shadow ops.

Damage 2d8 AP Range 20m
Weight 6 lb. 2 Hands
Cost 150 IM L/RC R/S

Crossbow Pistol
Damage 1d6 AP Range 5m
Weight 3 lb. 1 Hand
Cost 45 IM L/RC R/C

Crossbow, Repeating: The repeating crossbow holds five crossbow bolts. While it holds bolts, the crossbow can be shot

according to a character's normal number of attacks without reloading. Loading a new case of five bolts is a full-round action that provokes attacks of opportunity.

Damage 1d8 AP Range 10m Capacity 5
Weight 15 lb. 2 Hands
Cost 250 IM L/RC R/C

Medium Crossbow
Damage 1d10 AP Range 15m
Weight 5 lb. 2 Hands
Cost 60 IM L/RC R/C

Heavy Crossbow
Damage 2d6 AP Range 20m
Weight 7 lb. 2 Hands
Cost 120 IM L/RC I1/S

Very Heavy Crossbow
Damage 2d8 AP Range 25m
Weight 10 lb. 2 Hands
Cost 150 IM L/RC I2/S

Super Heavy Crossbow
Damage 2d10 AP Range 30m
Weight 15 lb. 2 Hands
Cost 180 IM L/RC I2/S

Energy Bow Conversion

Damage as per original style, but instead of penetrating damage, it does concussive damage and changes the BTM from 10 to 5.

Weight same as original 2 Hands
Cost +300 IM L/RC I2/S Range Increased by 100%
Capacity 25

Bolters are an advancement of the repeating crossbow capable of fully automatic fire. They are large, heavy and look unwieldy, but they are quite effective as a weapon.

Very Light Bolter
Weight 3 lb. 1 Hand
Cost 200 IM L/RC I1/C
Damage 1d8 AP Range 5m
Capacity 15
Burst Value 1

Light Bolter
Weight 4 lb. 1 Hand
Cost 250 IM L/RC I1/C
Damage 1d10 AP Range 10m
Capacity 15
Burst Value 1

Medium Bolter
Weight 5 lb. 2 Hand
Cost 275 IM L/RC I1/C
Damage 2d6 AP Range 15m
Capacity 15
Burst Value 1

Heavy Bolter
Weight 6 lb. 2 Hands
Cost 350 IM L/RC I2/S
Damage 2d8 AP Range 20m Capacity 15
Burst Value 1

Very Heavy Bolter
Weight 7 lb. 2 Hands
Cost 400 IM L/RC I2/S
Damage 2d10 AP Range 25m
Capacity 10
Burst Value 1

Super Heavy Bolter
Weight 8 lb. 2 Hands
Cost 450 IM L/RC I2/S
Damage 3d8 AP Range 30m Capacity 10
Burst Value 1

Atlatl
Weight 3 lb. 2 Hands
Cost 35 IM L/RC R/C
Damage 1d6 Range 10m

Dart
Weight ½ lb. 1 Hand
Cost 10 IM L/RC R/C
Damage 1d4 Range 7m

Javelin: This weapon is a light, flexible spear intended for throwing. It can be used in melee, but not well. Since it is not designed for melee, all characters are treated as not proficient with it and thus suffer -4 on their melee attack rolls.

Weight 3 lb. 1 Hand
Cost 55 IM L/RC R/C
Damage 1d10 Range 10m

Longspear: A longspear has reach of 10 feet. The weapon cannot be used against an adjacent foe.

Weight 5 lb. 2 Hands
Cost 130 IM L/RC R/C
Damage 2d8 Range 5m

Halfspear or thrusting spear: The halfspear is small enough for a Small character to use it.

Damage 1d10 BTM 10
Weight 3 lb. 2 Hands
Cost 120 IM L/RC R/C
Range 6m.

Short spear:

Weight 1 lb. 1 Hand
Cost 110 IM L/RC I1/C
Damage 2d6 Range 7m

Dynamite: This short, thin cylinder of explosive must be lit before it is thrown or set. Lighting the dynamite is a standard action.

Weight 1 lb. 1 Hand Range 3m
Cost 40 IM L/RC I2/R

Damage 8d10 to the target (touching it), 4d10 in a 1m radius, 2d10 for an additional 1m radius, 1d10 in an additional 1m

Grenade, Smoke: A smoke grenade looks like a squat cylinder. One round after it lands or hits its target, this nondamaging explosive emits a cloud of smoke in a 20-foot radius that persists in still conditions for 1d3+6 rounds and in windy conditions for 1d3+1 rounds. Visibility within the smoke is limited to 2 feet. Everything within the cloud has 90% concealment.

Damage 1d4 per round if the grenade itself is touching a character. Also has a 30% of starting a fire if near flammable material. The smoke does no damage.

Weight 1 lb. 1 Hand
Cost 35 IM L/RC I2/R
Range 3m

Grenade, Fragmentation: A fragmentation grenade looks like a large egg. If thrown, it uses its range increment, but if launched from a grenade launcher, it uses that weapon's range increment. Fragmentation grenades are advanced antipersonnel explosives that deal damage in a radius. Damage 10d10 in a 1m radius, 5d10 in an additional 1m radius, 2d10 in additional 1m radius, 1d10 in an additional 1m radius.

Weight 1 lb. 1 Hand
Cost 50 IM L/RC I2/R
Range 5m

Thermal Grenade

Damage 1d6 per round for 2 minutes to object that it is touching. That is a total of 40d6 over the entire time! There is also a 100% of igniting any flammable material within 1m.

Weight 1 lb. 1 Hand
Cost 100 IM L/RC I2/R
Range 3m

Cyro Grenade

Damage 6d6 in a 2m radius. Additionally all objects affected are ½ Sp AND ½ DC for 4 minutes since they are all extremely brittle.

Weight 1 lb. 1 Hand
Cost 90 IM L/RC I2/R
Range 3m

Concussion Grenade

Damage 1d6 in a 1m radius, 1d4 in an additional 1m radius. Damage is also equal to the statistic damage that targets take for rounds equal to damage. Thus a target in a room gets hit with a concussion grenade and gets hit for 4 damage. He is also -4 to ALL attributes, -20% to all

skills, blinded, and deaf for 4 rounds. On round 5 he is -3 to ALL attributes, -15% to all skills, blinded and deaf. On round 6 he is -2 to ALL attributes, -10% to all skills, still blind and deaf. On round 7, he is -1 to all attributes, -5% to all skills, blind and deaf. On round 8 he is "recovered" but has still taken 4 points of damage. Concussion grenades will not kill you but will make it very easy to do so.

Range 5m
Weight 1 lb. 1 Hand
Cost 75 IM L/RC I2/R

Gas Grenade

Damage is per what they are filled with. Typically filled with CS or CN riot control agents.

Range 3m
Weight 1 lb. 1 Hand
Cost 100 IM L/RC I2/R

Fire Stones

These are small, warm obsidian stones with smooth edges. They are a singular instant of a volcanic explosion compressed into a very small package. When the proper command word is either spoken, there is a variable time delay, from five seconds to 5 minutes, and then the containment spells release and the force of a volcano is released. These are VERY destructive weapons and are not available on the black market at this time.

Damage 20d6 in a 10m radius, 10d6 in an additional 10m, 5d6 in an additional 10m, 3d6 in additional 10m and 1d6 in additional 10m beyond that. The diameter of destruction is truly 100m! There is also a 100% of igniting flammable material in the first 10m, 80% in the second 10m, 60% in the third 10m, 40% in the fourth 10m and 20% in the fifth 10m.

Range 5m
Weight 2 lb. 1 Hand
Cost 500 m L/RC I2/R

Thunder Stones

Although named thunder stones, they are actually several lightning bolts time stopped and contained within a warm iron ingot. There is a variable time delay, from five seconds to five minutes, that is part of the verbal code word to activate the stone.

Damage 10d6 to all targets within 10m, 9d6 to all targets within an additional 10m, 8d6 in additional 10m, 7d6 in additional 10m. The maximum "range" is 100m from the point of origin, losing 1d6 damage for each 10m. These are exceptional anti-personnel weapons. They also ignore metallic armor or cover and inflict full damage. They are effective anti-vehicular weapons since they do damage to both the vehicle and full damage to the crew (if the vehicle is metallic or has any metal in it and the crew are touching it).

Range 5m
Weight 2 lb. 1 Hand
Cost 500 IM L/RC I2/R

Magical Enhancements: Cost

+1 damage	2000 IM
+2 damage	4000 IM
+3 damage	16,000 IM
+4 damage	50,000 IM
+5 damage	100,000 IM
+6 damage	500,000 IM
+7 damage	1 million IM
+8 damage	3 million IM
+9 damage	5 million IM
+10 damage	10 million IM

Flaming
Adds flame damage, use table above

Frost
Adds cold damage, use table above

Shock
Adds electricity, use table above

Ghost Touch
Ignores armor, 1 SP per + 1 million IM

Spell Storing
Can hold spells, use table above, each + equals one spell

Bane
Adds damage against a single species, use table above

Disruption
Adds damage against incorporeal species, use table above

Burst, various
Adds damage and is ranged, range increment is 10' per +, cost is double.

Thunder
Adds concussion damage.

Holy
Counts as a holy weapon

Unholy
Counts as an unholy weapon

Lawful
Counts as a lawful weapon

Chaotic
Counts as a chaotic weapon

Brilliant
Gives off light

Poison
Weapon is poisoned, holds 1 dose per +, use table above

Defending
Adds 10% per + to parry only!

Slaying
Adds 10% per + to weapon skill to attack only!

Returning
Weapon returns to wielder, each + is 10%

Shadowtouched
Only does 1 damage to non-living material and the rest of the damage continues through. Example: A heavy crossbow bolt is fired at an ork wearing heavy armor. The damage rolled is 12 and the ork is wearing Class III armor with a SP of 16. The bolt does 1 damage to the armor (reducing it to 15 SP) and the other 11 points (12-1) continues on to the ork. This works against all non-living material, including tank armor, lumber (not trees, they are still alive), undead, etc. The + is reflected as cold damage.

Distance
Each + adds an entire range increment

Firearms

Blackpowder Super Light Pistol (less than .30 caliber)

Weight 2 lb. 1 Hand
Cost 100 IM L/RC I2/C
Damage 1d3 Range 5m Capacity 5

Blackpowder Very Light Pistol (.30 caliber)
Weight 2 lb. 1 Hand
Cost 100 IM L/RC I2/C
Damage 1d4 Range 5m Capacity 5

Blackpowder Light Pistol (.32 caliber)
Weight 1 lb. 1 Hand
Cost 150 IM L/RC I2/C
Damage 1d6 Range 5m Capacity 6

Blackpowder Medium Pistol (.34 caliber)
Weight 1 lb. 1 Hand
Cost 200 IM L/RC I2/C
Damage 1d8 Range 7m Capacity 6

Blackpowder Heavy Pistol (.40 caliber)
Weight 1 lb. 1 Hand
Cost 220 IM L/RC I2/C
Damage 1d10 Range 10m Capacity 6

Blackpowder Very Heavy Pistol (.45 caliber)
Weight 1 lb. 1 Hand
Cost 250 IM L/RC I2/C
Damage 2d6 Range 10m Capacity 6

Blackpowder Super Heavy Pistol (.50 caliber)
Weight 6 lb. 1 Hand
Cost 300 IM L/RC I2/C
Damage 2d8 Range 10m Capacity 5

Blackpowder Super Light Carbine (less than .32 caliber)
Weight 6 lb. 2 Hands
Cost 150 IM L/RC I2/C
Damage 1d8 Range 7m

Blackpowder Very Light Carbine (.32 caliber)
Weight 6 lb. 2 Hands
Cost 150 IM L/RC I2/C
Damage 1d10 Range 7m

Blackpowder Light Carbine (.34 caliber)
Weight 7 lb. 2 Hands
Cost 200 IM L/RC I2/C
Damage 2d6 Range 7m

Blackpowder Medium Carbine (.40 caliber)
Weight 8 lb. 2 Hands
Cost 250 IM L/RC I2/C
Damage 2d8 Range 10m

Blackpowder Heavy Carbine (.45 caliber)
Weight 10 lb. 2 Hands
Cost 300 IM L/RC I2/C
Damage 3d6 Range 10m

Blackpowder Very Heavy Carbine (.50 caliber)
Weight 13 lb. 2 Hands
Cost 400 IM L/RC I2/C
Damage 2d10 Range 15m

Blackpowder Super Heavy Carbine (.60 caliber)
Weight 16 lb. 2 Hands
Cost 500 IM L/RC I2/C
Damage 3d8 Range 15m

Blackpowder Super Light Rifle (less than .32 caliber)
Weight 6 lb. 2 Hands

Cost 150 IM L/RC I2/C
Damage 1d10 Range 7m

Blackpowder Very Light Rifle (.32 caliber)

Weight 6 lb. 2 Hands
Cost 150 IM L/RC I2/C
Damage 2d6 Range 7m

Blackpowder Light Rifle (.34 caliber)

Weight 7 lb. 2 Hands
Cost 200 IM L/RC I2/C
Damage 2d8 Range 7m

Blackpowder Medium Rifle (.40 caliber)

Weight 8 lb. 2 Hands
Cost 250 IM L/RC I2/C
Damage 3d6 Range 10m

Blackpowder Heavy Rifle (.45 caliber)

Weight 10 lb. 2 Hands
Cost 300 IM L/RC I2/C
Damage 2d10 Range 10m

Blackpowder Very Heavy Rifle (.50 caliber)

Weight 13 lb. 2 Hands
Cost 400 IM L/RC I2/C
Damage 3d8 Range 15m

Blackpowder Super Heavy Rifle (.60 caliber)

Weight 16 lb. 2 Hands
Cost 500 IM L/RC I2/C
Damage 5d6 Range 15m

Super Light Pistol

Weight 1 lb. 1 Hand
Cost 70 IM L/RC I2/C
Damage 1d4 Range 2m Capacity 1

Very Light Pistol

Weight 1 lb. 1 Hand
Cost 100 IM L/RC I2/C
Damage 1d5 Range 5m Capacity 5

Light Pistol

Weight 2 lb. 1 Hand
Cost 125 IM L/RC I2/C
Damage 1d10 Range 7m Capacity 7

Medium Pistol

Weight 3 lb. 1 Hand
Cost 200 IM L/RC I2/C
Damage 2d6 Range 10m Capacity 13

Heavy Pistol

Weight 4 lb. 1 Hand
Cost 300 IM L/RC I2/S
Damage 1d10+1d4 Range 10m Capacity 10

Very Heavy Pistol

Weight 5 lb. 1 Hand
Cost 400 IM L/RC I2/S
Damage 2d8 Range 15m Capacity 8

Super Heavy Pistol

Weight 6 lb. 1 Hand
Cost 500 IM L/RC I2/S
Damage 1d10+1d8 Range 15m Capacity 6

Super Light Machine Pistol

Weight 3 lb. 2 Hands
Cost 250 IM L/RC I2/S

Damage 1d5 Range 10m
Capacity 30 Burst Value 3

Very Light Machine Pistol

Weight 3 lb. 2 Hands
Cost 250 IM L/RC I2/S
Damage 1d6 Range 10m
Capacity 30 Burst Value 3

Light Machine Pistol

Weight 4 lb. 2 Hands
Cost 350 IM L/RC I2/S
Damage 1d10+1 Range 15m
Capacity 30 Burst Value 5

Medium Machine Pistol

Weight 5 lb. 2 Hands
Cost 550 IM L/RC I2/S
Damage 1d10+1d3 Range 15m
Capacity 30 Burst Value 3

Heavy Machine Pistol

Weight 6 lb. 2 Hands
Cost 600 IM L/RC I2/S
Damage 1d10+1d5 Range 20m
Capacity 30 Burst Value 3

Very Heavy Machine Pistol

Weight 7 lb. 2 Hands
Cost 800 IM L/RC I2/S
Damage 2d8+1 Range 20m
Capacity 30 Burst Value 3

Super Heavy Machine Pistol

Weight 8 lb. 2 Hands
Cost 1000 IML/RC I2/S
Damage 1d10+1d8+1 Range 20m
Capacity 30 Burst Value 3

Super Light Sub-machinegun

Weight 3 lb. 2 Hands
Cost 250 IM L/RC I2/S
Damage 1d6 Range 10m
Capacity 30 Burst Value 3

Very Light Sub-machinegun

Weight 3 lb. 2 Hands
Cost 250 IM L/RC I2/S
Damage 1d10 Range 10m
Capacity 30 Burst Value 3

Light Sub-machinegun

Weight 4 lb. 2 Hands
Cost 350 IM L/RC I2/S
Damage 2d6 Range 15m
Capacity 30 Burst Value 5

Medium Sub-machinegun

Weight 5 lb. 2 Hands
Cost 550 IM L/RC I2/S
Damage 1d10+1d4 Range 15m
Capacity 30 Burst Value 3

Heavy Sub-machinegun

Weight 6 lb. 2 Hands
Cost 600 IM L/RC I2/S
Damage 2d8 Range 20m
Capacity 30 Burst Value 3

Very Heavy Sub-machinegun

Weight 7 lb. 2 Hands

Cost 800 IM L/RC I2/S
Damage 3d6 Range 20m
Capacity 30 Burst Value 3

Super Heavy Sub-machinegun
Weight 8 lb. 2 Hands
Cost 1000 IM L/RC I2/S
Damage 2d10+1 Range 20m
Capacity 30 Burst Value 3

Super Light Carbine
Weight 4 lb. 2 Hands
Cost 250 IM L/RC I1/C
Damage 1d10 Range 15m
Capacity 30 Burst Value 3

Very Light Carbine
Weight 4 lb. 2 Hands
Cost 250 IM L/RC I1/C
Damage 2d6 Range 15m
Capacity 30 Burst Value 3

Light Carbine
Weight 5 lb. 2 Hands
Cost 300 IM L/RC I1/C
Damage 1d10+1d4 Range 20m
Capacity 30 Burst Value 3

Medium Carbine
Weight 6 lb. 2 Hands
Cost 450 IM L/RC I1/C
Damage 2d8 Range 20m
Capacity 30 Burst Value 3

Heavy Carbine
Weight 7 lb. 2 Hands
Cost 500 IM L/RC I1/C
Damage 3d6 Range 20m
Capacity 30 Burst Value 3

Very Heavy Carbine
Weight 8 lb. 2 Hands
Cost 600 IM L/RC I1/C
Damage 2d10+1 Range 25m
Capacity 30 Burst Value 3

Super Heavy Carbine
Weight 9 lb. 2 Hands
Cost 700 IM L/RC I1/C
Damage 3d8 Range 25m
Capacity 30 Burst Value 3

Super Light Assault Rifle
Weight 6 lb. 2 Hands
Cost 200 IM L/RC I1/C
Damage 2d6 Range 25m
Capacity 30 Burst Value 3

Very Light Assault Rifle
Weight 6 lb. 2 Hands
Cost 200 IM L/RC I1/C
Damage 1d10+1d4 Range 25m
Capacity 30 Burst Value 3

Light Assault Rifle
Weight 7 lb. 2 Hands
Cost 300 IM L/RC I2/C
Damage 2d8 Range 30m
Capacity 30 Burst Value 3

Medium Assault Rifle

Weight 8 lb. 2 Hands
Cost 400 IM L/RC I2/C
Damage 3d6 Range 32m
Capacity 30 Burst Value 3

Heavy Assault Rifle
Weight 9 lb. 2 Hands
Cost 500 IM L/RC I2/C
Damage 2d10 Range 35m
Capacity 30 Burst Value 3

Very Heavy Assault Rifle
Weight 10 lb. 2 Hands
Cost 600 IM L/RC I2/S
Damage 2d10+1 Range 40m
Capacity 20 Burst Value 3

Super Heavy Assault Rifle
Weight 11 lb. 2 Hands
Cost 700 IM L/RC I2/S
Damage 4d6 Range 50m
Capacity 10 Burst Value 3

Super Light Rifle
Weight 6 lb. 2 Hands
Cost 200 IM L/RC I1/C
Damage 1d10+1d4 Range 25m
Capacity 30 Burst Value 3

Very Light Rifle
Weight 6 lb. 2 Hands
Cost 200 IM L/RC I1/C
Damage 2d8 Range 25m
Capacity 30 Burst Value 3

Light Rifle
Weight 7 lb. 2 Hands
Cost 300 IM L/RC I2/C
Damage 3d6 Range 30m
Capacity 30 Burst Value 3

Medium Rifle
Weight 8 lb. 2 Hands
Cost 400 IM L/RC I2/C
Damage 2d10 Range 32m
Capacity 30 Burst Value 3

Heavy Rifle
Weight 9 lb. 2 Hands
Cost 500 IM L/RC I2/C
Damage 4d6 Range 35m
Capacity 10

Very Heavy Rifle
Weight 10 lb. 2 Hands
Cost 600 IM L/RC I2/S
Damage 5d6 Range 40m
Capacity 5

Super Heavy Rifle
Weight 11 lb. 2 Hands
Cost 700 IM L/RC I2/S
Damage 6d6 Range 50m
Capacity 5

Super Light Shotgun
Weight 4 lb. 2 Hands
Cost 180 IM L/RC R/C
Damage 2d8 slug/1d3 x 1d10 buckshot
Range 5m Capacity 10
Burst Value 2

Very Light Shotgun
 Weight 4 lb. 2 Hands
 Cost 180 IM L/RC R/C
 Damage 3d6 slug/1d4 x 1d10 buckshot
 Range 5m Capacity 10
 Burst Value 2

Light Shotgun
 Weight 5 lb. 2 Hands
 Cost 200 IM L/RC R/VC
 Damage 2d10 slug/1d5 x d10 buckshot
 Range 6m Capacity 10
 Burst Value 2

Medium Shotgun
 Weight 6 lb. 2 Hands
 Cost 250 IM L/RC R/VC
 Damage 4d6 slug/1d6 x d10 buckshot
 Range 7m Capacity 10
 Burst Value 2

Heavy Shotgun
 Weight 7 lb. 2 Hands
 Cost 275 IM L/RC R/C
 Damage 5d6 slug/1d8 x d10 buckshot
 Range 8m Capacity 8
 Burst Value 2

Very Heavy Shotgun
 Weight 8 lb. 2 Hands
 Cost 300 IM L/RC R/S
 Damage 6d6 slug/1d10 x d10 buckshot
 Range 9m Capacity 2

Super Heavy Shotgun
 Weight 9 lb. 2 Hands
 Cost 350 IM L/RC R/S
 Damage 7d6 slug/2d6 x d10 buckshot
 Range 10m Capacity 2

Super Light Machinegun
 Weight 10 lb. bipod
 Cost 400 IM L/RC I2/S
 Damage 1d10+1d4 Range 60m
 Capacity 200 rnd. belts Burst Value 30

Very Light Machinegun
 Weight 10 lb. bipod
 Cost 400 IM L/RC I2/S
 Damage 2d8 Range 60m
 Capacity 200 rnd. belts Burst Value 30

Rotary Barrel Very Light Machinegun
 Weight 40 lb. 2 hands
 Cost 5000 IML/RC I3/R
 Damage 2d8 Range 60m
 Capacity 1200 rnd. backpack Burst Value 300

Light Machinegun
 Weight 15 lb. bipod
 Cost 600 IM L/RC I2/S
 Damage 3d6 Range 80m
 Capacity 200 rnd. belts Burst Value 30

Medium Machinegun
 Weight 20 lb. bipod/tripod
 Cost 800 IM L/RC I2/S
 Damage 2d10+1 Range 110m
 Capacity 200 rnd. belts Burst Value 30

Rotary Barrel Medium Machinegun
 Weight 40 lb. 2 hands
 Cost 8000 IM L/RC I3/R
 Damage 2d10+1 Range 110m
 Capacity 800 rnd. backpack
 Burst Value 300

Heavy Machinegun
 Weight 50 lb. bipod/tripod
 Cost 1000 IM L/RC I2/S
 Damage 4d6 Range 130m
 Capacity 200 rnd. belts Burst Value 10

Very Heavy Machinegun
 Weight 100 lb. tripod
 Cost 1200 IML/RC I2/S
 Damage 5d6 Range 150m
 Capacity 100 rnd. belts Burst Value 10

Rotary Barrel Very Heavy Machinegun
 Weight 140 lb. tripod
 Cost 12,000 IM L/RC
 Damage 5d6 Range 150m
 Capacity 500 rnd. hopper Burst Value 150

Super Heavy Machinegun
 Weight 150 lb. tripod
 Cost 1500 IM L/RC I2/S
 Damage 6d6 Range 170m
 Capacity 100 rnd. belts Burst Value 8

<u>Weapon type</u>	<u>Calibers</u>	<u>Cost for X rounds in IM</u>
VL Pistol	.22, .25	(50) 5
L Pistol	.380	(50) 20
M Pistol	9mm, .38	(50) 25
H Pistol	.45	(50) 30
VH Pistol.	.44	(50) 35
SH Pistol.	.454	(50) 40
VL SMG	.22	(50) 5
L SMG	.9mm	(50) 25
M SMG	.45	(50) 30
H SMG	5.56mm	(20) 30
VH SMG	6mm	(20) 35
SH SMG	7.62mm	(20) 40
VL Carbine	9mm	(50) 25
L Carbine	.45	(50) 30
M Carbine	5.56mm	(20) 30
H Carbine	.30-30	(20) 35
VH Carbine	.44-40	(20) 40
SH Carbine	.444	(20) 45
VL Rifle	.17 cal, 4.7mm	(20) 25
L Rifle	5.56mm	(20) 30
M Rifle	6mm	(20) 35
H Rifle	7.62mm	(20) 40
VH Rifle	.400	(20) 45
SH Rifle	.500+	(20) 50
VL Machine Gun	5.56mm	(200) 200
L Machine Gun	6mm	(200) 220
M Machine Gun	7.62mm	(200) 250
H Machine Gun	9mm	(200) 300
VH Machine Gun	12.7mm	(100) 350
SH Machine Gun	14.5m	(50) 200
VL Shotgun	.410/10mm	(20) 15
L Shotgun	20 gauge/15mm	(20) 17
M Shotgun	12 gauge/20mm	(20) 20
H Shotgun	10 gauge/25mm	(20) 25
VH Shotgun	8 gauge/30mm	(20) 40
SH Shotgun	4 gauge/35mm	(20) 50

Modifications for arrows/bolts

Flight Arrows Adds +10% to the range increment, damage is no longer AP. Cost x 2
 Broad heads +1d4 damage, damage is no longer AP. Cost x2

It is possible to have Flight Arrows with Broad heads, they cost x4 the normal price.

Small Arms modifiers for modern projectiles

Dual Purpose

1/2 SP 1/2 damage if wearing armor
 if no armor damage x 1.51.5, Cost

Armor Piercing

1/2 SP, 1/2 damage, Cost

Wadcutter

damage x 1.5, armor x 2, 1/2 range, Cost

Semi-wadcutter

damage x 1.25, armor x 1.5, 3/4 range, Cost

Reverse semi-wadcutter

damage x 1.5, armor x 2, 3/4 range, Cost

Full Metal Jacket

standard damage, Cost

Total Metal Jacket

SP - 1, Cost

Solid construction

SP - 3, Cost

Soft Point

Damage x 1.25, armor x 1.5, Cost

Pointed Soft Point

Damage x 1.1, armor x 1.25, Cost

Ballistic Tip

Damage x 1.25, Cost

High Pressure

Damage x 1.1, Cost

Very High Pressure

Damage x 1.25, Cost

High Velocity

Damage x 1.25, range x 1.25, Cost

Ultra Velocity

Damage x 1.5, range x 1.5, Cost

Hollow Point

Damage x 1.5, armor x 2, Cost

Fragmenting/Frangible

Damage x 2, will not penetrate any armor or cover, Cost

Ramjet ammo

Damage x 2, range x 2, Cost

Weapons modifications:

Accurized

Range x 1.5, Accuracy +10%, Cost x 100%

Scopes

Increase accuracy by 5% AND increase range by 10% equal to the magnification - 1, Cost 50 IM per mag.

Laser sights

Increase accuracy by 10% BUT target has a 50% of noticing....not good for ambushes.

Cost 200 IM

IR Laser sights

Increase accuracy by 10% BUT target cannot notice unless they possess IR vision

Cost 400 IM

Cryogenically aligned barrel

Increase accuracy by 5%, Cost x 100%

Muzzle compensator

Increase BV by 1, Cost x 25%

Free floating barrel

Increase accuracy by 5%, Cost x 50%

Electro-Thermal Enhancement (ETE):

base damage x 2, Cost

ETE firing Scramjet ammo (low end):

base damage x 4, Cost

ETE firing Scramjet ammo (middle quality):

base damage x 5, Cost

ETE firing Scramjet ammo (high end):

base damage x 10, Cost

Odd calibers...there are some PC's who want to "design their own" guns and this is perfectly fine. These are known as wildcat cartridges, and those who make them are called wildcatters. It requires some knowledge of ballistics, gun smithing, physics and some equipment. This setup will cost 5,000 IM. It will also need a skill called "wildcatting", that will enable the character to design his own rounds. The process is much less designing as it is modifying common rounds for other effects. Extending the range or adding damage are the most common ends, but there are also those who seek to create more accurate rounds as well. Take a weapon and determine if you want to add range, damage or accuracy. There are tradeoffs involved. If you want to add range....remove damage. Lower the dice by one "class" for a 50% increase in range. Thus a 2d6 weapon with a range of 30 becomes a 1d10 weapon with a range of 45 or a 4d6 weapon with a range of 50 becomes a 2d10 weapon with a range of 75m!. To increase the damage, you lose accuracy...for every +1 to damage, you lose 5% accuracy, but you cannot add straight +1's you have to add them in dice multiples...therefore to take a 1d8 weapon to 2d6 means a +4 and a -20% accuracy! In order to add accuracy, you lose damage. For every +10% you lose 1 damage. So to gain a +40% accuracy you would lose 4 damage, so a 1d10 weapon becomes a 1d6 weapon. As you can see they all have tradeoffs, but if you want to spend a lot of time shooting and making your own weapons, wildcatting is for you. All of these modifications can be made multiple times as well as make use of the previous ammunition charts!

Add

+1 Damage

+50% Range

class

+10% Accuracy

Lose

-5% Accuracy

drop damage by one

-1 Damage

<u>Caliber</u>	<u>Base Damage</u>	<u>Dice</u>	<u>Blast (1/2 Dam)</u>
15mm	36	6d6	1/2m
20mm	50	5d10	1/2m

25mm	63	6d10	1m	80mm	200	20d10	2m
30mm	75	7d10	1m	90mm	225	22d10	2m
35mm	88	9d10	1m	100mm	250	25d10	3m
40mm	100	10d10	1m	105mm	260	26d10	3m
45mm	113	11d10	1m	110mm	280	28d10	3m
50mm	125	12d10	1m	120mm	300	30d10	3m
60mm	150	15d10	2m	125mm	310	31d10	3m
70mm	175	18d10	2m				

Warhead Type

Ammo Type	Stackable	Damage	Notes
Hyper Velocity	Y	x 4	
Fin Stabilized	Y	base	+5% accuracy
Discarding Sabot	Y	x 2	
Depleted Uranium	Y	x 2	SPx1/2
Armor Piercing	Y	x 2	SPx1/2
High Explosive		base	
HE Armor Piercing		x 5.5	SPx1/2, non-attenuated
HE Anti Tank		x 5.5	SPx1/2, non-attenuated
Incendiary	Y	+1d10 overall	Chance to start a fire = 5% per round fired
Explosive Formed Projectile		x 4	SPx1/2, non-attenuated
Self Forging Projectile		x 4	SPx1/2, non-attenuated
HE Plastic		base	SPx1/2, non-attenuated, does 1/10th damage to internal components OR roll for a critical strike
HE Squash Head		base	SPx1/2, non-attenuated, does 1/10th damage to internal components OR roll for a critical strike
Tracer	Y		+5% next attack
HE Dual Purpose		base	SPx1/2, non-attenuated
Fragmentation		base	BRx2
Thermo Baric		SPECIAL	If detonated inside a target, DAM x 2
			If detonated outside a target, DAM x 1/2

Magical Enhancements to ranged projectiles:

Almost any spell can be imbued into a projectile. Some of the most common are fireball, electricity, chain lightning or passwall. These magical projectiles do their normal damage and the magical effect is then triggered. These magical enhancements are very effective in turning low tech high magic cultures into devastating combatants against higher tech enemies. A magical catapult with a true strike enhancement with Chill Metal ensorcelled stones is fearsome to technological armored forces such as tanks or mechanized infantry.



155mm HE round, 10 inch thick brick wall

Armor modifications for vehicles

Reactive Armor Tiles:

Takes 4 man hours of work for every 1 AR of protection. AR 10 to 16 depending on the vehicle and type of kit. Usually AR 12

When a vehicle takes damage and the roll a d20. If the roll is less than the AR of the Reactive Tiles, the AR of the vehicle will drop by one and the damage is reduced by 10

MD if the damage was caused by an explosive or directed energy weapon or 5 MD if the damage was caused by a kinetic weapon.

Each tile can weigh between 40 and 90 pounds. SDC weapons will not cause the tiles to detonate, it has to be MD (or 100 SDC) to set them off. If the damage is less than 100 SDC, then the reactive tile is considered to have 50 SP

Will damage nearby objects (blast radius 1 meter, damage 3d6 SDC)

This stuff is made for pretty much every armored vehicle on the market currently (tracked or 6x6 wheeled vehicles over 10 tons)

Commonly an add on for a lot of vehicles. This stuff does work.

Runs from 30,000 IM to several million IM.

Add 1 to 2 feet to the width of the vehicle.

Applique Armor

This is basically add on armor for a vehicle.

You can add a large amount of HDC (up to double from what I am told) to a vehicle with applique armor. How I attempt to simulate this is as follows:
For every 10% of mass added to the vehicle add 20% HDC to each component of the vehicle, subtract 5% from the

vehicles top speed and decrease mechanical reliability by 5%.

Max increase is +50% mass, +100% HDC to each component, reduction of 25% speed and mechanical reliability reduced by 25%.

If you want to negate those penalties you are basically redesigning the vehicle and no longer "adding" armor.

Note that it is possible to have both applique armor and reactive armor on the same vehicle.

Add 6 inches to the width, length and height of the vehicle

Pre-detonation Screens:

When the vehicle equipped with a pre det screen is hit by a missile, it missile will either detonate as normal, pre-detonate (causing only half damage) OR will not detonate at all.

The chances of detonation, pre-det versus no det are based primarily off of fusing, missile model, and other very technical aspects as well as luck. For game balance you can go with 25% detonation, 50% pre-detonation, 25% no detonation although I think the actual "stat" is closer to 15% detonation, 40% pre-det, 35% no detonation. 33% for both might be fine for all of them, but that is a game balance issue so I leave that for GM's to decide.

If the weapon pre-detonates, it does ½ damage. If it does not detonate, it does damage as kinetic round (typically ¼ to 1/8 the "normal" damage...1/4 damage for HE, HESH warheads and 1/8th damage for HEAT/HEAP rounds)

A vehicle could "technically" have appliqué armor, reactive armor and a pre-det screen, but that usually makes the vehicle too wide to maneuver in small places.

V-Shaped Hull

Mines and other underbody IED's/explosives do ½ damage! This DOES NOT work against SFW/EFP/platter charges.

Ceramic/Composite Armor

HEAT/HEAP rounds do ½ damage

Spaced Armor

HESH/HEP rounds do ½ damage and does NO spall damage

Anti-Spall Layer (SP varies, usually 20 to 50, does NOT stack with other armor))

Acts as armor vs HEP/HESH internal effects.

Tandem Warhead Munitions

these weapons are used to get past reactive armor and pre-detonation screens. It is basically a small warhead (precursor charge) to detonate the reactive armor or blow a hole in a pre-det screen and then the main warhead (main charge) to actually damage the target.

This doubles the cost of the warhead (usually found on missiles). Precursor charges are usually quite small, usually 1d3 to 1d6 MD maximum. The main charge does the same amount of damage they usually do, they just cost double, but they are worth it if your enemy buys pre-det screens or reactive armor. Weapons with tandem warheads always detonate on a pre-detonation screen and always set off reactive armor tiles.

Enhancements for heavy weapons:

Electro Thermal Enhancement
range x (weapon enhancement)

Damage x ,

Blunt Trauma Modifiers

For heavy armors like those found that have HDC values or for crewmen in HDC vehicles, the following rules apply. Also, if there is no BTM listed for the weapon these rules can apply as well.

Power armors and vehicles; crew takes 3 S.D.C. per 15 H.D. to the armor or vehicle

Heavy Weapons

20mm autocannon

Weight	160 lb.	Crew	1	Cost	3,500 IM
L/RC	I2/S	Damage	5d10 HE		
Range	200m	Capacity	400	Burst	Value 8

20mm rotary barrel cannon

Weight	300 lb.	Crew	1	Cost	5,000 IM
L/RC	I2/S	Damage	5d10 HE		
Range	200m	Capacity	500	Burst	Value 300

25mm autocannon

Weight	210 lb.	Crew	1	Cost	4,000 IM
L/RC	I2/S	Damage	6d10 HE		
Range	300m	Capacity	300	Burst	Value 7

25mm chaingun

Weight	180 lb.	Crew	1	Cost	4,500 IM
L/RC	I2/S	Damage	6d10 HE		
Range	300m	Capacity	300	Burst	Value 10

25mm rotary barrel cannon

Weight	430 lb.	Crew	1	Cost	6,000 IM
L/RC	I2/S	Damage	6d10 HE		
Range	300m	Capacity	400	Burst	Value 300

30mm autocannon

Weight	250 lb.	Crew	1	Cost	5,000 IM
L/RC	I2/S	Damage	7d10 HE		
Range	350m	Capacity	250	Burst	Value 6

30mm chaingun

Weight	220 lb.	Crew	1	Cost	6,000 IM
L/RC	I2/S	Damage	7d10 HE		
Range	350m	Capacity	250	Burst	Value

30mm rotary barrel cannon

Weight	540 lb.	Crew	1	Cost	7,000 IM
L/RC	I2/S	Damage	7d10 HE		
Range	350m	Capacity	300	Burst	Value 300

37mm rotary grenade launcher

Weight	22 lb.	Cost	750 IM	L/RC	I2/S
Damage	9d10 HE	Range	35m	Capacity	12
Burst	Value 3				

40mm grenade launcher

Weight	3 lb.	Cost	500 IM	L/RC	I2/S
Damage	10d10 HEDP	Range	40m	Capacity	1
Burst	Value 1				

40mm cannon

Weight	670 lb.	Crew	2	Cost	6,500 IM
L/RC	I2/S	Damage	10d10 HE		
Range	250m	Capacity	200	Burst	Value 7

45mm cannon

Weight	710 lb.	Crew	2	Cost	7,000 IM
--------	---------	------	---	------	----------

L/RC I2/S Damage 11d10 HE
Range 250m Capacity 150 Burst Value 5

50mm cannon
Weight 830 lb. Crew 2 Cost 7,500 IM
L/RC I2/S Damage 12d10 HE
Range 180m Capacity 120 Burst Value 3

60mm cannon
Weight 900 lb. Crew 2 Cost 8,000 IM
L/RC I2/S Damage 15d10 HE
Range 130m Capacity 1

70mm cannon
Weight 910 lb. Crew 2 Cost 9,000 IM
L/RC I2/S Damage 18d10 HE
Range 170m Capacity 1

80mm cannon
Weight 940 lb. Crew 2 Cost 9,500 IM
L/RC I2/S Damage 20d10 HE
Range 150m Capacity 1

90mm cannon
Weight 960 lb. Crew 2 Cost 10,000 IM
L/RC I2/S Damage 22d10 HE
Range 200m Capacity 1

100mm cannon
Weight 1010 lb. Crew 2 Cost 20,000 IM
L/RC I2/S Damage 25d10 HE
Range 330m Capacity 1

110mm cannon
Weight 1050 lb. Crew 2 Cost 25,000 IM
L/RC I2/S Damage 28d10 HE
Range 350m Capacity 1

120mm cannon
Weight 1100 lb. Crew 2 Cost 30,000 IM
L/RC I2/S Damage 30d10 HE
Range 400m Capacity 1

125mm cannon
Weight 1190 lb. Crew 2 Cost 32,000 IM
L/RC I2/S Damage 31d10 HE
Range 370m Capacity 1

60mm mortar
Weight 80 lb. Crew 3 Cost 3,000 IM
L/RC I2/S Damage 15d10 HE
Range 350m (minimum range 70m)
Capacity 1

80mm mortar
Weight 250 lb. Crew 3 Cost 4,000 IM
L/RC I2/S Damage 20d10 HE
Range 550m (minimum range 70m)
Capacity 1

107mm mortar Crew 3 Cost 6,000 IM
L/RC I2/S Damage 27d10 HE
Range 700m (minimum range 70m)
Capacity 1

120mm mortar
Weight 440 lb. Crew 3 Cost 8,000 IM
L/RC I2/S Damage 30d10 HE
Range 720m (minimum range 200 m)
Capacity 1

105mm howitzer
Weight 2800 lb. Crew 3 Cost 10,500 IM
L/RC I2/S Damage 26d10 HE
Range 1400m Capacity 1

152mm howitzer
Weight 3000 lb. Crew 3 Cost 22,000 IM
L/RC I2/S Damage 37d10 HE
Range 2200m Capacity 1

155mm howitzer
Weight 3300 lb. Crew 3 Cost 25,000 IM
L/RC I2/S Damage 38d10 HE
Range 2400m Capacity 1

3 inch gun
Weight 4500 lb. Crew 3 Cost 32,000 IM
L/RC I2/S Damage 3d6x10 HE
Range 4100m Capacity 400 Burst Value

5 inch gun
Weight 5200 lb. Crew 4 Cost 45,000 IM
L/RC I2/S Damage 4d8x10 HE
Range 4500m Capacity 250 Burst Value

8 inch gun
Weight 7700 lb. Crew 6 Cost 60,000 IM
L/RC I2/S Damage 5d10x10 HE
Range 4900m Capacity 1

10 inch gun
Weight 8200 lb. Crew 6 Cost 95,000 IM
L/RC I2/S Damage 6d10x10 HE
Range 5200m Capacity 1

12 inch gun
Weight 9500 lb. Crew 6 Cost 110,000 IM
L/RC I2/S Damage 5d10x15 HE
Range 5600m Capacity 1

14 inch gun
Weight 12,000 lb. Crew 6 Cost 150,000 IM
L/RC I2/S Damage 11d8x10 HE
Range 6500m Capacity 1

16 inch gun
Weight 15,000 lb. Crew 8 Cost 180,000 IM
L/RC I2/S Damage 10d10x10 HE
Range 8100m Capacity 1

18 inch gun
Weight 19,000 lb. Crew 10 Cost 200,000 IM
L/RC I2/S Damage 11d10x10 HE
Range 8400m Capacity 1

Very Light Flamethrower
Weight 25 lb. Cost 200 IM L/RC I2/S
Damage 1d6 per second, then fire damage
Range 2m Capacity 30 seconds
Burst Value 3 seconds

Light Flamethrower
Weight 32 lb. Cost 250 IM L/RC I2/S
Damage 1d10 per second, then fire damage
Range 3m Capacity 40 seconds
Burst Value 3 seconds

Medium Flamethrower
Weight 44 lb. Cost 275 IM L/RC I2/S

Damage 2d6 per second, then fire damage
 Range 4m Capacity 60 seconds
 Burst Value 3 seconds

Heavy Flamethrower
 Weight 63 lb. Cost 300 IM L/RC I2/S
 Damage 2d8 per second, then fire damage
 Range 5m Capacity 90 seconds
 Burst Value 3 seconds

Very Heavy Flamethrower
 Weight 145 lb. Crew 2 Cost 400 IM
 L/RC I2/S Damage 2d10 per second, then fire
 damage
 Range 8m Capacity 120 seconds
 Burst Value 3 seconds

Super Heavy Flamethrower
 Weight 180 lb. Crew 2 Cost 600 IM L/RC I2/S
 Damage 3d8 per second, then fire damage
 Range 10m Capacity 240 seconds
 Burst Value 3 seconds

Very Light Rocket (VLR) (55mm)
 Weight 10 lb. Cost 100 IM L/RC I2/S
 Damage 12d10 HE Range 20m

Light Rocket (LR) (75mm)
 Weight 12 lb. Cost 120 IM L/RC I2/S
 Damage 20d10 HE Range 50m



80mm HEAT warhead, depth of penetration 4.5 inches

Medium Rocket (MR) (100mm)
 Weight 25 lb. Cost 200 IM L/RC I2/S
 Damage 25d10 HE Range 100m

Heavy Rocket (HR) (122mm)
 Weight 40 lb. Cost 250 IM L/RC I2/S
 Damage 31d10 HE Range 200m

Very Heavy Rocket (VHR) (200mm)
 Weight 90 lb. Cost 400 IM L/RC I2/S
 Damage 50d10 HE Range 300m

Super Heavy Rocket (SHR) (227mm)
 Weight 150 lb. Cost 600 IM L/RC I2/S
 Damage 56d10 HE Range 300m

Very Light Aerial Rocket (VLAR) (55mm)
 Weight 80 lb. Cost 500 IM L/RC I2/S
 Damage 12d10 HE Range 400m

Light Aerial Rocket (LAR) (75mm)
 Weight 90 lb. Cost 700 IM L/RC I2/S
 Damage 20d10 HE Range 900m

Medium Aerial Rocket (MAR) (100mm)
 Weight 120 lb. Cost 1000 IM L/RC I2/S
 Damage 25d10 Range 900m

Heavy Aerial Rocket (HAR) (125mm)
 Weight 190 lb. Cost 1200 IM L/RC I2/S

Damage 31d10 Range 900m

Very Heavy Aerial Rocket (VHAR) (150mm)
 Weight 240 lb. Cost 1500 IM L/RC I2/S
 Damage 37d10 Range 1000m

Super Heavy Aerial Rocket (SHAR) (175mm)
 Weight 300 lb. Cost 2000 IM L/RC I2/S
 Damage 44d10 Range 1000m

Very Light Missile (VLM)
 Weight 500 lb. Cost 1000 IM L/RC I2/S
 Damage 1d4x100 HE Range 1km

Light Missile (LM)
 Weight 1200 lb. Cost 1500 IM L/RC I2/S
 Damage 1d8x100 HE Range 10km

Medium Missile (MM)
 Weight 5000 lb. Cost 3000 IM L/RC I2/S
 Damage 2d8x100 HE Range 50km

Heavy Missile (HM)
 Weight 9000 lb. Cost 4000 IM L/RC I2/S
 Damage 4d8x100 HE Range 100km

Very Heavy Missile (VHM)
 Weight 20,000 lb. Cost 5000 IM L/RC I2/S
 Damage 6d8x100 HE Range 500km

Super Heavy Missile (SHM)
 Weight 60,000 lb. Cost 7000 IM L/RC I2/S
 Damage 1d6x1000 HE Range 1000km

Very Light Anti-Tank Guided Missile (VLATGM)
 Weight 25 lb. Cost 300 IM L/RC I2/S
 Damage 1d6x100 HEAT Range 100m

Light Anti-Tank Guided Missile (LATGM)
 Weight 40 lb. Cost 400 IM L/RC I2/S
 Damage 2d6x100 HEAT Range 200m

Medium Anti-Tank Guided Missile (MATGM)
 Weight 75 lb. Cost 600 IM L/RC I2/S
 Damage 3d6x100 HEAT Range 300m

Heavy Anti-Tank Guided Missile (HATGM)
 Weight 190 lb. Cost 800 IM L/RC I2/S
 Damage 4d6x100 HEAT Range 350m

Very Heavy Anti-Tank Guided Missile (VHATGM)
 Weight 350 lb. Cost 1100 IM L/RC I2/S
 Damage 5d6x100 HEAT Range 400m

Super Heavy Anti-Tank Guided Missile (SHATGM)
 Weight 500 lb. Cost 1400 IM L/RC I2/S
 Damage 6d6x100 HEAT Range 600m

Very Light Anti-Aircraft Missile (VLAAM)
 Weight 60 lb. Cost 300 IM L/RC I2/S
 Damage 1d6x100 HEPF Range 200m

Light Anti-Aircraft Missile (LAAM)
 Weight 140 lb. Cost 450 IM L/RC I2/S
 Damage 2d6x100 HEPF Range 400m

Medium Anti-Aircraft Missile (MAAM)
 Weight 360 lb. Cost 600 IM L/RC I2/S
 Damage 3d6x100 HEPF Range 600m

Heavy Anti-Aircraft Missile (HAAM)

Weight 550 lb. Cost 800 IM L/RC I2/S
Damage 4d6x100 HE PF Range 1km

Very Heavy Anti-Aircraft Missile (VHAAM)

Weight 680 lb. Cost 1000 IM L/RC I2/S
Damage 5d6x100 HE PF Range 5km

Super Heavy Anti-Aircraft Missile (SHAAM)

Weight 900 lb. Cost 2000 IM L/RC I2/S
Damage 6d6x100 HE PF Range 10km

Very Light Anti-Ship Missile (VLASM)

Weight 500 lb. Cost 1000 IM L/RC I2/S
Damage 4d10x100 HE Range 1km

Light Anti-Ship Missile (LASM)

Weight 900 lb. Cost 3000 IM L/RC I2/S
Damage 5d10x100 HE Range 5km

Medium Anti-Ship Missile (MASM)

Weight 1200 lb. Cost 5000 IM L/RC I2/S
Damage 6d10x100 HE Range 10km

Heavy Anti-Ship Missile (HASM)

Weight 5000 lb. Cost 7000 IM L/RC I2/S
Damage 1d8x1000 HE Range 20km

Very Heavy Anti-Ship Missile (VHASM)

Weight 9000 lb. Cost 8000 IM L/RC I2/S
Damage 1d10x1000 HE Range 50km

Super Heavy Anti-Ship Missile (SHASM)

Weight 12,000 lb. Cost 10,000 IM
L/RC I2/S Damage 2d6x1000 HE
Range 100km

Very Light Torpedo (12-13 inch)

Weight 520 pounds Cost 1.5 million IM
L/RC I2/S Damage 2d6 MD Range 7,500 m
Max Depth 375 m

Light Torpedo (14-16 inch)

Weight 1,500 pounds Cost 2 million IM
L/RC I2/S Damage 6d6 MD Range 15 km
Max Depth 500 m

Medium Torpedo (18-21 inch)

Weight 3,500 pounds Cost 3.5 million IM
L/RC I2/S Damage 1d6x10 MD Range 50 km
Max Depth 900 m

Heavy Torpedo (22-24 inch)

Weight 5,000 pounds Cost 4 million IM
L/RC I2/S Damage 1d8x10 MD
Range 60 km Max Depth 1000 m

Very Heavy Torpedo (24-26 inch)

Weight 7,500 pounds Cost 4.5 million IM
L/RC I2/S Damage 1d10x10 MD Range 75 km
Max Depth 1000 m

Super Heavy Torpedo (26 inch+)

Weight 10,000 pounds Cost 5 million IM
L/RC I2/S Damage 2d6x10 MD
Range 100 km Max Depth 1000 m

Speeds for torpedoes generally travel between 20 to 40 knots. Super cavitation torpedoes allow for speeds of 100 to 800 knots.

Mines come in two main types, anti-personnel and anti-tank. Anti-personnel mines usually are filled with high explosive and small projectiles (ball bearings) while anti-tank mines are filled with high explosive and generally explode upward into the bottom of a tank with enough force to penetrate the hull and kill those inside. Both types of mine can be further subdivided into contact (touching the target) or directional (having distance between the mine and the target). Improvised Explosive Devices will be classified as "mines" in this book, as well as "booby traps" that have an explosive component and all of the various permutations such as platter charges, sticky bombs, limpet mines, etc. Pipe bombs are classified as grenades.

Very Light Mine (anti-personnel) Mine

Weight 1 lb. Cost 90 IM L/RC I2/S
Damage 1d10 HE PF Range (blast) 2m

Light (anti-personnel) Mine

Weight 4 lb. Cost 150 IM L/RC I2/S
Damage 3d10 HE PF Range (blast) 5m

Directional Fragmentation Anti-personnel mine AKA "Claymore type mines"

Weight 3.5 pounds
Damage: 2d6 damage, blast radius 1 meter
Range (damage): Blast is a 60 degree arc and does the following damage to everything based on range; 0 meters (2d6x10 SD) up to 10 meters (1d8x10 SD), up to 50 meters (1d4 x 10), up to 100 meters (75% chance of being hit and taking 2d10 damage)

Medium (anti-personnel/anti-tank) Mine (this is also the typical IED)

Weight 10 lb. Cost 200 IM L/RC I2/S
Damage 1d10x10 HE Blast 1m

Heavy (anti-tank) Mine

Weight 15 lb. Cost 250 IM L/RC I2/S
Damage 5d6x10 HE Blast 1m

Very Heavy (anti-tank) Mine

Weight 20 lb. Cost 300 IM L/RC I2/S
Damage 1d6x100 EFW Blast 1m

Super Heavy (anti-tank) Mine

Weight 40 lb. Cost 500 IM L/RC I2/S
Damage 3d10x100 EFW Blast 2m

Medium Explosively Formed Projectile

Weight 20 lb. Damage 1d6x100, blast radius 1m
Range: 50 meters

Heavy Explosively Formed Projectile

Weight 40 lb. Damage 3d10x100 SD, blast radius 2m
Range: 100m

Bombs (aerial delivery bombs, the weight is the weight of the entire bomb, not just the explosive.)

50 lb.	2d6x100	50 ft
100 lb.	4d6x100	100 ft
200 lb.	5d10x100	150 ft
250 lb.	1d6x1000	200 ft
500 lb.	2d6x1000	250 ft
750 lb.	3d6x1000	270 ft
1000 lb.	4d6x1000	300 ft
2000 lb.	5d10x1000	350 ft
5000 lb.	2d6x10,000	400 ft
10,000 lb.	4d6x10,000	450 ft

Improvised Explosive Device's

Pipe Bomb

Weight of explosive: 5 pounds (2.3 kg)
Damage: 3d10 SD, blast radius 3m
Cost to make: 10 IM
Time to make: 3 hours

Briefcase Bomb

Weight of explosive: 50 pounds (23 kg)
Damage: 2d6x100 SD, blast radius 5 meters
Cost to make: 120 IM
Time to make: 4 hours

Car Bomb/Compact Car

Weight of explosive: 500 pounds (227 kg)
Damage: 2d6x1000 SD, blast radius 10 meters
Cost to make: 5000 IM
Time to make: 12 hours

Car Bomb/Sedan

Weight of explosive: 1000 pounds (454 kg)
Damage: 4d6x1000 SD, blast radius 12 meters
Cost to make: 8000 IM
Time to make: 18 hours

Car Bomb/Van

Weight of explosive: 4000 pounds (1814 kg)
Damage: 1d10x10,000 SD, blast radius 20 meters
Cost to make: 10,000 IM
Time to make: 24 hours

Delivery Truck

Weight of explosive: 10,000 pounds (4536 kg)
Damage: 4d6x10,000 SD, blast radius 30 meters
Cost to make: 20,000 IM
Time to make: 30 hours

Moving Van

Weight of explosive: 30,000 pounds (13,608 kg)
Damage: 7d10x10,000 SD, blast radius 41 meters
Cost to make: 40,000 IM
Time to make: 36 hours

Semi-Trailer

Weight of explosive: 60,000 pounds (27,216 kg)
Damage: (1d10+1d4) x 100,000 SD, blast radius 52 meters
Cost to make: 100,000 IM
Time to make: 48 hours

Small Propeller plane

Weight of explosive: 500 pounds (227 kg)
Damage: 2d6 x 1000 SD, blast radius 10 meters
Cost to make: 35,000 IM
Time to make: 12 hours

Small boat

Weight of explosive: 1000 pounds (454 kg)
Damage: 4d6 x 1000 SD, blast radius 12 meters
Cost to make: 45,000 IM
Time to make: 18 hours

Suicide Vest

Weight of explosive: 44 pounds (20 kg)
Damage: 4d6 x 10 SD
Cost to make: 100 IM
Time to make: 8 hours

Suicide Belt

Weight of explosive: 11 pounds (5 kg)

Damage: 2d6 x 10 SD

Cost to make: 100 IM

Time to make: 8 hours

Please note that the cost includes buying all the materials and using homemade explosives. Also, the damage given is for the device working perfectly and being built to be maximally effective. This is important because there are very few IED's that are really that good...about 1% are that capable. Most IED's are about 1/2 as effective.

A catapult is a siege engine that uses tension to launch heavy projectiles great distances. There is a derivative called the Onager which uses a flexible basket to hold the projectiles. Onagers use the same stats, but add 10% to range. All other stats are the same.

Very Light Catapult

Weight 400 lb. Crew 2 Cost 2000 IM L/RC I2/S
Damage 4d6 BTM 3
Range 28 m (minimum range is 30m)
DC 200 Ammunition is 20 pound rocks

Light Catapult

This is a small catapult, used for fast moving formations. The 2 crew members can load and prepare this device in 5 full rounds and aim (or re-aim) in 5 minutes. One person can crew it, but it takes three times the time to aim and prepare.

Weight 600 lb. Crew 2 Cost 2700 IM L/RC I2/S
Damage 5d6 BTM 3
Range 30 m (minimum range is 30m)
DC 250
Ammunition is 30 pound rocks

Catapult

A catapult is a siege engine that uses tension to launch heavy projectiles great distances.

Weight 700 lb. Crew 3 Cost 3200 IM L/RC I2/S
Damage 1d4x10 BTM 3
Range 33 m (minimum range is 30m)
DC 300 Ammunition is 40 pound rocks

Medium Heavy Catapult

Weight 1100 lb. Crew 4 Cost 4100 IM L/RC I2/S
Damage 1d6x10 BTM 3
Range 35 m (minimum range is 30m)
DC 320 Ammunition is 50 pound rocks

Heavy Catapult

A heavy catapult is a large machine capable of throwing rocks or heavy objects with great force. Loading the catapult and preparing it to fire takes the full crew 8 full rounds. Initially aiming (or re-aiming) takes 10 minutes in addition to loading and preparation time. Three to four crew members can operate the device in three times this time. Fewer than three crew members cannot operate the device.

Weight 2100 lb. Crew 5 Cost 5000 IM L/RC I2/S
Damage 1d8x10 BTM 3
Range 36 m (minimum range is 30m)
DC 350 Ammunition is 80 pound rocks

Very Heavy Catapult

Weight 2400 lb. Crew 6 Cost 5600 IM L/RC I2/S
Damage 1d10x10 BTM 3
Range 37 m (minimum range is 30m)
DC 400 Ammunition is 100 pound rocks

Super Heavy Catapult

Weight 3000 lb. Crew 7 Cost 6200 IM L/RC I2/S
 Damage 2d6x10 BTM 3 Range 38m (minimum range is 30m)
 DC 500 Ammunition is 150 pound rocks

Flaming ammunition for catapults and onagers does 5d6 damage with a blast radius of 1meter. The fire damage does 4d6 damage for the next 5 rounds.

Very Light Trebuchet

The trebuchet is an evolution of the catapult using a counterweight under tension to throw larger projectiles farther. The rate of fire for all trebuchets is once every 15 minutes!

Weight 1200 lb. Crew 10 Cost 3100 IM L/RC I2/S
 Damage 1d3x100 BTM 3 Range 0m (minimum range is 20m)
 DC 350 Ammunition is 300 pound rocks

Light Trebuchet

Weight 1800 lb. Crew 12 Cost 4200 IM L/RC I2/S
 Damage 1d4x100 BTM 3 Range 28m (minimum range is 30m)
 DC 400 Ammunition is 500 pound rocks

Medium Trebuchet

Weight 2200 lb. Crew 16 Cost 5500 IM L/RC I2/S
 Damage 1d6x100 BTM 3 Range 30m (minimum range is 45m)
 DC 450 Ammunition is 800 pound rocks

Heavy Trebuchet

Weight 4000 lb. Crew 20 Cost 6300 IM L/RC I2/S
 Damage 1d8x100 BTM 3 Range 35m (minimum range is 60m)
 DC 500 Ammunition is 1000 pound rocks

Very Heavy Trebuchet

Weight 6200 lb. Crew 25 Cost 7500 IM L/RC I2/S
 Damage 1d10x100 BTM 3 Range 40m (minimum range is 80m)
 DC 550 Ammunition is 1500 pound rocks

Super Heavy Trebuchet

Weight 8500 lb. Crew 30 Cost 8300 IM L/RC I2/S
 Damage 2d6x100 BTM 3 Range 45m (minimum range is 100m)
 DC 600 Ammunition is 2000 pound rocks

Springal

Very Light Springal
 Weight 13 lb. Crew 1 Cost 1000 IM L/RC I2/S
 Damage 3d6 AP BTM 10 Range 20m 75 DC

Light Springal

Weight 19 lb. Crew 1 Cost 1500 IM L/RC I2/S
 Damage 4d6 AP BTM 10 Range 25m 100 DC

Medium Springal

Weight 25 lb. Crew 1 Cost 1800 IM L/RC I2/S
 Damage 1d4x10 AP BTM 10 Range 25m 110 DC

Heavy Springal

Weight 40 lb. Crew 2 Cost 2000 IM L/RC I2/S
 Damage 1d6x10 AP BTM 10 Range 30m 125 DC

Very Heavy Springal

Weight 60 lb. Crew 2 Cost 2700 IM L/RC I2/S

Damage 1d8x10 AP BTM 10 Range 32m 150 DC

Super Heavy Springal

Weight 110 lb. Crew 2 Cost 3000 IM L/RC I2/S
 Damage 1d10x10 AP BTM 10 Range 35m 180 DC

Ballista

Very Light Ballista

Weight 13 lb. Crew 1 Cost 1100 IM L/RC I2/S
 Damage 1d3x10 AP BTM 10 Range 30m 80 DC

Light Ballista

Weight 19 lb. Crew 1 Cost 1800 IM L/RC I2/S
 Damage 1d4x10 AP BTM 10 Range 35m 100 DC

Medium Ballista

Weight 25 lb. Crew 1 Cost 2500 IM L/RC I2/S
 Damage 1d6x10 AP BTM 10 Range 37m 110 DC

Heavy Ballista

Weight 40 lb. Crew 2 Cost 3200 IM L/RC I2/S
 Damage 1d8x10 AP BTM 10 Range 40m 125 DC

Very Heavy Ballista

Weight 60 lb. Crew 2 Cost 3700 IM L/RC I2/S
 Damage 1d10x10 AP BTM 10 Range 45m 150 DC

Super Heavy Ballista

Weight 110 lb. Crew 2 Cost 4800 IM L/RC I2/S
 Damage 2d6x10 AP BTM 10 Range 50m 160 DC

Very Light Cannon (3 pounder)

Weight 600 lb. Crew 4 Cost 800 IM L/RC I2/S
 Damage 1d4 x 10 BTM 5 Range 25m

Light Cannon (6 pounder)

Weight 1700 lb. Crew 3 Cost 1200 IM L/RC I2/S
 Damage 1d8 x 10 BTM 5 Range 30m

Medium Cannon (12 pounder)

Weight 2600 lb. Crew 6 Cost 4000 IM L/RC I2/S
 Damage 2d8 x 10 BTM 5 Range 60m

Heavy Cannon (24 pounder)

Weight 6000 lb. Crew 8 Cost 8000 IM L/RC I2/S
 Damage 4d8 x 10 BTM 5 Range 45m

Very Heavy Cannon (33 pounder)

Weight 6200 lb. Crew 8 Cost 12,000 IM L/RC I2/S
 Damage 5d8 x 10 BTM 5 Range 60m

Super Heavy Cannon (60 pounder)

Weight 9000 lb. Crew 10 Cost 18,000 IM L/RC I2/S
 Damage 1d8 x 100 BTM 5 Range 70m

Fire Control Systems and Guidance Systems (Adds Bonus to Character's skill)

Optical	+0%
Electro-optical	+5%
CCTV	+0%
Ballistic Computer (BC)	+10%
BC w/ Range Finder (RF)	+15%
BC w/ Kinematic Lead (KL)	+20%

BC w/ KL + RF	+25%
BC w/ KL, Gyrostabilization (GS)	+30%
BC w/ KL, GS + RF	+35%
Sonar	+10%
Infra-Red	+10%
Heat Seeking/Thermal/Deep IR	+15%
Laser Guided	+20%
Radar Guided	+15%
Wire Guided	+5%

Self Guidance (Does NOT use character's skill)

Heat Seeking	60%
Radiation Seeking	70%
Magnetic Anomaly Detection	60%
Sonar	80%
Laser	90%
Radar	80%
Global Positioning System Guided	90%
Smart System	80%
Expert System	90%
Brilliant System	95%
Reflex System	99%

Fuzing Options

Point Detonating
Quick
Super Quick
Variable Time
Proximity Fuze
Delay
Magnetic
Concrete Penetrating

Evasion Systems

Chaff	-25% to hit for Radar guidance
Flares	-25% to hit for IR guidance
IR dampening	-10% to hit for IR guidance
ECM	-10% to hit
ECCM	Negates ECM
Stealth 1	-10% to detect
Stealth 2	-20% to detect
Stealth 3	-30% to detect

Personal Optics

Spyglass	75 IM
A small, collapsible cylinder that magnifies distant object	
Binoculars	200 IM
Available from 4 to 40 magnification	
Night vision scope	400 IM
Intensifies ambient light to enable a character to aim in darkness.	
Night vision goggles	700 IM
Intensifies ambient light to enable a character to see in darkness. Includes a IR emitter for use in complete darkness. When using the IR emitter, other characters with IR sensitive equipment can see the source of the light.	
Night vision monocle	1200 IM
A monocle that intensifies ambient light to enable a character to see in darkness while allowing better depth perception. Includes a IR emitter for use in complete darkness. When using the IR emitter, other characters with IR sensitive equipment can see the source of the light.	
Magical faceplate	200 IM + cost of spells
A magical faceplate that is capable of seeing different types of light. Each type is listed below with the cost	

Infrared	+ 400 IM
Thermal	+ 600 IM
Ultraviolet	+ 800 IM
Ultrasonic	+ 900 IM

Surveillance and Communications Equipment

Telepathic rings	3500 IM/pair
These have no range limit and are completely silent and difficult to tap into.	
Cell phones	80-400 IM
Allows mobile telephone service within a particular technological nation.	
Cell phone service	200 IM/month
The per month charge for cell phone service	
Telephone	60 IM
A home telephone with caller ID.	
Home telephone service	60 IM/month
Home telephone service without making any calls.	
Satellite telephone	250-600 IM
Allows mobile telephone service worldwide.	
Satellite telephone service	200 IM/month
Allows satellite telephone service to work.	
EtherNET connection	120 IM/month
Allows the use of the EtherNET	
Data NET connection	80 IM/month
Allows use of the DataNET	
Psi NET connection	100 IM/month
Allows use of the PsiNET	
Magazine Subscriptions	15-60 IM/year
There are thousands of magazines available for subscription in all manner of subjects.	
Radio Scanner	400 IM
Allows interception of radio communication. This is the base model. Cryptological enhancement allows the user to tap into cryptological codes and time delay enhancement allows the scanner to tap into time delayed transmissions. Frequency hop allows the listening in on frequency hop transmissions. The price is simply for the scanner, but the cost of the cryptological, time delay or frequency hop data is astronomical (AKA secure communications data), because they are very highly controlled. Also this data is different for each organization and is typically only good for a month.	
Cryptological	+1000 IM
Time Delay	+800 IM
Frequency Hop	+1500 IM
Secure communications data	100,000 IM
Cellular tap	600 IM
Psionic tap	900 IM
Psionic signature recorder	4500 IM
Satellite uplink	3,000-10,000
Hands free headset	25-150 IM
Secure communications add-on	50-1000 IM
Bugs/Listening devices	200+ IM
Audio/Visual recorder	200-1000 IM
Personal Datapad	200-800 IM
Camera	200-700 IM
Computer - desktop	3000 IM
Computer - laptop	2000 IM

Personal radio transceivers (walkie-talkies)	60+ IM/pair
Military grade secure radio	7,500 IM
Printer	10-120 IM
Scanner	60-200 IM
Facsimile machine	70-200 IM
Printer/Scanner/Facsimile machine	100-250 IM
Holographic projector	1000 IM
Holographic recorder	3000 IM
Language translator	5,000 IM

Sensory Equipment

Psionic detectors	700 IM
Voltmeter	50 IM
Spirit detector	400 IM
Magic detector	300 IM

Documentation	Cost	Forgery
Drivers license	50 IM/year	200 IM
Restricted Melee Weapons	500 IM	750 IM
I-1 Melee Weapons	750 IM	1500 IM
I-2 Melee Weapons	1500 IM	5000 IM
I-3 Melee Weapons	10,000 IM	50,000 IM
Restricted Rng'g Weapons	1,500 IM	5000 IM
I-1 Ranged Weapons	5,000 IM	25,000 IM
I-2 Ranged Weapons	100,000 IM	1,000,000 IM
I-3 Ranged Weapons	Not available	Not available

Average Lifestyle (rent/utilities/food) - 1 person

Street 0 IM/mo
You are homeless

Squatter 600 IM/mo
You have taken over an abandoned building and only pay for you food.

Poor 1000 IM/mo
You have a small one bedroom apartment in a bad area.

Average 1600 IM/mo
You have an average size apartment.

Well off 3500 IM/mo
You have a luxurious apartment or a nice house.

Affluent 7000 IM/mo
You have a luxury suite or a large and very well furnished house.

Rich 20,000 IM/mo
You are living in the lap of luxury.

Elite 75,000+ IM/mo
The world is your oyster and your domicile is filled with expensive and rare objects.

Additional people +10% each
Additional people in your family add to the overall cost per month

Medical Equipment

Surgical Spiders Varies
These biotech animals were created to assist with medical procedures, although now, decades after their creation, they are far more than a simple medical tool. Surgical spiders can be either a small vial of tiny spiders that can perform complex, if small surgical repairs all the way up to a Surgical Spider Web, which is, in effect an entire hospital.

Vials are simply filled with a few examples of each type of spider that can stop blood flow, repair tissue, perform

simple surgery, disinfect the wound, bandage the wound and inject pain killers.

A Surgical Spider Web is a giant spider web with hundreds of silk lined rooms and up to several thousands beds within it's confines. A Surgical Spider takes the place of a physician and their thousands of smaller progeny do the majority of the work. The smaller spiders look almost exactly like regular spiders from the size of a dust mite to a tarantula, depending on their function. A Surgical Spider is a truly gigantic arachnid, with a genius intellect brain that is bred to be a medical specialist. Attuned to psionic frequencies of their progeny they direct them in completing complex medical procedures.

Surgical Spiders Small vial	2000 IM
Surgical Spiders Large vial	5000 IM
Surgical Spiders Hospital stay	3000 IM/day

Field dressing 3 IM
A small, sterile package that can be used to stop the bleeding from a serious wound.

Large dressing 5 IM
A large sterile package that can be used to stop the bleeding from a critical wound several inches in diameter.

Synthetic skin spray 50 IM
A small hand-held aerosol can that sprays a quick setting synthetic skin, anti-biotic and painkiller mixture directly onto a wound.

Hand-held medical scanner 500 IM
A small compact datapad with several leads that connect with adhesive pads to the patient and allows quick diagnosis.

Healing tank 100,000 IM
A large liquid filled tank that critically injured patients are placed into. They heal one DC per hour.

Healing potions
These are portable potions filled with life saving magic. They are potent and very popular among police officers, military personnel and adventurers. Only one liter may be consumed per hour! Continued use of healing potions is addictive and is also carcinogenic.
Healing potion, 1/4 liter, +1d3 DC 1,000 IM
Healing potion, 1/2 liter, +1d6 DC 2,000 IM
Healing potion, 1 liter, +2d6 DC 5,000 IM

Poisons

Name	Type	Save	Initial Damage	Secondary Damage	Time
Arsenic	Ingested	-75%	1d4 Str	2d4 Con	4 hr.
Atropine	Injury	-65%	1d6 Dex	1d6 Str	1 hr.
Belladonna (plant)	Injury	-90%	1d6 Str	2d6 Str	n/a
Blue vitriol	Injury	-60%	1d2 Con	1d2 Con	1 hr.
Blue-ringed octopus venom	Injury	-75%	1d4 Con	1d4 Con	n/a
Chloral hydrate	Ingested	-90%	1d6 Dex	Unconscious 1d3 hours	8 hr.
Chloroform	Inhaled	-85%	Unconscious 1d3 hours	—	4 hr.
Curare (plant)	Injury	-90%	2d4 Dex	2d4 Wis	n/a
Cyanide	Injury	-80%	1d6 Con	2d6 Con	15 hr.
Cyanogen	Inhaled	-95%	1d4 Dex	2d4 Con	8 hr.
DDT	Inhaled	-85%	1d2 Str	1d4 Str	4 hr.
Knockout gas	Inhaled	-90%	1d3 Dex	Unconscious 1d3 hours	8 hr.
Lead arsenate (gas)	Inhaled	-60%	1d2 Str	1d4 Con	2 hr.
Lead arsenate (solid)	Ingested	-60%	1d2 Con	1d4 Con	2 hr.
Mustard gas	Inhaled	-85%	1d4 Con	2d4 Con	8 hr.
Paris green (gas)	Inhaled	-70%	1d2 Con	1d4 Con	4 hr.

Paris green (solid)	Ingested	-70%	1d4 Con	1d4 Con	4 hr.
Puffer poison (fish)	Injury	-65%	1d6 Str	Paralysis 2d6 minutes	n/a
Rattlesnake venom	Injury	-60%	1d6 Con	1d6 Con	n/a
Sarin nerve gas	Inhaled	-90%	1d4 Con	2d4 Con	15 hr.
Scorpion/tarantula venom	Injury	-55%	1d2 Str	1d2 Str	n/a
Strychnine	Injury	-95%	1d3 Dex	2d4 Con	4 hr.
Tear gas	Inhaled	-75%	1d3 Dex, 1d3 Wis for 1d6 rounds	—	4 hr.
VX nerve gas	Inhaled	-110%	1d6 Con	2d6 Con	48 hr.

Name	Cost IM	L/RC
Arsenic	90	I1/C
Atropine	300	R/R
Belladonna (plant)	140	R/R
Blue vitriol	300	R/C
Blue-ringed octopus venom	2000	R/S
Chloral hydrate	150	R/C
Chloroform	50	R/C
Curare (plant)	1500	R/S
Cyanide	1500	I2/R
Cyanogen	2000	I3/S
DDT	90	R/C
Knockout gas	120	R/C
Lead arsenate (gas)	60	R/C
Lead arsenate (solid)	60	R/C
Mustard gas	150	I2/C
Paris green (gas)	100	R/C
Paris green (solid)	100	R/C
Puffer poison (fish)	1300	R/S
Rattlesnake venom	100	R/R
Sarin nerve gas	1800	I3/R
Scorpion/tarantula venom	150	R/S
Strychnine	80	R/C
Tear gas	70	I1/C
VX nerve gas	2300	I3/S

Biomagical enhancements



Never be cheap when buying biomagic

Biocarpet 100 IM/yard
This is a biomagically created carpet that slowly eats away organic material that falls on it. It takes approximately one hour to eat away a spill or small crumbs. There are other types that are highly illegal that can eat away exposed flesh within seconds. Illegal varieties cost at least 10 times as much.

Brightflesh 100/IM per inch
This allows your skin to emit light. The most common use is in tattoos. Various parts of the body may be converted with brightflesh for 25 times the price (arm or leg) or 50 times (chest or back). This is only enough light to see the design clearly, although an entire arm or leg will give comparable illumination to a torch.

Muscle Grafting
This is the process of adding musculature to a being. Each + means another full meal a character has to eat every day.

Muscle Grafting, +1 STR	50,000 IM
Muscle Grafting, +2 STR	100,000 IM
Muscle Grafting, +3 STR	150,000 IM
Muscle Grafting, +4 STR	300,000 IM
Muscle Grafting, +5 STR	400,000 IM
Muscle Grafting, +6 STR	500,000 IM

Polarized eyes 5,000 IM
You never need sunglasses when you buy these biomagical eyes. They also offer some protection against blindness from flash bang grenades and non-eyesafe (but non-damaging) lasers (25% chance of NOT being blinded).

Bright leaves: 3,000 IM
This transforms plants into streetlights basically. The leaves of a plant modified by this enhancement are about four shades lighter than a normal example of the same species. During the day, the plant absorbs light, and when darkness occurs they emit a soft light according to the size of the plant. A small potted plant is about the intensity of several candles, a bush is about the intensity of a fire, while a tall tree is about the intensity of a streetlamp. This is an automatically triggered ability and is not turned on or off. When it is approximately 10 minutes from sunset, the plants begin emitting light and continue to do so until 10 minutes from sunrise or until they expend their charge. They absorb and emit at approximately a one to one ratio so that one hour of daylight is one hour of light they emit and it is entirely possible for the plants to run out of light to emit during the long nights of winter. For this reason, brightleaf enhanced plants are not common in far northern or southern nations. There is a variation on this called Bright Bark which is also popular in some nations.

Adrenal Boosters
Adrenal boosting is an exceptionally powerful biomagical enhancement. The bonuses are good, and do not require massive changes in diet, weight or lifestyle. The drawback is that the owner becomes a prisoner to his anger. Each +/- is equivalent to a 10% chance of flying into a berserker rage at random when angered. The boosters engage and woe to their enemies. When the boosters are purposefully engaged, the rage always comes. When in the grip of the rage, characters can not determine friend from foe or disengage from combat voluntarily. Adrenal boosters last only 10 minutes and can be engaged only once per day.

Adrenal Boosters (Class 1)	3500 IM
+1 STR, +1 CON. +1 DEX, -1 INT, -1 WIS, -1 CHA	
Adrenal Boosters (Class 2)	7000 IM
+2 STR, +2 CON. +2 DEX, -2 INT, -2 WIS, -2 CHA	
Adrenal Boosters (Class 3)	10,000 IM
+3 STR, +3 CON. +3 DEX, -3 INT, -3 WIS, -3 CHA	
Adrenal Boosters (Class 4)	15,000 IM
+4 STR, +4 CON. +4 DEX, -4 INT, -4 WIS, -4 CHA	
Adrenal Boosters (Class 5)	30,000 IM
+5 STR, +5 CON. +5 DEX, -5 INT, -5 WIS, -5 CHA	
Adrenal Boosters (Class 6)	50,000 IM
+6 STR, +6 CON. +6 DEX, -6 INT, -6 WIS, -6 CHA	

Reconstructive Surgery

This is the method of making a being more attractive. The maximum bonus is +6 CHA, regardless of how many surgeries are performed.

Reconstructive Surgery, +1 CHA	5000 IM
Reconstructive Surgery, +2 CHA	10,000 IM
Reconstructive Surgery, +3 CHA	15,000 IM
Reconstructive Surgery, +4 CHA	20,000 IM
Reconstructive Surgery, +5 CHA	30,000 IM
Reconstructive Surgery, +6 CHA	50,000 IM

Reflex Boosting

This is the boosting of neurological efficiency. Each + is an additional meal that a character must eat every day.

Reflex Boosting, +1 DEX	10,000 IM
Reflex Boosting, +2 DEX	20,000 IM
Reflex Boosting, +3 DEX	40,000 IM
Reflex Boosting, +4 DEX	80,000 IM
Reflex Boosting, +5 DEX	160,000 IM
Reflex Boosting, +6 DEX	500,000 IM

Augmented Cardiorespiratory System

These are augmented hearts and lungs which enable a character to be much more aerobically efficient.

Augmented lungs, +1 CON	150,000 IM
Augmented lungs, +2 CON	300,000 IM
Augmented heart, +1 CON	200,000 IM
Augmented heart, +2 CON	400,000 IM
Extra lungs, +1 CON	100,000 IM
Extra heart, +1 CON	150,000 IM

Bone Thickening, SP=1/all over 7500 IM

This is a process where bones are thickened dramatically. +25% to weight. -1 DEX

Bone Bonding, SP=6/body 20,000 IM

This turns the ribcage into an interlinked system of widened and thickened ribs. +50% the characters weight. -1 DEX

Underwater/Surface eye 60,000 IM

This allows a surface being to see unimpaired underwater, or an underwater being to see unimpaired on the surface.

Replacement Organs IM

When a character is severely damaged or catches one of several types of diseases, they may be in need of one or more of these organs.

Replacement heart	100,000 IM
Replacement lungs	75,000 IM
Replacement kidney	60,000 IM
Replacement liver	60,000 IM
Replacement spleen	60,000 IM
Replacement intestine	30,000 IM
Replacement skin	5,000 IM/limb

Additional limbs

A character who cares little about appearances might wish to avail themselves to these cloned limbs.

Additional arms 250,000

Strength and Dexterity are equal to their original stats.

Tentacles 200,000

Strength is 1/4 and Dexterity is 1/2 the original stats.

Tail 200,000 IM

Strength is 1/2 and Dexterity is 1/4 of the original stats.

Cybertech enhancements

Fake tooth 1,000 IM
This is a fake tooth that can contain poison or a very small object.

Subdermal armor

This is a full body subdermal shell of non-bioreactive materials. Each + adds 5 pounds to weight.

Subdermal armor, SP 1, body	6,000 IM
Subdermal armor, SP 2, body	12,000 IM
Subdermal armor, SP 3, body	24,000 IM
Subdermal armor, SP 4, body	48,000 IM
Subdermal armor, SP 5, body	100,000 IM
Subdermal armor, SP 6, body	200,000 IM

Smartgun link 10,000 IM

This allows the use of a smartgun rig added to a weapon.

Bone Lacing is a more extreme version of subdermal armor, but only

Bone Lacing - Plastic, SP 10, body 75,000 IM
Adds 40 pounds to weight, -1 DEX

Bone Lacing - Aluminum, SP 15, body 150,000 IM
Adds 50 pounds to weight, -2 DEX

Bone Lacing - Titanium, SP 20, body 300,000 IM
Adds 60 pounds to weight, -3 DEX

Pain editors (all attacks 1/2 damage) 5,000 IM

This is both a useful and a dangerous modification. It allows a character to suffer only 1/2 damage, but the GM is the one who tracks all damage, the character will never have any idea how damaged they are until they fall dead at 0 DC. This basically allows a character to double their DC, but when they hit 0, they die from massive structural destruction.

Direct Neural Interface (DNI) 15,000 IM

This is a cybertech enhancement that allows use of equipment that has DNI capabilities. The following items are specifically used with DNI.

Chip set 10 x (skill% x skill%)

Memory 10 x (skill% x skill%)

Memory lock 25,000 IM

A memory lock makes memories inaccessible to the carrier without a specific code. This is useful for mnemonic couriers who do not want or need to know the information they are carrying in their minds.

Cortex Bomb

Cortex bombs are used by those who do not wish their employees to disappear. There are several sorts of cortex bombs available. There are myriad triggers for these bombs such radio signals, lack of a certain chemical in the diet, a verbal command or odor or person. Some cortex bombs are able to be set off by the victim at will as well.

Cortex bomb, tiny 25,000 IM

Makes the victim a vegetable, all mental stats reduced to 1 with no way to regenerate them to original levels.

Cortex bomb, small 65,000 IM

Kills the victim with no chance of surviving.

Cortex bomb, large 500,000 IM

Kills the victim and does 1d6 damage to everyone within 2 meters.

Body Bombs

Body bombs are similar to cortex bombs but are designed to kill many victims instead of just one. They are available in any size from 1d6 damage to 10d6 damage (in 1d6 increments). Large body bombs reduce the characters ability to live, since several organs have to be removed in order to make room for the bomb. Each 1d6 damage the body bomb causes takes off 1 CON. The blast radius is equal to twice the number of d6, thus a 3d6 body bomb has a blast radius of 6 meters. The triggers for body bombs are the same as cortex bombs.

Each d6 damage 10,000 IM

Wired Reflexes

This is the replacement of a characters voluntary nervous system. For every + the character must eat another full meal a day. This gets very expensive. The major benefit of wired reflexes is that they are able to be turned off and on. Turning on wired reflexes takes one complete turn!

Wired reflexes, +2	50,000 IM
Wired reflexes, +4	100,000 IM
Wired reflexes, +6	200,000 IM
Wired reflexes, +8	500,000 IM
Wired reflexes, +10	1 million IM
Wired reflexes, +12	2 million IM

Artificial limbs and body parts are useful for those who have lost a limb and want their replacement to be better than the original.

Artificial eye 10,000 IM

Artificial body 1 million IM

This is a complete cybernetic body, which includes all limbs normally associated with the species being copied. All stats remain the same, but the SP for the body and all limbs is a base of 5. The character's weight is now tripled.

Artificial arm 75,000 IM

Stats equal to original

Artificial leg 100,000 IM

Stats equal to original

Additional arms 250,000 IM/pair

Stats equal to original

Tentacles 200,000 IM/pair

Strength is 1/4 and Dexterity is 1/2 the original stats.

Tail 200,000 IM

Strength is 1/2 and Dexterity is 1/4 of the original stats.

The following items are available to be added to artificial limbs:

Boosted strength, +2	25,000 IM
Boosted strength, +4	50,000 IM
Boosted strength, +6	100,000 IM
Boosted strength, +8	200,000 IM
Boosted strength, +10	400,000 IM
Boosted strength, +12	1 million IM
Boosted speed, +5	25,000 IM
Boosted speed, +10	50,000 IM
Boosted speed, +15	75,000 IM
Boosted speed, +20	100,000 IM
Boosted speed, +25	150,000 IM
Boosted speed, +30	200,000 IM
Boosted speed, +35	300,000 IM
Boosted speed, +40	350,000 IM
Boosted speed, +45	400,000 IM
Boosted speed, +50	500,000 IM
Still camera	5,000 IM
Video camera (30 minutes of storage)	20,000 IM

Video display	1000 IM
Flash dampener	2000 IM
Image link (see what somewhat else does)	1500 IM
Low light vision	3000 IM
Infra-red vision	4000 IM
Ultraviolet vision	4000 IM
Thermal vision vision	6000 IM
Ultra sound vision	8000 IM
Optical guards (eye armor, 1 SP)	500 IM
Optical guards (eye armor, 2 SP)	1000 IM
Optical guards (eye armor, 3 SP)	2000 IM
Clock/Calendar	4000 IM
Magnification	2500-15,000 IM
Thermometer	5,000 IM
Motion detector	30,000 IM
Radiation detector	5,000 IM
Radar	30,000 IM
Compass	1,800 IM
Air filters	15,000 IM
Blood filters	10,000 IM
Gustatory filters	10,000 IM
Communications link	5,000 IM
Radio transceiver	2,000 IM
Radio receiver	1,000 IM
Sub-vocal microphone	850 IM
Telephone implant	3,500 IM
Audio dampener	3,500 IM
Audio amplifier	3,500 IM
High frequency hearing	3000 IM
Low frequency hearing	3000 IM
Audio recorder	7000 IM
Audio filters (cuts background noise)	10,000 IM
Molecular analyzer - nose	35,000 IM
Molecular analyzer - touch	35,000 IM
Molecular analyzer - taste	35,000 IM
Oxygen storage cell (30 minutes)	60,000 IM
Finger compartment	3,000 IM
Finger blades, 1d4	3,000 IM
Finger blades, 1d4, retractable	7,500 IM
Hand blades, 1d6	4500 IM
Hand blades, 1d6, retractable	9000 IM
Knuckle spikes, 1d6	2500 IM
Knuckle spikes, 1d6, retractable	5000 IM
Wrist blades, 1d6	7000 IM
Wrist blades, 1d6, retractable	15,000 IM
Voice changer	30,000 IM
Finger camera (48 pictures)	3,500 IM
Implanted weapon (one handed weapon)	Cost x 10 IM
Finger jack	7,500 IM
Explosive finger segments, 1d6, 2 ft radius	500 each seg.
Finger needle, 1 dose	5,000 IM
Wrist Garrote, 6 foot	1000 IM
Gas emitter, 5 doses	40,000 IM
Implanted computer	12,000 IM
Implanted modem	7000 IM
Secret compartment (3 inch x 1 inch)	4000 IM
Loudspeaker	6000 IM
Language translator	10,000 IM

Additional armor

SP=7, Weight is increased by 25%	250,000 IM
SP=10, Weight is increased by 50%	300,000 IM
SP=15, Weight is increased by 75%	400,000 IM
SP=18, Weight is increased by 100% (x2)	500,000 IM
SP=20, Weight is increased by 150% (x2.5)	750,000 IM
SP=30, Weight is tripled (x3)	1 million IM
SP=40, Weight is quadrupled (x4)	2 million IM
SP=50, Weight is quintupled (x5)	3 million IM

Drugs

Narcotics	20 IM/dose
Hallucinogens	30 IM/dose
Amphetamines	40 IM/dose
Barbiturates	30 IM/dose
Stimulants	100 IM/dose
Euphorics	20 IM/dose
Painkillers	80 IM/dose
Soporifics	50 IM/dose
Vaccines	5-200 IM/dose
Anti-biotics	10 IM/dose
Wide spectrum anti-biotics	50 IM/dose
Truth drugs	5000 IM/dose
Anagathics (anti-aging)	20,000 IM/dose
Anti-venom	20 IM/dose
Anti-toxins	20 IM/dose
Anti-viral	1000 IM/dose

Fashion and Clothing

Tailored suit	800+ IM
Formal Dress	200-500 IM
Business clothing (full outfit)	120-250 IM
Casual clothing (full outfit)	50 IM
Formal clothing (full outfit)	200-300 IM
Uniforms (full outfit)	75-100 IM
Cloak	50-200 IM
Cape	40-100 IM
Ghillie Suit	200 IM
Windbreaker	25 IM
Coat	40 IM
Smock	50 IM
Overcoat	60 IM
Trench-coat (SP1)	150-300 IM
Leather jacket (SP 2)	100-300 IM
Leather trench-coat (SP 2)	200-350 IM
Parka	90 IM
Belt	10 IM
Adventurers vest	70 IM
Tool belt	40 IM
Gloves	10-50 IM
Boots	50-200 IM
Shoes	30-200 IM
NBC Suit	450 IM
Desert/Still suit	600 IM
Flight suit (complete)	700 IM
Diving suit	1500 IM
Fire fighting suit	1000 IM
Radiation suit	2500 IM
Vacuum/space suit	5000 IM
Cold weather suit	400 IM
Snowshoes	60 IM
Wet suit - cold water	100 IM
Wet suit - warm water	75 IM
Dry suit	650 IM
Swim fins	25 IM
Weight belt (for diving)	25 IM
Water breather	1000 IM
Jewelry	10-100,000 IM

Entertainment - per person

Breakfast	9 IM
Lunch	7 IM
Dinner	14 IM
Fast food breakfast	5 IM
Fast food lunch	6 IM
Fast food dinner	7 IM
Five Star Restaurant Dinner	180 IM
Theater tickets	20 IM
Concert tickets	30 IM
Movie tickets	9 IM
Gladiatorial combat tickets	150 IM

Floor show tickets	25 IM
Psionic crystals	200 IM/1 hour
Video rentals	10 IM/3 days
Sports tickets	50 IM
Television set	150 IM
Radio receiver	20 IM
Trideo set	4000 IM
Stereo	200 IM
VR Terminal	250+ IM

Services

Hotel room, horrible	15 IM/night
Hotel room, bad	20 IM/night
Hotel room, fair	30 IM/night
Hotel room, nice	50 IM/night
Hotel room, outstanding	150 IM/night
Hirelings, physical labor	15 IM/day
Hirelings, manpower	60 IM/day
Hirelings, experts	200 IM/day
Teleportation (1 person)	10,000 IM
Train, local	5 IM
Train, 50 miles	25 IM
Train, 500 miles	150 IM
Train, 1000 miles	300 IM
Flight, local	90 IM
Flight, national	400 IM
Flight, international	700 IM
Flight, intercontinental	1200 IM

Groceries (to prepare your own food)

Cheap, manufactured food	3 IM/meal
Vegetables	3 IM/meal
Fruit	4 IM/meal
All natural/organic food	6 IM/meal
Fish	4 IM/meal
Meat	5 IM/meal
Exotic food	8 IM/meal
Beer	5 IM/6 pack
Mead	6 IM/6 pack
Wine	6 IM/bottle
Rum	20 IM/bottle
Whiskey	30 IM/bottle

Security Systems



Concertina wire, it's cheap, effective and it hurts.

Concertina wire (1 DC)	10 IM/yard
Alarm system	2000 IM
Chain link fence	10 IM/yard
Barbed wire	12 IM/yard
Razor wire	15 IM/yard
Monofilament razor wire	50 IM/yard
Electrified fence	+100 IM
Laser fence (intrusion detector)	70 IM/yard
Microwave fence (intrusion detector)	100 IM/yard

Combination lock	8-30 IM
Tumbler/key lock	25 IM
Electronic lock (keypad)	100 IM
Magnetic lock (keycard)	150 IM
Fingerprint lock	250 IM
Voice-print lock	300 IM
Retinal scan	500 IM
DNA Scan	800 IM
Psionic scan	1200 IM
Chemical sniffer	15,000 IM
Encryption system	10,000-50,000 IM
Decryption system	20,000-100,000 IM
Bug scanner	500 IM
Communications jammer	1000 IM
White noise generator	1500 IM
Voice changer/masking system	3000 IM

Shipping Materials

Travel case, 10-75 pound capacity	100-750 IM
Briefcase	100 IM
Field bag	15 IM
Day pack	20 IM
Backpack	25 IM
Rucksack	40-150 IM
Handbag	30 IM
Range bag	50 IM
Patrol box	70 IM

Survival Gear

Survival kit	200 IM
Light stick (1)	1 IM
Climbing gear	500 IM
Compass	15-100 IM
Fire extinguisher	40 IM
Flare gun	75 IM
Grapple gun (100 foot range)	250 IM
Sea Puller	500 IM
Strobe light	20 IM
Radio beacons	50 IM
Flares	10 IM
Flashlight	10-50 IM
Gas mask	40-500 IM
Map	10-40 IM
Load bearing equipment	20-30 IM
Load bearing vest	40-80 IM
Portable stove	20 IM
Water distiller	175 IM
Rope	1 IM/foot
Sleeping bag	20-250 IM
Emergency shelter	300 IM
Tent, personal	50 IM
Tent, small	100 IM
Tent, medium	150 IM
Tent, large	200 IM
Trail rations	20 IM/12 meals
Solar still	10 IM/ ½ lt./day
Tarp	10 IM
Torch (lasts 20 minutes)	1 IM

Tools and Kits

Some skills require use of tools. Using a skill to fabricate something without the proper tools imparts a penalty of 20%, A set allows use of a skill with a -5% penalty and is small enough to be carried on a person. A kit allows use of a skill with no penalty and can be carried in a vehicle. A shop allows use of a skill with a +5% bonus and fits in a room. A facility allows use of a skill with a +10% bonus and takes up 2000 square feet or more.

Multi-tool (-10% but fits in your pocket)	50 IM
---	-------

Forgery set	75 IM
Forgery kit	300 IM
Forgery shop	5000 IM
Forgery facility	50,000 IM
Chemistry set	75 IM
Chemistry kit	300 IM
Chemistry shop	5000 IM
Chemistry facility	50,000 IM
Theft set	75 IM
Theft kit	300 IM
Theft shop	5000 IM
Theft facility	50,000 IM
Evidence collection set	75 IM
Evidence collection kit	300 IM
Evidence collection shop	5000 IM
Evidence collection facility	50,000 IM
Disguise set	75 IM
Disguise kit	300 IM
Disguise shop	5000 IM
Disguise facility	50,000 IM
Demolitions set	75 IM
Demolitions kit	300 IM
Demolitions shop	5000 IM
Demolitions facility	50,000 IM
Electronics set	75 IM
Electronics kit	300 IM
Electronics shop	5000 IM
Electronics facility	50,000 IM
Mechanics set (tool kit)	75 IM
Mechanics kit (tool box)	300 IM
Mechanics shop	5000 IM
Mechanics facility	50,000 IM
Wood working set	75 IM
Wood working kit	300 IM
Wood working shop	5000 IM
Wood working facility	50,000 IM
Construction set	75 IM
Construction kit	300 IM
Construction shop	5000 IM
Construction facility	50,000 IM
Metal working set	75 IM
Metal working kit	300 IM
Metal working shop	5000 IM
Metal working facility	50,000 IM
Leather working set	75 IM
Leather working kit	300 IM
Leather working shop	5000 IM
Leather working facility	50,000 IM
Landscaping set	75 IM
Landscaping kit	300 IM
Landscaping shop	5000 IM
Landscaping facility	50,000 IM
Medical set (large rucksack)	700 IM
Medical kit (ambulance)	2000 IM
Medical shop (portable hospital)	5000 IM
Medical facility (hospital)	50,000 IM

Miscellaneous Items

Handcuffs w/ chain	50 IM
Chain-less handcuffs	200 IM
Zip Ties	7 IM/50
Spike strip	150 IM
Holster	30-150 IM
Sling	12-40 IM
Hands free weapon clip	15 IM
Bipod	150-400 IM
Tripod	400-600 IM
Sound Suppressor	300+ IM
Smartgun upgrade	600-700 IM
Smartgun goggles	3000 IM

Manacles 2500 IM

Magic Potions

Vision 1,500 IM
Oil of timelessness 1,500 IM
Anti-toxin 3,000 IM
Remove paralysis 7,500 IM
Remove deafness 7,500 IM
Remove blindness 7,500 IM
Remove disease 7,500 IM
Remove curse 10,000 IM
Jump 50 IM
Spider climb 50 IM
Love 150 IM
Swimming 150 IM
Hiding 150 IM
Sneaking 150 IM
Reduce 250 IM
Enlarge 250 IM
Speak with animals 300 IM
Clair audience 300 IM
Clairvoyance 300 IM
Charisma 300 IM
Wisdom 300 IM
Intelligence 300 IM
Strength 300 IM
Dexterity 300 IM
Constitution 300 IM
Alter self 300 IM
Blur 300 IM
Darkvision 300 IM
Detect thoughts 300 IM
Levitate 300 IM
Truth 500 IM
Remove inhibitions 500 IM
Non-detection 750 IM
Understand language 750 IM
Water breathing 750 IM
Flight 750 IM
Protection from:

Law, chaos, good, evil, fire, ice,
electricity, sonic

Oil of slipperiness 900 IM

Heroism 900 IM

Fire breath 900 IM

also available: ice, poison (various),
electricity, and sonic

Potion Time Limits

30 minutes Base Price
1 hour x 2 IM
1 day x 5 IM
1 week x 10 IM
1 month x 50 IM
1 year x 500 IM
10 years x 1000 IM
100 years x 10,000 IM

Magic Wands

Wand 10 POW capacity
Weight 1 lb. 1 Hand Cost 150 IM + the
cost of spells imbued L/RC I1/C
Damage and Range is as per the spells stored.
Detect magic (other types available) 375 IM
Light 375 IM
Flame 750 IM
Enlarge 750 IM
Concussion 750 IM
Electricity 750 IM
Levitate 4,500 IM

Silence 4,500 IM
Opening 4,500 IM
Daylight 4,500 IM
Shatter 4,500 IM
Invisibility 4,500 IM
Holding 4,500 IM
Darkness 4,500 IM
Net 4,500 IM
Fire balls 11,500 IM
Ice spears 11,500 IM
Slow 11,500 IM
Suggestion 11,500 IM
Dispel magic 11,500 IM
Polymorph 21,000 IM
Fear 21,000 IM
Ice storm 21,000 IM

Magic Rods

Rod 15 POW capacity
Weight 3 lb. 1 Hands Cost 200 IM + the
cost of spells imbued L/RC I1/C
Damage and Range is as per the spells stored.
All wands 150% cost
Immovability 7,500 IM
Detection (various types) 10,500 IM
Serpents 13,000 IM
Flame extinguishing 15,000 IM
Venom 19,000 IM
Thunder and Lightning 23,000 IM
Majesty 60,000 IM
Alertness 72,000 IM

Magic Staves

Staff 20 POW capacity
Weight 5 lb. 2 Hands Cost 300 IM + the
cost of spells imbued L/RC I2/C
Damage and Range is as per the spells stored.
All wands 200% cost
All rods 150% cost

Magic Staffs

Staff 50 POW capacity
Weight 8 lb. 2 Hands Cost 400 IM + the
cost of spells imbued L/RC I2/S
Damage and Range is as per the spells stored.
All wands 400% cost
All rods 250% cost
All staves 200% cost
Size alteration 6,500 IM
Charming 12,000 IM
Fire 29,000 IM
Insects 20,000 IM
Frost 70,000 IM
Earth and stone 85,000 IM
Defense 80,000 IM
Woodlands 90,000 IM
Power 200,000 IM

Magic Items

This covers rings, amulets, gloves, bracelets, earrings,
hats, shoes, boots, cloaks, etc. They all cost the same
(relatively) regardless of form, it is the magic that is
covered in this price list. To create an item, simply add the
price of the magic and the price of the item it is imbued
into.

Memory absorption

This magic allows an object to store memories so that the
wearer does not. Even under a mind scan or the most
painful torture, information can not be gained since the

mind of the wearer does not have any memory of events that occur while they are wearing an object ensorcelled with this effect. The character will also not have memory of putting on or activating the magic, since it absorbs the previous five minutes of memories plus a set number of hours as determined by the list below.

1 hour	2000 IM
2 hours	4000 IM
3 hours	16,000 IM
4 hours	50,000 IM
5 hours	100,000 IM
6 hours	500,000 IM
7 hours	1 million IM
8 hours	3 million IM
9 hours	5 million IM
10 hours	10 million IM

Enhancement

STR, DEX, INT, WIS, CHA, CON

+1	2000 IM
+2	4000 IM
+3	16,000 IM
+4	50,000 IM
+5	100,000 IM
+6	500,000 IM
+7	1 million IM
+8	3 million IM
+9	5 million IM
+10	10 million IM

Enhancement

SPD

+ 5	2000 IM
+ 10	4000 IM
+ 15	16,000 IM
+ 20	50,000 IM
+ 25	100,000 IM
+ 30	500,000 IM
+ 35	1 million IM
+ 40	3 million IM
+ 45	5 million IM
+ 50	10 million IM

Any Skill/Power (skill bonus),+10%2000 IM

+20%	4000 IM
+30%	16,000 IM
+40%	50,000 IM
+50%	100,000 IM
+60%	500,000 IM
+70%	1 million IM
+80%	3 million IM
+90%	5 million IM
+100%	10 million IM

Skill/Power Time Limits

30 minutes	Base Price
1 hour	x 2 IM
1 day	x 5 IM
1 week	x 10 IM
1 month	x 50 IM
1 year	x 500 IM
10 years	x 1000 IM
100 years	x 10,000 IM

It must be stressed that super high skills or powers that are designed to last more than a few hours are not usually created by individuals, they are usually created by cabals, governments or deities.

Protection:

+1 SP	2000 IM
-------	---------

+2 SP	4000 IM
+3 SP	16,000 IM
+4 SP	50,000 IM
+5 SP	100,000 IM
+6 SP	500,000 IM
+7 SP	1 million IM
+8 SP	3 million IM
+9 SP	5 million IM
+10 SP	10 million IM

Flying, SPD is:

10	2000 IM
20	4000 IM
30	16,000 IM
40	50,000 IM
50	100,000 IM
60	500,000 IM
70	1 million IM
80	3 million IM
90	5 million IM
100	10 million IM

Warmth 2100 IM

Allows a character to be comfortable in temperatures from 0 degrees Fahrenheit to 70 degrees Fahrenheit.

Coolness 2100 IM

Allows a character to be comfortable in temperatures from 70 degrees Fahrenheit to 150 degrees Fahrenheit.

Sustenance

This allows a character to survive without food or water for the number of days indicated.

1 Day	2000 IM
2 Days	4000 IM
3 Days	16,000 IM
4 Days	50,000 IM
5 Days	100,000 IM
6 Days	500,000 IM
7 Days	1 million IM
8 Days	3 million IM
9 Days	5 million IM
10 Days	10 million IM

Spell Storing, 1 spell

2 Spells	2000 IM
3 Spells	4000 IM
4 Spells	16,000 IM
5 Spells	50,000 IM
6 Spells	100,000 IM
7 Spells	500,000 IM
8 Spells	1 million IM
9 Spells	3 million IM
10 Spells	5 million IM
	10 million IM

Ram (damage), 1d6

2d6	2000 IM
3d6	4000 IM
4d6	16,000 IM
5d6	50,000 IM
6d6	100,000 IM
7d6	500,000 IM
8d6	1 million IM
9d6	3 million IM
10d6	5 million IM
	10 million IM

Water walking 15,500 IM

Resistance:

Fire, Ice, Electricity

Sonic, Law, Evil, Chaotic, Law, +5 SP	2000 IM
+10 SP	4000 IM
+15 SP	16,000 IM
+20 SP	50,000 IM
+25 SP	100,000 IM
+30 SP	500,000 IM
+35 SP	1 million IM
+40 SP	3 million IM
+45 SP	5 million IM
+50 SP	10 million IM

Invisibility: Vision, Thermal, Ultrasound, Infra vision, ultra vision 20,000 IM

Vision: Thermal, Ultrasound, Infra vision, ultra vision 25,000 IM

Regeneration, +1 DC/hour	2000 IM
+2 DC/hour	4000 IM
+3 DC/hour	16,000 IM
+4 DC/hour	50,000 IM
+5 DC/hour	100,000 IM
+6 DC/hour	500,000 IM
+7 DC/hour	1 million IM
+8 DC/hour	3 million IM
+9 DC/hour	5 million IM
+10 DC/hour	10 million IM

Spell turning, +10%	2000 IM
+20%	4000 IM
+30%	16,000 IM
+40%	50,000 IM
+50%	100,000 IM
+60%	500,000 IM
+70%	1 million IM
+80%	3 million IM
+90%	5 million IM
+100%	10 million IM

Elemental control, Earth, Air, Water, Fire: (skill bonus), +10%	2000 IM
+20%	4000 IM
+30%	16,000 IM
+40%	50,000 IM
+50%	100,000 IM
+60%	500,000 IM
+70%	1 million IM
+80%	3 million IM
+90%	5 million IM
+100%	10 million IM

Miscellaneous Magic Items

Bag of holding- Small Holds 100 pounds	2,500 IM
Bag of holding - Medium Holds 200 pounds	5,000 IM
Bag of holding - Large Holds 500 pounds	7,500 IM
Bag of holding - Huge Holds 1000 pounds	10,000 IM

Ground Vehicles

Reactive Armor Tiles:

Takes 4 man hours of work for every 1 AR of protection.
AR 10 to 16 depending on the vehicle and type of kit.
Usually AR 15

When a vehicle takes damage and the strike roll is less than the AR of the Reactive Tiles, the AR of the vehicle will drop by one and the damage is reduced by 10 MD if the damage

was caused by an explosive or directed energy weapon or 5 MD if the damage was caused by a kinetic weapon.

Each tile can weight between 40 and 90 pounds. SDC weapons will not cause the tiles to detonate, it has to be MD (or 100 SDC) to set them off.

Will damage nearby objects (blast radius 1 meter, damage 3d6 SDC)

This stuff is made for pretty much every armored vehicle on the market currently (tracked or 6x6 wheeled vehicles over 10 tons)

Runs from 30,000 IM to several million IM.

Add 1 to 2 feet to the width of the vehicle.

Applique Armor

This is basically add on armor for a vehicle.

You can add a large amount of HDC (up to double from what I am told) to a vehicle with applique armor. How I attempt to simulate this is as follows:
For every 10% of mass added to the vehicle add 20% HDC to each component of the vehicle, subtract 5% from the vehicles top speed and decrease mechanical reliability by 5%.

Max increase is 50% mass, 100% HDC to each component, reduction of 25% speed and mechanical reliability reduced by 25%.

If you want to negate those penalties (as has been done with M2A2 Bradley and it's now standard applique armor) you are basically redesigning the vehicle and no longer "adding" armor.

Note that it is possible to have both applique armor and reactive armor on the same vehicle.

Add 6 inches to the width, length and height of the vehicle

Pre Detonation Screens

This is also known as an RPG screen or alternately "bar armor" or "slat armor". While not all of these are "pre detonation screens" per se, the game mechanics are the same.

When the vehicle equipped with a pre det screen is hit by a missile, it missile will either pre-detonate (causing only half damage) OR will not detonate at all.

The chances of pre-det versus no det are based primarily off of fusing, missile model, and other very technical aspects as well as luck. For game balace you can go with 75% pre-detonation/25% no detonation although I think the actual "stat" is closer to 60% pre-det/40% no detonation. 50% for both might be fine too, but that is a game balace issue so I leave that for GM's to decide.

A vehicle could "technically" have reactive armor and a pre-det screen, but that usually makes the vehicle too wide to maneuver in small places.

Add 2-4 feet to the length and width of the vehicle.

Low Observerable Technology AKA Stealth

Built and coated with layers of radar absorbent material, painted black and with rather quiet engines, during the

night at altitude, it is, for all intents and purposes (unless it passes between and observer and a visible light such as a bright star or the moon or a brightly illuminated cloud). All sensor systems area at minus 50% capability against this aircraft, that means 50% less range, 50% less accurate data, which means a corresponding 50% drop in accuracy of weapons fire. Due to this, weapon systems operators are also at 50% since their systems are likewise compromised.

Please note that this 50% reduction is a minimum, and could well reach into 90% reduction with older systems. I would say that ultra tech equipment is at 50% reduction, high tech is minus 75% and anything earlier mid tech is at a 90% reduction. This applies to all sensor systems with the exception of visual sensors, but due to their penchant for flying at night and the matte black paint, the penalties for spotting them are hefty as well.

Rickshaw

A light two wheeled cart pulled a runner, usually a slave.

Size: 10 Height: 6 ft. Length: 9 ft.

Width: 5 ft.

Weight: 100 lb.

SP: 4 tube aluminum and cloth

VDC: 1

Crew: 1 slave, although there are also 2 slave models.

Passengers: 2 although the 2 slave version can carry 4 comfortably

Cargo Space: 1 bench seat for passengers and cargo (400 lbs total load). The 2 slave model has 2 bench seats (800 lbs total load).

Max Speed: 7 mph average.

Cruising Speed: 5 mph average.

Range: the range is a function of the slaves CON. They can go a number of miles equal to their CON before they need a four hour rest.

Weapon Systems: none

Cost: The rickshaw costs 100 to 150 IM for a single slave model, a 2 slave model costs 200 to 275 IM. Slave costs vary wildly, although a typical slave costs CON + STR x 100 IM.

L/RC: L/VC

Cart

A two-wheeled vehicle drawn by a single horse (or other beast of burden). It comes with a harness.

Size: 18 Height: 4 ½ ft. Length: 8 ft.

Width: 5 ft.

Weight: 300 lb.

SP: 7 wood

VDC: 2

Crew: 1 teamster and between 1 and 4 beasts.

Passengers: Usually one or two on a bench seat.

Cargo Space: There is a 5 foot by 5 foot area (the cart) for storage. Typical load is dependent upon the animal, approx. 800 lbs per animal.

Max Speed: 6 mph (average)

Cruising Speed: 10 mph

Range: the range is equal to the CON of the animals, before they need a four hour rest.

Weapon Systems: None mounted.

Cost: 400 IM for a single animal, add 100 IM per additional animal harness.

L/RC: L/VC

Sled

This is a wagon on runners for moving through snow and over ice. In general, two horses (or other beasts of burden) draw it. It comes with the harness needed to pull it.

Size: 15 Height: 3 ft. Length: 10 ft.

Width: 5 ft.

Weight: 230 lbs

SP: 7 wood

VDC: 2

Crew: 1 teamster and usually 2 beasts

Passengers: 4

Cargo Space: There are two bench seats available for storage of cargo. Up to 1000 lbs before the sled will become too heavy and sink in soft snow.

Max Speed: 7 mph (average)

Cruising Speed: 11 mph

Range: the range is equal to the CON of the animals before they need a four hour rest.

Weapon Systems: none mounted

Cost: 300 IM for a dual harnessed sled.

L/RC: L/VC

Wagon

This is a four-wheeled, open vehicle for transporting heavy loads. In general, two horses (or other beasts of burden) draw it. It comes with the harness needed to pull it. This will also cover a covered wagon or buggy, although the height then becomes 9 ft.

Size: 20 Height: 4 ½ ft. Length: 12 ft. Width: 5 ft.

Weight: 400 lb.

SP: 7 wood

VDC: 2

Crew: 1 teamster and between 1 and 4 beasts.

Passengers: Usually one or two on a bench seat.

Cargo Space: There is a 8 foot by 5 foot area (the cart) for storage. Typical load is dependent upon the animal, approx. 800 lbs per animal.

Max Speed: 6 mph (average)

Cruising Speed: 10 mph

Range: the range is equal to the CON of the animals, before they need a four hour rest.

Weapon Systems: None mounted.

Cost: 500 IM for a dual harness, add 100 IM per additional animal harness.

L/RC: L/VC

Motorcycle

Fast and maneuverable, the motorcycle is quite popular in the more congested areas of the technological nations. They are not the vehicle of choice for combat. There are many different varieties, but what is described below is the typical heavy street bike common in Momano for their street gangs. A cruiser is larger and able to carry more and slower, while a chopper is larger and tougher but not as fast.

Size: 18 Height: 4 ft.

Length: 7 ft. Width: 2 ft.

Weight: 350 lbs.

SP: 3 metal sheet

VDC: 2

Crew: 1

Passengers: 1

Cargo Space: A one foot by one foot cargo boot under the seat is available, generally only about 30 lbs can fit.

Saddle bags can be purchased which will give an additional one by one ft of storage and may hold approximately 50 lbs.

Max Speed: 220 mph

Cruising Speed: 90 mph

Range: 800 miles

Weapon Systems: none usually mounted. There are some military recon units who have mounted weapons on them, but they are limited to LMG's at best.

Cost: 8,000 IM+

L/RC: L/VC

Motorized Tri-cycle AKA "Trike"

A rare form of vehicle that is just as fast as a motorcycle, but lacks the image. It is much more stable, however.

Size: 20 Height: 4 ft.

Length: 7 ft. Width: 4 ft.

Weight: 400 lbs.

SP: 3 metal sheet

VDC: 2

Crew: 1

Passengers: 1

Cargo Space: A two foot by one foot cargo boot is available, plus two one foot by one foot cargo boxes are available, one per side. The total weight that can be carried is approx 150 lbs.

Max Speed: 150 mph

Cruising Speed: 80 mph

Range: 700 miles

Weapon Systems: None usually mounted.

Cost: 12,000 IM

L/RC: L/C

Dune Buggy

A four wheeled vehicle that looks like a vehicle frame without the sheet metal covering. There are various models that can be purchased. Most of them are sold in kit form and can be assembled in 8 hours or less.

Size: 25 Height: 4 ft. Length: 7 ft.

Width: 4 ft.

Weight: 630 lbs.

SP: 2 aluminum tubing

VDC: 3

Crew: 1

Passengers: 1

Cargo Space: A two foot by two foot rack is available on top of the vehicle that can carry approx 200 lbs of equipment. Additional equipment is easily strapped to the outside of the vehicle.

Max Speed: 130 mph

Cruising Speed: 60 mph

Range: 400 miles

Weapon Systems: None are usually mounted. Some militaries have recon units equipped with dune buggies. They usually have a LMG or MMG mounted on the passenger side.

Cost: 5,000 IM

L/RC: L/S

Automobile

The standard form of transportation in the technological nations. There are many different forms of automobile from an expensive touring sedan to an efficient economy model. The type described below is a standard four door model.

Size: 23 Height: 4 ½ ft. Length: 11 ft.

Width: 5 ft.

Weight: 530 lbs

SP: 3

VDC: 3

Crew: 1

Passengers: 3 comfortably, four cramped

Cargo Space: There is a four foot by three foot trunk in the rear of the vehicle that is capable of carrying approximately 400 lbs of equipment.

Max Speed: 120 mph

Cruising Speed: 70 mph

Range: 300 miles

Weapon Systems: None usually

Cost: 15,000 IM +

L/RC: L/VC

Steam carriage

While not particularly fast, they are usually quite safe and sturdy. These are the common conveyances in mid-tech or alchemical societies.

Size: 24 Height: 5 ft. Length: 12 ft.

Width: 5 ft.

Weight: 600 lbs.

SP: 5

VDC: 3

Crew: 1

Passengers: 5

Cargo Space: A four foot by four foot cargo compartment is mounted in the rear of the vehicle, capable of carrying 500 lbs of equipment.

Max Speed: 100 mph

Cruising Speed: 60 mph

Range: 200 miles

Weapon Systems: None usually

Cost: 10,000 IM+

L/RC: L/VC

Sports Automobile

Designed for speed first and comfort second, they are fast and the choice of transportation for the image conscious in the technological nations.

Size: 21 Height: 4 ft. Length: 10 ft. Width: 5 ft.

Weight: 430 lbs.

SP: 3

VDC: 2

Crew: 1

Passengers: 1 or 3 cramped

Cargo Space: There is a two by two foot trunk in the rear of the vehicle that can carry 200 lbs, and the rear seat of the vehicle is also available to hold another 200 lbs of equipment.

Max Speed: 220 mph

Cruising Speed: 150 mph

Range: 400 miles

Weapon Systems: none

Cost: 40,000 IM+

L/RC: L/C

Truck

Any of a large variety of vehicles where the engine, cab and bed are all attached on a single vehicle. These range from small vehicles of perhaps a quarter ton to those that are almost 20 tons when fully loaded. The type described is the heaviest truck that a being would personally own.

Size: 55 Height: 7 ft.

Length: 16 ft. Width: 7 ft.

Weight: 3000 lbs

SP: 4, heavy metal sheet

VDC: 6

Crew: 1

Passengers: 3

Cargo Space: the bed of the truck is 8 feet by 6 feet and can carry approximately 2 tons of cargo.

Max Speed: 100 mph

Cruising Speed: 60 mph

Range: 250 miles

Weapon Systems: none

Cost: 40,000 IM+

L/RC: L/C

18 Wheeler

The lifeblood of many nations are it's highways, and these are the vehicles that travel those highways delivering all

manner of freight. Up to one hundred tons when fully loaded, these vehicles are remarkably fast and have the capability to be very destructive in the right or the wrong hands.

Size: 140 Height: 14 ft. Length: 50 ft.
Width: 8 ft.
Weight: 20,000 lbs unloaded
SP: 4, heavy metal sheet
VDC: 14
Crew: 1
Passengers: 1
Cargo Space: There is usually a 7 foot by 4 foot sleeper area in the rear of the cab which can hold approx 200 lbs of gear and still be functional. The trailer is a 40 foot by 8 foot by 10 foot area that can hold up to 90 tons worth of equipment.
Max Speed: 100 mph
Cruising Speed: 60 mph
Range: 500 miles
Weapon Systems: none
Cost: 120,000 IM+
L/RC: R/VC

Armored Automobile

This is a generic term for an automobile that has been armored but not to the extent where it is easily identifiable. This is generally an aftermarket modification that is prohibitively expensive for all but the most well to do beings.

Size: 55 Height: 4 ½ ft.
Length: 11 ft. Width: 5 ft.
Weight: 3000 lbs.
SP: 40
VDC: 22
Crew: 1
Passengers: 3 although larger models can carry up to 7.
Cargo Space: There is a 3 foot by 3 foot trunk in the rear that can carry approximately 500 lbs of equipment.
Max Speed: 110 mph
Cruising Speed: 60 mph
Range: 250 miles
Weapon Systems: none usually although there are some that can carry up to a 30mm autocannon in a retractable turret at the expense of passenger space. These can usually only carry a driver, a passenger and a gunner.
Cost: 200,000 IM minimum up to 500,000 IM. An armed version can cost over 1 million IM.
L/RC: R/S for an unarmed version. I2/S for an armed version.

Light Tank

Also called recon tanks, these are generally lightly armored, lightly armed, fully tracked tanks that are capable of rapid speeds and are generally amphibious. They generally mass between 20 and 40 tons.

Size: 245 Height: 7 ft. Length: 16 ft.
Width: 7 ft.
Weight: 30 tons
SP: 50
VDC: 123
Crew: 3; driver, gunner and vehicle commander
Passengers: 0
Cargo Space: a three foot by 1 foot bustle rack on the back of the turret.
Max Speed: 60 mph
Cruising Speed: 20 mph
Range: 400 miles
Weapon Systems: 1 x 30mm cannon with 400 rounds (gunner), 1 x 7.62mm coaxial machinegun with 3000

rounds (gunner) and 1 x .50 cal HMG on the turret with 200 rounds (commander).

Cost: 450,000 IM
L/RC: I2/C

Medium Tank

These vehicles are armed and armored for combat, but are generally older models that are soon to be discontinued. There is little difference between a medium tank and a main battle tank, other than age. They generally mass between 40 to 70 tons.

Size: 316 Height: 8 ft. Length: 18 ft.
Width: 8 ft.
Weight: 50 tons
SP: 100
HDC: 32
Crew: 4; driver, gunner, loader, commander
Passengers: 0
Cargo Space: 2 three foot by one foot sponson boxes on either side of the turret
Max Speed: 50 mph
Cruising Speed: 20 mph
Range: 350 miles
Weapon Systems: 1 x 105mm cannon with 40 rounds (gunner), 1 x 7.62mm coaxial machine gun with 4000 rounds (gunner) and 1 x .50 cal HMG on the turret with 200 rounds (commander)
Cost: 900,000 IM
L/RC: I2/C

Main Battle Tank

This is more a descriptive term, than a definitional one. These are generally the most modern and most numerous tanks that a nation possesses. They are essentially new medium tanks. They generally mass between 60 and 75 tons.

Size: 374 Height: 9 ft. Length: 19 ft.
Width: 8 ft.
Weight: 70 tons
SP: 100
HDC: 38
Crew: 4; driver, gunner, loader, commander
Passengers: 0
Cargo Space: 2 three foot by one foot sponson boxes on the side of the turret and a two foot by four foot bustle rack on the rear of the turret.
Max Speed: 70 mph
Cruising Speed: 30 mph
Range: 400 miles
Weapon Systems: 1 x 120mm cannon with 40 rounds (gunner), 1 x 7.62mm coaxial machinegun with 4000 rounds (gunner), 2 x .50 cal HMG's on the turret, each with 200 rounds (commander and loader)
Cost: 5 million IM
L/RC: I2/C

Heavy Tank

These are extremely armored tanks that generally have several main weapons systems. They are slow but are very destructive and powerful. They are capable of destroying many lesser tanks in short order, but they are prohibitively costly and very difficult to deploy. They mass between 70 and 100+ tons.

Size: 424 Height: 11 ft. Length: 24 ft.
Width: 10 ft.
Weight: 90 tons
SP: 100
HDC: 42
Crew: 6; driver, 2 gunners, 2 loaders, commander
Passengers: 0

Cargo Space: 2 three foot by one foot sponson boxes on the side of the turret and a two foot by four foot bustle rack on the rear of the turret.
 Max Speed: 50 mph
 Cruising Speed: 20 mph
 Range: 400 miles
 Weapon Systems: 2 x 120mm cannons with 40 rounds each (gunners), 2 x 25mm coaxial autocannons with 300 rounds each (gunners), 3 x .50 cal HMG's with 200 rounds each (commander and loaders)
 Cost: 8 million IM
 L/RC: I2/R

Siege Tower

This is a large wooden tower on wheels or rollers that can be rolled up against a wall to allow attackers to scale the tower and thus to get to the top of the wall with cover. The wooden walls are usually 1 foot thick.

Size: 155 Height: 70 ft. Length: 30 ft.
 Width: 30 ft.

Weight: 12 tons
 SP: 84 wood, 1 foot thick
 VDC: 124

Crew: 100 slaves to maneuver it, up to 200+ archers
 Passengers: 300 troops inside
 Cargo Space: 7 floors of cargo space, but usually taken up with archers and troops
 Max Speed: 1 mph
 Cruising Speed: 1 mph
 Range: average of 10 miles
 Weapon Systems: 4 x super heavy ballista
 Cost: 300,000 IM
 L/RC: I2/S

Armored Fighting Vehicle

This is the classic Armored Personnel Carrier which is little more than an armored metal box with an engine and is used simply to move troops close to the front lines quickly. It cannot deal with a tank or with infantry with heavy weapons.

Size: 161 Height: 8 ft. Length: 12 ft.
 Width: 6 ft.

Weight: 13 tons
 SP: 20
 VDC: 32
 Crew: 2; driver, commander
 Passengers: 9

Cargo Space: the entire rear 2/3rd's of the vehicle is a basically open bay for troops or equipment.
 Max Speed: 40 mph
 Cruising Speed: 20 mph
 Range: 400 miles
 Weapon Systems: various, although 1 x .50 cal HMG with 200 rounds (commander) is the usual weapons fit. A specific urban combat model is known as the Porcupine and is equipped with 1 x .50 cal HMG with 200 rounds (commander) and 4 x 7.62mm MMG with 400 rounds (4 passengers). The passengers are also able to fire their weapons out of the back of the vehicle if the top hatch is open.
 Cost: 70,000 IM
 L/RC: I2/VC

Infantry Fighting Vehicle

The evolution of the AFV, the IFV is designed to actually assist the infantry personnel it carries by acting as a mobile support by fire platform as well as transportation. Cramped, lightly armored, and still unable to deal with tanks at close range, they are an effective battlefield when used in a combined arms team.

Size: 268 Height: 10 ft. Length: 14 ft.
 Width: 7 ft.
 Weight: 36 tons
 SP: 100
 HDC: 27

Crew: 3; driver, gunner, commander

Passengers: 7

Cargo Space: The entire rear 2/3rd's of the vehicle is basically an open bay for troops or equipment

Max Speed: 50 mph
 Cruising Speed: 20 mph
 Range: 400 miles

Weapon Systems: 1 x 25mm autocannon with 300 rounds (gunner OR commander), 1 x 7.62mm coaxial machinegun with 2000 rounds (gunner OR commander), 1 heavy anti-tank missile launcher with 2 missiles (gunner OR commander), 2 smoke grenade launchers (gunner OR commander)

Cost: 3.5 million IM
 L/RC: I2/C

Lightning Tank

One of the most dangerous environments for armored vehicles to operate in is a city. Unless supported by dismounted infantry, armored vehicles are easily destroyed. The Lightning Tank was developed to allow fully mechanized armored forces to operate in built up areas or constricted terrain where direct fire engagement ranges are less than very short, perhaps 300 meters at the most.

Size: 149 Height: 9 feet Length: 17 feet

Width: 11 feet
 Weight: 11 tons
 SP: 50

VDC: 75
 Crew: 3; driver, commander, gunner
 Passengers: 0

Cargo Space: a 2 foot by 4 foot trunk
 Max Speed: 40 mph
 Cruising Speed: 30 mph
 Range: 200 miles

Weapon Systems: EMAEWS-127B, known as the eemaws.
 Cost: 28 million new, there are no used models currently
 L/RC: I2/C

Aerial Vehicles

Aerocar

A small aerial vehicle used by the elite of Momonoan society. The aerocar is still new and very expensive, with the Republic Technologies *Phantom* being the top of the line.

Size: 36 Height: 3 ½ feet Length: 15' feet
 Width: 4 ½ feet Weight: 1300 pounds

SP: 3
 VDC: 4
 Crew: 1
 Passengers: 3

Cargo Space: 3 x 3 foot cargo pod
 Max Speed: 350 mph
 Cruising Speed: 150 mph
 Range: 400 miles

Weapon Systems: none
 Cost: 600,000 IM
 L/RC:

Psionic Monoframe

This is little more than a high efficiency Tele-Kinetic System (TKS) mounted on a frame with a seat. These are very popular with the youth of Ulusia.

Size: 20 Height: 2 feet Length: 9 feet
 Width: 18 feet Weight: 400 pounds

SP: 3
VDC: 2
Crew: 1
Passengers: 1
Cargo Space: 1 x 1 foot cargo pod
Max Speed: 400 mph
Cruising Speed: 100 mph
Range: 1000 miles or 4 hours of operation
Weapon Systems: none
Cost: 120,000 IM
L/RC:

Psionic Civilian Airframe

This is a TKS with seating for either two or four. The one described below has seating for four.

Size: 63 Height: 4 ½ feet Length: 14 feet
Width: 4 feet
Weight: 3975 pounds
SP: 3
VDC: 6
Crew: 1
Passengers: 1 + 2 in a cramped back seat
Cargo Space: 2 x 3 foot cargo pod
Max Speed: 230 mph
Cruising Speed: 100 mph
Range: 800 miles or 4 hours of operation
Weapon Systems: none
Cost: 70,000 IM
L/RC:

Psionic Restricted Use Airframe

This is three high output TKS with seating for six, and is built with a heavy frame and armor plating. These are designed for police and light combat duty.

Size: 79 Height: 9 feet Length: 14 feet
Width: 6 feet Weight: 6240 pounds
SP: 10
VDC: 8
Crew: 2
Passengers: 4
Cargo Space: 5 x 3 x 3 feet cargo pod
Max Speed: 200 mph
Cruising Speed: 100 mph
Range: 800 miles or 6 hours of operation
Weapon Systems: one light TK machine gun with 1000 rounds in a roof mounted pintle
Cost: 200,000 IM
L/RC:

Psionic Military Use Airframe

The standard military airframe of Ulusia is the *Banshee* MK IX. This is the lightest airframe to mount internal weapons, and is incredibly robust for its size. The only problem with the *Banshee* class is that it requires a crew of three, one more than most competing models of this class of airframe, since the power to weight ration is very high, and the amount of weapons systems it carries is also very high.

Size: 83 Height: 6 feet Length: 17 feet
Width: 3 ½ feet Weight: 6850 pounds
SP: 30
VDC: 25
Crew: 3
Passengers: 0
Cargo Space: 2 x 2 foot cargo pod
Max Speed: 600 mph
Cruising Speed: 300 mph
Range: 700 miles or 8 hours of operation
Weapon Systems: twin mounted heavy TK machineguns in a forward mount with 1000 rounds each, a four shot short

range anti-tank missile launcher on the left side of the turret, a 20mm TK autocannon with 200 rounds.

Cost: 1.7 million IM

L/RC:

Psionic High Performance Airframe

This is an airframe that is designed to perform the same duties as a technological fighter/bomber, but is far more efficient since the outrageous power output of the four TKS the *Assassin* MK III mounts allow it to perform acrobatic maneuvers that are impossible for most aircraft or airborne creatures.

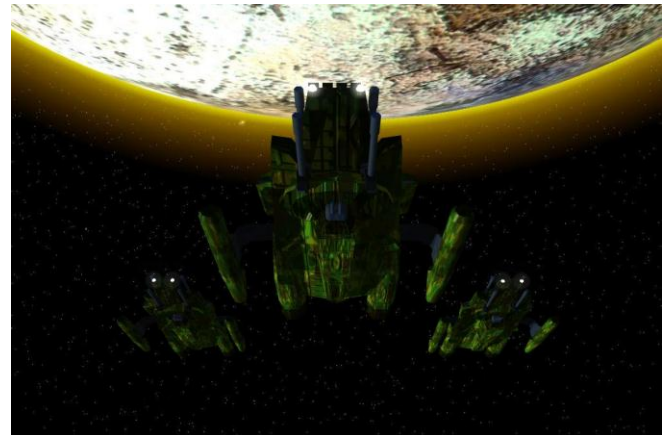
Size: 125 Height: 11 feet Length: 54 feet
Width: 18 feet Weight: 15,600 pounds
SP: 20
VDC: 25
Crew: 1
Passengers: 0
Cargo Space: 3 x 3 x 5 foot cargo area
Max Speed: 810 mph
Cruising Speed: 350mph
Range: 2500 miles or 3 hours of operation
Weapon Systems: 11 hard points total (one centerline and 5 per winglet) capable of carrying a maximum of 10,000 pounds of ordnance. The *Assassin* also mounts a pair of twin forward mounted heavy TK machineguns with 1200 rounds each.
Cost: 3.7 million IM
L/RC:

Psionic High Altitude Airframe

The *Destructor* MK V is what you end up with when you place five TKS, ten PEMSS and the most expensive suite of sensors and weapons inside of a heavily armored fuselage. Bristling with weapons, it requires a crew of five.

Size: 209 Height: 14 feet Length: 70 feet
Width: 29 feet Weight: 42,600 pounds
SP: 20
VDC: 42
Crew: 5
Passengers: 0
Cargo Space: 6 x 3 x 6 cargo space
Max Speed: 1100 mph
Cruising Speed: 700 mph
Range: 10,000 miles or 26 hours of operation
Weapon Systems: 2 internal weapons bays carrying 25,000 pounds of ordnance on a centerline rotating pylon.
Cost: 17 million IM
L/RC:

Psionic Space frame



Only available to mega corporations and governments, a psionic Space frame is one of the very few ways to reach the empty blackness of space.

Size: 650 Height: 16 feet Length: 111 feet
Width: 76 feet Weight: 422,500 pounds
SP: 30

VDC: 195

Crew: 5 (pilot, co-pilot, navigator, engineer and mission specialist)

Passengers: 0

Cargo Space: A 75 x 30 x 10 cargo space

Max Speed: 27,000 mph

Cruising Speed: 10,000 mph in a stable orbit

Range: 30 days of continuous use

Weapon Systems: none although there are rumors of a cargo space upgrade that militarizes the craft

Cost: 18 billion IM

L/RC:

Psionic Lev-Train

A fast train that is telekinetically raised above its rails, a psionic lev-train is a wonderful answer to the needs of mass transit. Cheap to build due to the lack of an internal power supply, psionic lev-trains are becoming more popular in psionic nations.

Size: 250 Height: 15 feet Length: 50 feet per car.
Width: 20 feet Weight: 512,000 pounds

SP: 15

VDC: 38

Crew: 2

Passengers: up to fifty per car

Cargo Space: Each car can be a cargo space

Max Speed: 220 mph

Cruising Speed: 150 mph

Range: as far as the track goes.

Weapon Systems: none

Cost: 17,000 IM per car, a locomotive costs 750,000 IM

L/RC:

Transport Jet

A military transport jet used for cargo and personnel heavy lift operations, the C-80 *Omnimaster* is the newest transport jet in service with the Momonoan Air Force. It is an exceptionally capable aircraft with surprising maneuverability for its size.

Size: 632 Height: 55 ft.

Length: 174 ft. Width: 170 ft.

Weight: 400,000 lbs

SP: 4

VDC: 63

Crew: 3; pilot, co-pilot, loadmaster

Passengers: up to 100 troops

Cargo Space: The cargo area is 80 x 20 x 12 ft that can hold up to 170,000 lbs.

Max Speed: 500 mph

Cruising Speed: 380 mph

Service Ceiling: 45,000 ft.

Range: 5,200 miles

Weapon Systems: none

Cost: 26 million IM

L/RC: R/S

Propeller Transport

An older transport, much less capable than the more modern jet transports in service with some air forces, the C-34 *Trailblazer* is still very popular in less developed areas and has a reputation of being a workhorse and very easy to repair.

Size: 288 Height: 38 ft. Length: 97 ft. Width: 132 ft.

Weight: 83,000 lbs

SP: 4

VDC: 29

Crew: 5; pilot, co-pilot, navigator, loadmaster, flight engineer

Passengers: up to 120 troops

Cargo Space: The cargo area is 55 x 20 x 15 that can hold up to 37,000 lbs.

Max Speed: 370 mph

Cruising Speed: 290 mph

Service Ceiling: 33,000 ft.

Range: 2,500 miles

Weapon Systems: none usually

Cost: 22 million IM

L/RC: L/C

Jet Fighter

The F-51 *Shrike* is one of the most capable of the last generation jet fighters. Well armed, maneuverable and fast, the *Shrike* is well thought of by its pilots, many willing to put their 20 year old warhorses against the best of the new generation multi-role stealth aircraft rolling off the assembly line today.

Size: 245 Height: 18 ft.

Length: 63 ft. Width: 42 ft.

Weight: 60,000 lbs

SP: 4

VDC: 25

Crew: 1

Passengers: 0

Cargo Space: a one foot by one foot area is available behind the pilots seat.

Max Speed: 1,800 mph

Cruising Speed: 900 mph

Service Ceiling: 65,000 ft.

Range: 3,450 miles

Weapon Systems: 1 x 20mm rotary barrel autocannon with 950 rounds, 8 anti-aircraft missiles of any size.

Cost: 43 million IM

L/RC: I2/S

Prop Fighter

The F-9 *Assassin* is one of the most heavily armed fighters ever built and is armored to the maximum amount possible. More than capable of destroying most ground targets, the F-9 is still found in hot spots around the world with small mercenary outfits needing superior firepower with a small pricetag.

Size: 105 Height: 11 ft.

Length: 32 ft. Width: 37 ft.

Weight: 11,000 lbs

SP: 25

VDC: 11

Crew: 1

Passengers: 0

Cargo Space: a one foot by one foot area is available behind the pilots seat.

Max Speed: 440 mph

Cruising Speed: 350 mph

Service Ceiling: 30,000 ft.

Range: 950 miles

Weapon Systems: 8 x .50 caliber HMG's with 1000 rounds each, 1 x 30mm cannon, 4000 lbs of rockets or bombs.

Cost: 3 million IM

L/RC: I2/C

Jet Bomber

The B-4 *Titan* is one of the largest aircraft in service today, and is certainly the largest bomber. Capable of carrying massive amounts of weapons, the *Titan* can carry dumb bombs, smart bombs, air launched cruise missiles, torpedoes or missiles. The B-4 is an immensely powerful weapons platform and even with the newer generation of stealth aircraft coming into service, there are no plans to replace the *Titan* within the next two decades at least.

Size: 430 Height: 40 ft.

Length: 160 ft. Width: 185 ft.

Weight: 185,000 lbs

SP: 4

VDC: 43

Crew: 5; pilot, co-pilot, navigator, weapons officer, electronic warfare

Passengers: 1

Cargo Space: There is a three foot by five foot locker available for each of the crew members to store equipment in.

Max Speed: 650 mph

Cruising Speed: 450 mph

Service Ceiling: 50,000 ft.

Range: 8,800 miles

Weapon Systems: up to 90,000 lbs of bombs or missiles.

Usually armed with Very Heavy missiles or 2,000 or 5,000 pound bombs.

Cost: 30 million IM

L/RC: I2/S

Recon Jet

The RA-9 *Vampire* is a high speed, low level tactical reconnaissance jet aircraft. It has been in service for approximately 22 years and is still extremely capable due to the constant refits the model has received. Found worldwide, the RA-9 still enjoys brisk sales.

Size: 129 Height: 22 feet Length: 63 feet

Width: 38 feet Weight: 16,650 pounds

SP: 4

VDC: 13

Crew: 2

Passengers: 0

Cargo Space: 2 x 3 x 3 foot area

Max Speed: 1000 mph

Cruising Speed: 600 mph

Range: 9000 miles

Weapon Systems: 2 medium air to air missiles and 2 medium air to surface missiles

Cost: 950,000 IM

L/RC:

Recon Prop

Although there are many who doubt the wisdom of propellor aircraft on the modern battlefield, the slower airspeed, longer loiter times and fuel efficiency are very big selling points for those who have a lack of resources or possess air superiority already. The OA-11 *Crusher* is one of the newest recon propellor aircraft, being developed less than three years ago. It has seen great commercial success since it relies on solid engineering as it's greatest asset.

Size: 96 Height: 18 feet Length: 41 feet

Width: 35 feet Weight: 9,200 pounds

SP: 4

VDC: 10

Crew: 2

Passengers: up to four in the cargo pod

Cargo Space: a 6 x 8 x 6 cargo pod with clamshell doors

Max Speed: 380 mph

Cruising Speed: 260 mph

Range: 800 miles

Weapon Systems: 2 x 18 shot rocket pods, 16 heavy anti-tank guided missiles, 4 x 30mm gun pods, four heavy machineguns in a bottom mounted remote controlled turret.

Cost: 120,000 IM

L/RC:

Prop Bomber

The AB-55 *Assaulter* is an older design, but one that has been continually modified by users over its lifetime. The most common outfit of weapons is described below for use as an Attack Bomber.

Size: 237 Height: 18 ft.

Length: 67 ft. Width: 110 ft.

Weight: 56,000 lbs

SP: 7

VDC: 24

Crew: 9; pilot, co-pilot, bombardier, navigator, 5 gunners

Passengers: 0

Cargo Space: There is a four foot by four foot area to store equipment.

Max Speed: 290 mph

Cruising Speed: 200 mph

Service Ceiling: 28,000 ft.

Range: 3,700 miles

Weapon Systems: 10 x .50 caliber HMG's with 1000 rounds each (each gunner controls 2 guns in a single turret).

Turrets are located on the top, bottom, left, right and rear of the aircraft), 6 x 20mm with 200 rounds facing forward (pilot or co-pilot) and 12,000 lbs of bombs (bombardier)

Cost: 4.5 million IM

L/RC: I2/S

Recon Helicopter

Recon helicopters are usually small, fast, unarmored and lightly armed. The RH-9 *Sentry* is indicative of this design philosophy. An older design, it has been updated continually until the V model, described here is the standard by which other recon helicopters are judged. It carries IR sights, a laser designator, an electromagnetic sensor package capable of detecting both magic and psionics and a long range communications suite.

Size: 46 Height: 11 feet Length: 21 feet

Width: 6 feet Weight: 2,100 pounds

SP: 4

VDC: 5

Crew: 2

Passengers: 0

Cargo Space: a 1 x 2 x 1 foot area

Max Speed: 210 mph

Cruising Speed: 180 mph

Range: 450 miles

Weapon Systems: 2 miniguns

Cost: 175,000 IM

L/RC:

Attack Helicopter

The AH-3 *Panther* is one of the newer models of dedicated attack helicopters. Built with twin engines, a dual cockpit design and fire and forget technology, it represents a massive threat to any type of enemy, whether it be armored columns or magical cavalry.

Size: 118 Height: 14 ft.

Length: 57 ft. (from front of rotor disk to the tail rotor)

Width: 48 ft. (rotor disk)

Weight: 14,000 lbs

SP: 40

VDC: 47

Crew: 2; pilot, weapons officer

Passengers: 0

Cargo Space: a one foot by one foot area is available in the fuselage.

Max Speed: 150 mph

Cruising Speed: 120 mph

Range: 360 miles

Service Ceiling: 15,000 ft.

Weapon Systems: 1 x 30mm chaingun with 1200 rounds (pilot), 16 VHATGM or 76 Heavy Rockets.

Cost: 14 million IM

L/RC: I2/S

Heavy Utility Helicopter

The need to transport massive amounts of logistics or personnel has only become greater with the new face of modern warfare, whether technological or magical. The technological answer to this need has been the UH-11W *Infernis*. This helicopter was designed to give tactical and operational maneuverability to a commander that was unheard of.

Size: 142 Height: 30 ft.

Length: 100 ft. (from front rotor disk to rear rotor disk)

Width: 60 ft. (rotor disks)

Weight: 23,000 lbs

SP: 5

VDC: 14

Crew: 2; pilot, co-pilot, crew chief

Passengers: up to 33 troops

Cargo Space: up to 20,000 lbs.

Max Speed: 170 mph

Cruising Speed: 140 mph

Range: 300 miles

Service Ceiling: 12,000 ft.

Weapon Systems: none usually

Cost: 10 million IM

L/RC: R/C

Ornithopter

A small one person helicopter/ultra light, the B-22 *Mosquito* is designed with the urban pilot in mind. It is small and simple, with the majority of it's parts having been taken from off the shelf automotive parts. Small, cheap, simple and reliable, the *Mosquito* has found a ready market within the mega corporate cityscapes of Momono, Urrykya and Lurkhite.

Size: 16 Height: 3 feet Length: 7 feet

Width: 12 feet Weight: 250 pounds

SP: 3

VDC: 2

Crew: 1

Passengers: 0

Cargo Space: 1 x 1 x 1 feet area

Max Speed: 130 mph

Cruising Speed: 90 mph

Range: 200 miles

Weapon Systems: none

Cost: 12,000 IM

L/RC:

Aerocopter

A larger version of the Ornithopter, the AE-8 *Sprite* is used by many corporations who have a need for both an aircraft and a helicopter, but cannot afford a full fleet of VTOL aircraft.

Size: 151 Height: 25 feet Length: 41 feet

Width: 55 feet Weight: 22,800 pounds

SP: 10

VDC: 15

Crew: 2

Passengers: 6

Cargo Space: 5 x 5 x5

Max Speed: 210 mph

Cruising Speed: 180 mph

Range: 1200 miles

Weapon Systems: none

Cost: 1 million IM

L/RC:

VTOL Jet

Combining the capabilities of a helicopter with a jet, the VTOL jet is not really as capable as either of it's influences. The AF-8 *Sabre* is faster than a helicopter, but less so than a jet. It also carries more ordnance than a helicopter, but cannot deliver the same level of accuracy, nor carry as much armor as a helicopter.

Size: 158 Height: 29 feet Length: 53 feet

Width: 49 feet Weight: 25,000 pounds

SP: 4

VDC: 16

Crew: 1

Passengers: 0

Cargo Space: 3 x 3 x 3 feet cargo area

Max Speed: 430 mph

Cruising Speed: 380 mph

Range: 1300 miles

Weapon Systems: 2 x 25mm gun pods with 1100 rounds each, 16 heavy anti-tank guided missiles, 4 medium air to air missiles

Cost: 9.5 million IM

L/RC:

Low Altitude Vehicle (LAV)

A LAV is a cross between a VTOL jet, and a attack/transportation helicopter. LAV's are generally very specialized military or security vehicles, since they are designed to be heavily armed, armored, and capable of carrying a large amount of cargo.

Horribly expensive and very inefficient, LAV's are the last word in gun ships, with the XAV-77 being the most expensive and inefficient of all. The XAV-77 has not had any official purchases yet, but there has to be some reason why the model is still offered.

Size: 252 Height: 9 feet Length: 14 feet

Width: 8 feet Weight: 64,000 pounds

SP: 4

VDC: 50

Crew: 3

Passengers: 10

Cargo Space: 6 x 6 x 6 foot cargo/passenger area

Max Speed: 200 mph

Cruising Speed: 110 mph

Range: 1000 miles

Weapon Systems: 4 heavy machine guns facing forward with 600 rounds each, 1 pintle mounted medium machine gun on each side of the cargo compartment, and one turret with a 25mm cannon, a four shot medium surface to surface rocket launcher, a coaxial medium machine gun. There is a separate commanders turret with only a large optics box and a medium machine gun.

Cost: 35 million

L/RC:

Stealth Fighter

The test bed of the technology used in the Stealth Bomber, the F-1 *Avenger* stealth fighter is a technological marvel.

Size: 120 Height: 18 feet Length: 59 feet

Width: 39 feet Weight: 14,000 pounds

SP: 4

VDC: 12

Crew: 1

Passengers: 0

Cargo Space: 2 x 2 x 2 foot cargo area
Max Speed: 990 mph
Cruising Speed: 720 mph
Range: 3500 miles
Weapon Systems: 16 medium air to air missiles, 4 heavy air to air missiles
Cost: 1.2 billion IM
L/RC:

Stealth Bomber

The newest class of aircraft, stealth fighters and bombers are prohibitively expensive and only rich nations can afford to purchase even one. The SB-1A *Shadow* is a black nightmare to its opponents, fast, maneuverable, tough and invisible.

Size: 400 Height: 40 feet Length: 180
Width: 220 feet Weight: 160,000 pounds
SP: 4
VDC: 40
Crew: 5 (pilot, co-pilot, navigator, weapon systems officer, electronic warfare officer)
Passengers: 0
Cargo Space: 6 x 6 x 6 foot cargo locker
Max Speed: 730 mph
Cruising Speed: 610 mph
Range: 8000 miles
Weapon Systems: 70,000 pounds of weapons systems (missiles and bombs) mounted internally.
Cost: 2.1 billion IM
L/RC:

Sky Galleon

An early example of magical nations attempt to create a force projection platform using the naval forces that were already in existence. A Sky Galleon is basically a flying ship although many have been retrofitted to better take advantage of their new magically imbued capabilities.

Size: 346 Height: 300 feet Length: 460 feet
Width: 300 feet Weight: 120,000 pounds
SP: 21
VDC: 73
Crew: 33
Passengers: 10
Cargo Space: 170 x 50 x 25 internal cargo deck
Max Speed: 150 mph
Cruising Speed: 20 mph
Range: unlimited
Weapon Systems: 2 decks of 25 x 5 inch cannons each side, 4 x 5 inch cannons front, 4 x 5 inch cannons rear, also 2000 100 pound bombs (high explosive or incendiary)
Cost: 7 million
L/RC:

Sky Carrier

A ridiculously expensive and maintenance intensive machine, there are only two sky carriers in existence, the *Imperator* and the *Indomitable*. There was a third carrier, the *Intractable*, but it was destroyed four years ago in a fleet action with unknown forces.

Size: 709 Height: 270 feet Length: 500 feet
Width: 450 feet Weight: 502,000 pounds
SP: 30
VDC: 213
Crew: 193 + 23 pilots
Passengers: up to 150 troops
Cargo Space: the entire ship is open to carry cargo
Max Speed: 190 mph
Cruising Speed: 140 mph
Range: 590,000 miles

Weapon Systems: 23 aircraft, 36 x 30mm Gatling guns, 10 missile launchers with 25 missiles each (medium surface to surface or medium surface to air missiles)
Cost: 19 billion IM
L/RC:

Zeppelin

Zeppelins are the most economical method of transporting massive quantities of material. Faster than ships, but slower than aircraft, zeppelins are cheap to build and maintain. Zeppelins are almost ubiquitous in the Technological West and the Central Nations.

Size: 400 Height: 310 feet Length: 700 feet
Width: 450 feet Weight: 160,000 pounds
SP: 3
VDC: 40
Crew: 3
Passengers: up to 200 for some models
Cargo Space: up to 25 tons for some models
Max Speed: 40 mph
Cruising Speed: 30 mph
Range: 8000 miles
Weapon Systems: none although some military models are equipped for long range surveillance operations or electronic warfare.
Cost: 7 million IM
L/RC:

Jet Pack

These are backpacks with a small, powerful turbine engine built into it. They are temperamental, have limited range and have a tendency to explode when hit with small arms fire, but they are a means of rapid personal transport and they are used by a few nations as a way to increase the tactical mobility of their infantry forces.

Size: 7 Height: 3 feet Length: 2 feet
Width: 3 feet Weight: 50 pounds
SP: 3
DC: 7
Crew: 1
Passengers: 0
Cargo Space: 0
Max Speed: 70 mph
Cruising Speed: 50 mph
Range: 100 miles
Weapon Systems: none
Cost: 18,000 IM
L/RC:

Jet Boots

These rather dangerous devices are the product of gnomish technology. They are boots with powerful rockets attached to them. They require a lot of training in order to use them correctly and they are not designed for long-term use. They are used by several nations as a means of rapid special operations insertion from aircraft.

Size: 3 Height: 1 foot Length: 1 foot
Width: 1 foot Weight: 9 pounds
SP: 2
DC: 3
Crew: 1
Passengers: 0
Cargo Space: 0
Max Speed: 60mph
Cruising Speed: 40 mph
Range: 50 miles
Weapon Systems: none
Cost: 7,000 IM
L/RC:

Elven Gun ship

This is a flying battleship and the basis of elven force projection capabilities. With the ability to fly into enemy airspace under magical cloaking and engage in aerial bombardment while launching over 300 wyverns, and to drop a full battalion of 625 mage knights, this weapon is truly a mechanism of war. The Second Founding possesses 12, A'Lanthas 19, Volksung 6 and Sepenerais 4. The Elven Gun ships of Sepenerais are also capable of operating on the surface of the ocean and can submerge as well.

Size: 670 Height: 170 feet Length: 409 feet
Width: 170 feet Weight: 450,000 pounds

SP: 70

VDC: 469

Crew: 70

Passengers: 625 elven soldiers, 300 wyverns and riders

Cargo Space: The entire ship is essentially available for cargo

Max Speed: 100mph

Cruising Speed: 70 mph

Range: unlimited

Weapon Systems: 14 x 8 inch cannons on each of four sides. 120 2000 pound bombs

Cost: 1 billion IM

L/RC:

Telekinetic Levitation System

This is alchemy device that allows a single individual to have limited flight. It consists of a pair of gauntlets, boots and a harness system.

Size: 2 Height: -- Length: --

Width: -- Weight: 4 pounds

SP: 9

DC: 2

Crew: 1

Passengers: 0

Cargo Space: 0

Max Speed: 70 mph

Cruising Speed: 30 mph

Range: 10 hours

Weapon Systems: none

Cost: 8,000

L/RC:

Water Vehicles

Frigate

Fire Wave class Momonoan Frigate

Size: 2863 Height: 129 feet Length: 443 feet

Width: 45 feet Displacement: 4100 tons

SP: 20

VDC: 573

Crew: 215

Passengers: 20

Cargo Space: 2 decks

Max Speed: 35 mph

Cruising Speed: 30 mph

Range: 17,000 miles

Weapon Systems: 1 x inch cannon, 1 x 20mm Gatling gun, 6 torpedoes, 2 missile launchers.

Cost: 200 million

L/RC:

Destroyer

Typhoon class Momonoan Frigate

Size: 4004 Height: 136 feet Length: 560 feet

Width: 55 feet Displacement: 8020 tons

SP: 30

HDC: 120

Crew: 350

Passengers: 20

Cargo Space: 2 decks

Max Speed: 40 mph

Cruising Speed: 35 mph

Range: 19,000 miles

Weapon Systems: 8 Vertical Launch Systems Medium Anti-Ship Missiles, 6 x quadruple torpedo launchers, 2 x 5 inch cannons, 2 x 20mm Gatling guns.

Cost: 300 million

L/RC:

Cruiser

Buccaneer class Sankaran Cruiser

Size: 5049 Height: 47 ft. Length: 620 ft.

Width: 66 ft.

Displacement: 12,744 tons

SP: 40

HDC: 202

Crew: 420 crew

Passengers: 5 staterooms available

Max Speed: 30 knots

Range: 19,000 miles

Weapon Systems: 6 x 10 inch cannons, 12 x 3 inch

cannons, 2 quad shot HASM launch boxes, 2 quad shot HT launch boxes, 4 x 20mm quad mounts

Cost: 2.1 billion IM

L/RC: I3/R

Guided Missile Cruiser

Shark Class Momonoan Guided Missile Cruiser

Size: 4382 Height: 33 ft. Length: 567 ft.

Width: 55 ft.

Displacement: 9,600 tons

SP: 50

HDC: 219

Crew: 364 crew

Passengers: 5 staterooms available

Max Speed: 34 knots

Range: nuclear power, effectively unlimited

Weapon Systems: 127 VHM in a vertical launch system with no reloads, 8 HASM in a vertical launch system with no reloads, 8 HT in a horizontal launch system with no reloads, 2 x 5 inch cannons with 200 rounds each, 2 x 20mm rotary barrel cannon with 10,000 rounds each and 2 x .50 caliber HMG's with 1000 rounds each.

Aircraft: 2 helicopters

Cost: 2.5 billion IM

L/RC: I3/S

Pocket Battleship

Iron Duke Class Trellanin Light Battleship

Size: 9528 Height: 165 ft. Length: 700 ft.

Width: 95 ft.

Displacement: 45,390 tons

SP: 80

HDC: 762

Crew: 969 crew, 60 troops

Passengers: 10 staterooms available

Max Speed: 35 knots

Range: 14,000 miles

Weapon Systems: 12 x 14 inch cannons with 100 rounds each, 18 x 3 inch cannons

Aircraft: 2 helicopters

Cost: 4.5 billion IM

L/RC: I3/R

Battleship

Imperator class Sankaran Battleship

Size: 10,702 Height: 180 ft. Length: 888 ft.

Width: 105 ft.

Displacement: 57,270 tons
SP: 90
HDC: 963
Crew: 1515 crew, 60 troops
Passengers: 10 staterooms available
Max Speed: 33 knots
Range: 10,000 miles
Weapon Systems: 32 HM launchers with 5 reloads, 16 HASM launchers with 5 reloads, 9 x 16 inch cannons with 100 rounds each, 12 x 5 inch cannons with 200 rounds each, 4 x 20mm rotary barrel autocannons with 10,000 rounds each
Aircraft: 2 helicopters
Cost: 5 billion IM
L/RC: I3/R

Aircraft Carrier

Enterprise Class Trellanin Aircraft Carrier
Size: 13,387 Height: 250 ft. Length: 1223 ft.
Width: 252 ft.

Displacement: 89,600 tons
SP: 50

HDC: 669

Crew: 5,500

Passengers: 10 staterooms available

Max Speed: 35 knots

Range: nuclear powered, effectively unlimited

Weapon Systems: 6 MAAM launchers with 5 reloads, 2 x 20mm rotary barrel autocannon with 10,000 rounds each

Aircraft: 85 aircraft of any type except strategic bombers. Most are attack, strike or fighter aircraft with helicopters being perhaps 20% of the total number.

Cost: 4.9 billion IM

L/RC: I3/R

Attack Submarine

Vor Gurath class Momonoan Attack Submarine
Size: 3,862 Height: 70 ft. Length: 353 ft.
Width: 40 ft.

Displacement: 7460 tons

SP: 60

HDC: 232

Crew: 133

Passengers: 2 staterooms are available

Max Speed: 35 knots

Range: nuclear powered, effectively unlimited

Weapon Systems: 8 launchers that can fire HASM's, VHT's, or HM's. Can carry 50 HASM's, VHT's or HM's in any combination.

Cost: 6 billion IM

L/RC: I3/S

Superfreighter

This is generic term for a large variety and classes of ships. They are truly gigantic vessels. The majority of these vessels are modular designs which allows them to outfitted in various ways depending on their mission.

Icellin Leran class Super Freighter, Mountain Home
Size: 22,360 Height: 200 ft. Length: 1500 ft.
Width: 300 ft.

Displacement: 250,000 tons

SP: 20

DC: 447

Crew: 75

Passengers: 5 staterooms available

Cargo Space: Can carry 100,000 tons of cargo

Cruising Speed: 20 knots

Range: 20,000 miles

Weapon Systems: none

Cost: 1 billion IM

L/RC: R/S

3 Masted Galleon

A wooden ship constructed primarily for long distance cargo capacity. These are the main economic vessels of low tech nations.

Size: 1095 Height: 75 feet Length: 100 feet

Width: 33 feet Displacement: 600 tons

SP: 42

VDC: 460

Crew: 20

Passengers: Up to 100 but only for a few days. Usually no more than 10 to 20.

Cargo Space: 2 decks

Max Speed: 11 mph

Cruising Speed: 15 mph

Range: 3 months of operation

Weapon Systems: 14 x 3 inch cannons on each flank

Cost: 200,000 IM

L/RC:

War Galleon

Wolf Class Anjian War Galleon

A War Galleon is a galleon style vessel that has been upgraded with a thicker hull and built in armaments. The Wolf Class is the primary ocean going force projection platform for the Anjian navy. It is large, relatively fast and heavily armed.

Size: 1095 Height: 75 feet Length: 102 feet

Width: 30 feet Displacement: 580 tons

SP: 70

VDC: 767

Crew: 50

Passengers: 10

Cargo Space: 1 deck

Max Speed: 11 mph

Cruising Speed: 15 mph

Range: 3 months of operation

Weapon Systems: 10 x 3 inch cannons each flank, 5 x 5 inch cannons on each flank, 4 x 3 inch cannons forward and rear

Cost: 250,000 IM

L/RC:

Man-of-war

Hurricane Class Emerald Imperial Manowar

A Manowar is a much larger ship than a war galleon and is designed specifically for war, whereas a war galleon is a multipurpose ship.

Size: 2000 Height: 200 feet Length: 180 feet

Width: 60 feet Displacement: 2000 tons

SP: 70

VDC: 1400

Crew: 90

Passengers: 10

Cargo Space: 2 decks

Max Speed: 10mph

Cruising Speed: 13 mph

Range: 3 months of operation

Weapon Systems: 60 x 5 inch cannons each flank, 5 x 5 inch cannons front and rear.

Cost: 800,000 IM

L/RC:

Ironclad

Destructor Class Syltean Ironclad

An Ironclad is a purpose built ship for war. They are not particularly difficult ships to build, but are difficult to use in naval actions where their slow speed and lower armaments are the trade off for their impressive armor.

Size: 894 Height: 12 feet Length: 75 feet
Width: 24 feet
Displacement: 400 tons
SP: 80
VDC: 715
Crew: 35
Passengers: none
Cargo Space: one deck
Max Speed: 16 mph
Cruising Speed: 12 mph
Range: 2000 miles
Weapon Systems: 10 x 5 inch cannons each flank, 3 x 5 inch cannons front, 2 x 5 inch cannons rear.
Cost: 300,000 IM
L/RC:

Rowboat

An 8- to 12-foot-long boat for two or three people. It moves about 1 ½ miles per hour.

Size: 6 Height: 3 feet Length: 10 feet
Width: 3 feet Displacement: 28 pounds
SP: 7
DC: 6
Crew: 1
Passengers: 2
Cargo Space: 3 backpacks worth
Max Speed: 5 mph
Cruising Speed: 3 mph
Range: 4 hours of operation
Weapon Systems: none
Cost: 150 IM
L/RC:

Galley

A three-masted ship with approximately seventy slave powered oars on either side.

Size: 894 Height: 90 ft. Length: 130 ft.
Width: 20 ft.
Displacement: 400 tons
SP: 14
VDC: 125
Crew: 200 (140 of them are slaves)
Passengers: 250 troops
Cargo Space: 150 tons
Max Speed: 4 mph
Range: limited only by provisions
Weapon Systems: 10 heavy ballista each flank, 2 heavy ballista front
Cost: 80,000 IM
L/RC:

Long ship

A 75-foot-long ship with forty oars and a total crew of fifty. It has a single mast and a square sail. It can carry fifty tons of cargo or one hundred twenty soldiers. A Long ship can make sea voyages. It moves about 3 miles per hour when being rowed or under sail.

Size: 895 Height: 43 feet Length: 60 feet
Width: 15 feet Displacement: 400 tons
SP: 21
VDC: 188
Crew: 25
Passengers: 10 although it can carry up to 120 soldiers for about 2 days
Cargo Space: 1 deck
Max Speed: 8 mph
Cruising Speed: 3 mph
Range: 1 month of operation
Weapon Systems: 5 super heavy crossbows on each flank, 1 super heavy crossbow front.

Cost: 45,000 IM
L/RC:

Keelboat

A 50- to 75-foot-long ship that is 15 to 20 feet wide and has a few oars to supplement its single mast with a square sail. It has a crew of eight to fifteen and can carry forty to fifty tons of cargo or one hundred soldiers. It can make sea voyages as well as sail down rivers. (It has a flat bottom.) It moves about 1 mile per hour.

Size: 400 Height: 43 feet Length: 60 feet
Width: 15 feet Displacement: 80 tons
SP: 28
VDC: 112
Crew: 10
Passengers: 3
Cargo Space: one deck
Max Speed: 8 mph
Cruising Speed: 6 mph
Range: 1 month of operation
Weapon Systems: 5 super heavy crossbows on each flank
Cost: 45,000 IM
L/RC:

Sailing Ship

This larger, more seaworthy ship is 75 to 90 feet long and 20 feet wide. It has a crew of twenty. It can carry cargo up to 150 tons. It has square sails on its two masts and can make sea voyages. It moves about 2 miles per hour.

Size: 547 Height: 65 feet Length: 90 feet
Width: 25 feet Displacement: 150 tons
SP: 42
VDC: 230
Crew: 20
Passengers: 4
Cargo Space: one deck
Max Speed: 4 mph
Cruising Speed: 2 mph
Range: 2 months of operation
Weapon Systems: 5 x 3 inch cannons on each flank
Cost: 700,000 IM
L/RC:

Warship

This 100-foot-long ship has a single mast, although oars can also propel it. It has a crew of sixty to eighty rowers. This ship can carry up to 160 soldiers, but not for long distances, since there isn't room for supplies for that many. The warship cannot make sea voyages and sticks to the coast. It is not used for cargo. It moves about 2 ½ miles per hour when rowed or under sail.

Size: 1549 Height: 60 feet Length: 100 feet
Width: 25 feet Displacement: 1200 tons
SP: 49
VDC: 759
Crew: 100
Passengers: 15
Cargo Space: 1 deck
Max Speed: 4 mph
Cruising Speed: 3 mph
Range: one month of operation
Weapon Systems: 40 archers (total) and 5 ballista mounted on each flank.
Cost: 250,000 IM
L/RC:

Gun Ship

These alchemical battleships are the core of a battle group, with no more than two in a fleet. Gun ships form the nucleus of the Sankaran and Trellanin navies. The

Sankarans have 14 Gun ships in three classes, the *Nemesis* class, Imperial class and the newest of the three, the *Annihilator* class. The Trellanin navy has 8 Gun ships in four classes, the *Interdictor* class, *Broadsword* class, *Swift* class and the *Vindicator* class, which is the newest. Due to the Trellanin navy's recent purchase of two more Leviathans, it seems that the Iron Empire has raised the stakes of the naval arms race and seeks to make their navy a Leviathan based one.

Deathbringer class Gun ship, Momono

Size: 13856 Height: 170 feet Length: 1800 feet

Width: 190 feet Displacement: 96,000 tons

SP: 100

HDC: 1386

Crew: 450

Passengers: 200 troops

Cargo Space: 5,000 tons

Max Speed: 20 mph

Cruising Speed: 17 mph

Range: 15,000 miles

Weapon Systems: 9 x 16 inch cannons, 20 x 5 inch cannons, 20 x 20mm Gatling guns, 50 VLS tubes

Cost: 4.9 billion IM

L/RC:

Leviathan

There are less than a dozen of these ships in service. Trellanin has six, Sankara Lees has three and The Humanoid Republic of Mountainhome has two. They are truly gigantic ships and cost in the tens of billions of Imperial Marks. Each of these dreadnaughts is unique although they all have several common characteristics such as a crew of over a thousand, a length of over 700 meters and they bristle with weapons. They are a cross between a battleship and an aircraft carrier and possess the power of a conventional fleet in one ship.

Slayer class Leviathan, Sankara Lees

Size: 24,494 Height: 179 feet Length: 2490 feet

Width: 210 Displacement: 300,000 tons

SP: 100

HDC: 2450

Crew: 1200

Passengers: 300 troops and pilots

Cargo Space: 10,000 tons

Max Speed: 20 mph

Cruising Speed: 17 mph

Range: 18,000 miles

Weapon Systems: 9 x 18 inch cannons, 50 x 5 inch cannons, 200 VLS missiles, 50 x 20mm Gatling guns, 40 aircraft

Cost: 5.5 billion

L/RC:

Energy Systems

Energy containment systems are one of the most important developments in the history of Vhraeden. It allowed various technological paradigms the freedom to evolve beyond the constraints of the actual user. Prior to their development, magic, psionics, and the other forms of technological development were hindered because they could only utilize the inherent power of the user, but with these systems, the user only needs to provide the shaping of the energy and not the energy itself. This has allowed all manner of development of highly energy consumptive devices as well as allowing for the "flow" of energy across entire nations.

This progression has come with a heavy cost however. These forms of energy are only produced by sentient, and some non-sentient beings, not through simple resource

exploitation such as coal, oil or nuclear power. The logical development was that there had to be some beings who would give up their power every day in order for the hunger of the energy containment systems to be slaked and for that power to be utilized. In time however, that was simply not enough power for all the energy requirements of a magical nation. The evolutionary result are massive slave farms where hundreds and sometimes thousands of beings are kept alive merely to be drained of their essences. They are kept in isolation and their comfort is immaterial. They are simply the fuel that keeps many nations running and although there are massive protests and much international concern about these slaves, there is really no other recourse other than to abandon their technological paradigm or curtail development in those paradigms to a level that only requires the energy of a singular being, and that would place those nations at a massive disadvantage compared to other nations who utilize other forms of energy such as petroleum or coal.

These energy containment systems come in different values 5 POW, 10 POW, 20 POW, 50 POW, 100 POW, 200 POW, 500 POW, 1000 POW. Their size and specific construction materials vary according to type and amount of energy stored.

MECS (Magical Energy Containment System) looks like a large jewel of various types that glow with an internal energy, but it is never a diamond. The jewel is usually inlaid with very delicate golden filigree, that looks much like a circuit board.

PMSS (Psionic Matrix Storage System) looks like a glass container with metal bands and crystals inside and blue electricity arcing within. The connection cables look like fibre optics filled with crackling blue energy. The connectors themselves are silver and randomly have small lighting bolts stream from them.

PEAS (Psionic Energy Amplification System) looks like a bed of crystals set behind thick black glass in a shallow dome. The base is inlaid with various types and colors of metals in a circuit-like pattern.

A **SECS (Spiritual Energy Containment System)** looks like a container of fluid of various shapes that is filled with a glowing, swirling incandescence. There may be frost, steam, bubbles or swirls of different colors within the container or on it. The SECS has pumps, pipes and tubes running into and along the container.

EEASS (Empathic Energy Amplification Storage System) is a cube of variable size that, when empty, is clear. When emotional energy is input into the cube, the cube begins to gain a color based upon the emotional state of those the energy was gathered from. The most potent forms of empathic energy, and the associated pigmentations, are: Love (white, pale blue), Hate (black), Pain (bright red) and Lust (electric blue). Syltean is the largest exporter of EEASS's, but they are all black, red and blue.

Weapons and Rituals of Mass Destruction

The magical rituals presented here are the ritual versions of some spells that have appeared earlier in the book. As such they operate in much the same way, but the energy requirements make it completely different and require that an individual learn the ritual version of the skill and many mages to give the Power necessary to fuel it. Due to the long term effort (days) and the extreme magical power

requirements that these rituals require, they are not capable of being completed by a single being and as such, they are placed in a separate class. Also, due the extreme danger these rituals pose to the rest of the world, they are considered to be weapons of mass destruction and knowledge of these rituals by anyone not cleared to know them is grounds for death in almost every nation on Vhraeden.

It is important for the reader to understand that the majority of these rituals have never been attempted, and of those that have been tested, almost all of them were done so under ideal circumstances. As of yet, there has been no use of any of these rituals in actual warfare.

Blackout

This ritual causes a blanket of deific darkness to descend upon huge areas depending upon the amount of POW sacrificed to Kargaran. His clerics are the only ones who can cast the spell, but they are on contract with several nations.

Orbital Annihilation

This ritual causes thousands of spheres of annihilation to form high in the atmosphere and simply drop from altitude onto an area. This spell is incredibly destructive and is considered to be one of the worst of the Rituals of Mass Destruction. The spheres manifest for approximately 5 minutes, which is enough time for them to fall from 150,000 feet, impact the ground and eat approximately 2000 feet into the surface. They literally annihilate anything in their path.

Earthquake

This ritual causes large earthquakes.

Firestorm

This ritual causes the air over a target to combust at a terrific rate which in effect creates a massive blast wave of overpressure and heat. This is very effective against buildings. This ritual can also be used inside of target buildings causing them to explode with a very high mortality rate.

Hellfire

Similar to Firestorm, Hellwave causes a wall of flame to sweep over an area. This lacks the overpressure of Firestorm, and is somewhat slower but is actually more effective against flammable objects and personnel.

Tidal Wave\Tsunami

This ritual was created to destroy large swaths of coastal territory. It is very effective at this. Due to the tendency of natural tidal waves to spread in a circular pattern from a central focal point which may damage areas that are not important or a friendly nation's assets, this ritual is able to be "aimed" and avoid the problem of a natural tidal wave.

Vacuum

This ritual creates a large area of pure vacuum that then implodes with very damaging results. This is effective against both structures and creatures. Vacuum against a building is very effective as it will usually cause a building to implode very violently.

Volcano

This ritual causes a volcano to erupt at the focal point. This is a very destructive ritual and will reshape large areas of geography if it is able to. This spell is used by some oceanic races to create more land in their areas.

Tectonic Inversion (makes mountains)

This ritual causes a rift to form on a tectonic plate, then forces one of the plates below the other one causing a very tall, steep, volcanic mountain range to form.

Monsoon

The ritual changes the flow of moisture on a continental scale and causes a large amount of rainfall over a long span of time. This is considered to be climatological warfare and is highly illegal.

Hurricane

This causes a hurricane to form over a target and stay in place as long as the duration of the spell. This is a very damaging ritual and can cause billions of IM worth of damage and hundreds if not thousands of deaths.

Tornado

This ritual creates a large, powerful and guided tornado.

Ice Storm

This ritual causes a large and long duration ice storm.

Ice Age

One of the most damaging rituals in existence, this was developed primarily as a last ditch effort to ensure an enemy nations complete destruction.

Gravity Polarity Reversal

The ritual causes gravity to simply reverse over a particular geographic area. This may have potentially globally catastrophic consequences.

Magnetic Field Reversal

Mecha and Special Use Items

These are ultra tech machines which have yet to come into general production in any nation. Still in the experimental stage, mecha will either change the face of warfare or will be proven to be a flash in the pan of military development. Basically an offshoot of Powered Armor, mecha simply enhance the scale by an order of magnitude.

Powered Armor

The ultimate in personal protection technology pioneered in Momono. The soldiers of the Momonoan Heavy Infantry swear by it. Momono currently fields four different models of powered armor. There is the command and control model, the *DeathMaster*; the heavy weapons model, the *DeathDealer*; the recon model, the *Wraith*; and the assault model, the *Destroyer*. All four models use the same basic chassis, with the differences being the weapons fit, armor package or the electronics suite.

Destroyer model Powered Armor

Size: 28 Height: 9 feet Length: 4 feet
Width: 5 feet
Weight: 800 pounds
SP: 80
VDC: 17
Crew: 1
Passengers: None
Cargo Space: None
Max Speed: 20 miles per hour
Cruising Speed: 15 miles per hour
Range: 250 miles or 20 hours of operation
Weapon Systems: 25mm assault rifle Weight 380
lb. Cost 7800 IM L/RC I2/S Damage 6D10
HE, 1d6x100 + 10 HVAPFSDS-DUIT (+5% to first shot,

+10% to all subsequent rounds towards the same target)
Range 300m 300 rounds of ammunition (usually a 50/50 mix) from a dual feed on the rear of the armor. Able to change between two types of ammunition at will.
Cost: 3 million
L/RC: I3/S

DeathMaster variant:

Size: 28 Height: 9 feet Length: 4 feet
Width: 5 feet
Weight: 800 pounds
SP: 60
VDC: 15
Crew: 1
Passengers: None
Cargo Space: None
Max Speed: 20 miles per hour
Cruising Speed: 15 miles per hour
Range: 250 miles or 20 hours of operation
Weapon Systems: .50 caliber assault rifle Weight 180 lb. Cost 3000 IM L/RC I2/S Damage 5d6 damage for ball ammunition, 10d6 damage for APDS rounds (3d6 damage vs. organic targets!) Range 150m 200 rounds of ammunition
Cost: 4 million
L/RC: I3/S
The extra cost of this variant is due to the extra radar and communication systems.

DeathDealer variant:

Size: 35 Height: 9 feet Length: 4 feet
Width: 5 feet
Weight: 1200 pounds
SP: 50
VDC: 17
Crew: 1
Passengers: None
Cargo Space: None
Max Speed: 17 miles per hour
Cruising Speed: 15 miles per hour
Range: 225 miles or 17 hours of operation
Weapon Systems: The DeathDealer is designed to be a heavy weapons platform, able to carry a mix of weapons depending upon the mission. The DeathDealer has two weapons mounts on its shoulders, thus it is able to carry a mix of any two of the following:
Rocket Launcher Pod, ATGM Pod, SAM Pod or Autoloading Mortar.

Weapon name: 70mm Rocket Pod
Weight: 310 pounds each
Length: 56 inches
Ammunition: 7 rockets per pod.
Range: 930 meters
Damage: see below
HE (light): 25d10 SD (1-2 HDC), 10 meter blast radius
White Phosphorus: 1d10 per round in a 10 m radius, lasts 30 seconds, 90% chance to start a fire, smoke effects, -10% to hit per rocket fired
HE (heavy): 31d10 SD (1-3 HDC), 15 meter blast radius
AP: 1d4 HDC, 10 meter blast radius
Flechette: 2d10 SD to everything in a 10 m radius
Illumination: 1 million candlepower for 100 seconds
HE submunition: 9 submunitions (1d8+1 hit target, blast radius 10 meters, 6d10 damage per submunition)
Smoke: smoke effects, 10 m radius, -10% to hit per rocket, lasts 5 minutes.
Practice: 5d10 damage, no explosive
IR Illumination: 1 thousand candlepower visible light, for 3 minutes in and 250 watts in the IR spectrum.

Weapon name: SAM Pod
Weight: 790 pounds
Length: 5 feet, 5 inches
Width: 5 inch body, finspan 2 and ¾ feet.
Ammunition: three missiles
Range: 7 miles
Speed: Mach 2.5 (1600 mph)
Damage: 2d6 MD, blast radius 50 meters

Weapon name: ATGM Pod
Weight: 650 pounds
Length: 64 inches
Width: 29 inches
Ammunition: 4 missiles
Range: 700 meters
Damage: 3d6 MD main charge, 1d2 MD precursor charge
Blast Radius: 10 meters

81mm autoloading mortar
Weight 250 lb. Cost 6,000 IM L/RC I2/S
Damage 20d10 HE
Range 550m (minimum range 70m)
Ammunition 5 rounds

Cost: 3 million
L/RC: I3/S

Wraith variant:

Size: 24 Height: 9 feet Length: 4 feet
Width: 5 feet
Weight: 600 pounds
SP: 40
VDC: 12
Crew: 1
Passengers: None
Cargo Space: None
Max Speed: 25 miles per hour
Cruising Speed: 20 miles per hour
Range: 350 miles or 30 hours of operation
Weapon Systems:
.50 caliber assault rifle
Weight 180 lb. Cost 3000 IM L/RC I2/S
Damage 5d6 damage for ball ammunition, 10d6 damage for APDS rounds (3d6 damage vs. organic targets!)
Range 150m 200 rounds of ammunition

“.301 Silent” subsonic caliber long range weapons pod
Weight 210 lb. Cost 6500 IM L/RC I2/S
Damage 2d10+1 Range 120m 50 rounds of ammunition
This weapon has a +25% to hit due to the targeting system!
Cost: 6 million
L/RC: I3/S

The Wraith is coated in radar and visible light absorbent materials. It is also built to more exacting standards which leads to an exceptionally quiet mecha. There is no bonus to detect it by sound. The mecha also has no bonus to be spotted by visible, thermal or radar systems. All electronic sensor systems area at minus 50% capability against this mecha, that means 50% less range, 50% less accurate data, which means a corresponding 50% drop in accuracy of weapons fire. Due to this, weapon systems operators are also at 50% since their systems are likewise compromised.

Ensorcelled Armor Suit

This is the pinnacle of magical infantry development. Found in great numbers only in elven lands, these extremely powerful weapons are ancient in design and terrible in power. These suits of armor have almost no restrictions on the amount of havoc they can wreak on lesser foes. The only match for these weapon systems is powered armor or heavy weapons of some sort, such as high technology tanks or attack helicopters. Against unarmored infantry or low technology forces, these engines of destruction are capable of winning battles almost singlehandedly.

It is considered masterwork ensorcelled mithril full plate armor (SP 14, all locations) worn over masterwork fine link chain mail (also mithril) (SP 8) worn over padded armor with mage armor (SP 10) permanently imbued into it (SP 11 total) for a total SP of $(14+8+11) = 33$ over the entire body, which provides full ballistic protection up to 7.62mm. It is light, only 15 pounds and completely silent due to the silence spells imbued into the metal. The helm has see invisibility, darkvision and water breathing imbued into it. The armor itself is also imbued with cat's grace +4, feather fall, fly, bull's strength +6, haste 2, improved invisibility and teleport without error. The cloak worn over the armor provides both protection and camouflage with a permanent blur spells and darkness as well as provides 12 SP versus heat, cold and acid. The gauntlets of the armor are also ensorcelled with either spider climb or an offense spell (sometimes both). They also are usually wearing a belt of titan strength which makes the base strength of the armor 24, plus the bonus provided by the bull's strength $(24+6)$ to equal 30 and three actions a round.

A suit of Ensorcelled armor is designed to be worn only with itself, thus no other magic can be utilized with it unless it was created with several open slots available.

Melds

This is the current state of the art of multi-disciplinary technology. By using vastly complicated methodology and the most advanced knowledges on Vhraeden, it is currently possible to create a "meld". A meld is a singular object with multiple discrete forms. An object with variable forms in the same technological paradigm is called a "Vari-Form Object" while an object with multiple technological paradigms is called a "Vari-Tech Object".

Utilizing Meld technology, it is possible to have a human warrior that can transform themselves into a stone golem or an Avatar of Hate have an alternate form as a fire elemental. Due to the overwhelming power that melds can possess, the secrets for creating them are currently only possessed by four nations (Trestin, Second Founding of the Elvish Empire, A'Lanthas and Ulsia). Although they possess the capability to create Melds, they have done so only experimentally and it is rumored that the results were both more and less than the researchers had hoped for.

To create a Meld, first create the base form, which is called the "Base". Then create the first alternate form. Add the costs together using the rules below and multiply the cost by 10. If you want a second alternate form, multiply the cost by 20, and if you want three alternate forms, multiply the cost by 30, etc.

Constructs and Locales

Throughout Vhraeden there are areas that have been transformed either through technology or a system of magic so that they are no longer the simple places they were before. Each system of technology creates a different

type of locale. Within these changed areas, the normal rules of reality do not always apply since they are places where reality has been molded to more closely resemble the ideal of the system of technology that created them.

Similar in idea are constructs. Constructs are autonomous objects that were created using a technological system, and each system of technology has the capacity to create a different type of construct. These constructs are all similar in that they are usually autonomous objects capable of movement and sometimes free will.

There are several reasons for the creation of a locale or a construct. They are usually created so that the creator has an unhindered area within which to pursue their particular studies and to create several assistants for themselves. Alternately, they have great use in war since an area changed to reflect a different technological paradigm will often hinder other paradigms within that area. Constructs too are a boon in war since they can be created and massed against an enemy who has little effective counter to them.

There are some drawbacks to the creation of a locale or a construct. The first is that it is a resource intensive undertaking. Finding an area that is suitable and then changing it takes more time and resources than the average being can muster in a lifetime. For this reason, locales and constructs are created usually by a cabal, a corporation or a government instead of an individual being. Secondly, the creation process is neither simple nor entirely safe. Depending on the type of locale or construct being built, the creator must have contact with dangerous substances or beings. Another drawback is that the creation of a locale or a large number of constructs will definitely be noticed, perhaps by those that do not wish that endeavor to succeed.

The following is a description of the types of places and constructs that each paradigm is capable of building. Each type of locale comes in three classes (Class I - III) and each type of construct is also in three classes (Class I-III)

Each locale class confers different benefits to those who utilize a specific magical or technological paradigm within that location.

Position (Class I)

This allows a +10% to all abilities of the type that the location is, such as a Nexus gives +10% to all psionic abilities, a Synod gives a +10% to all elemental abilities. To build a Class I site requires the expenditure of approximately 500,000 IM (technology) or 100 PWR (Magic, Spiritualism, Psionics, Empathy, Elementalism, Druidism, Biomagic, Divine Magic, Infernal Magic, Abyssal Magic, Alchemy, Shamanism). Any additional costs will be noted under the specific entry.

Site (Class II)

This location gives +20% to all abilities of the type that the location is, and a -10% to all other types of abilities. To build a Class II site requires the expenditure of approximately 1,500,000 IM (technology) or 1000 PWR (Magic, Spiritualism, Psionics, Empathy, Elementalism, Druidism, Biomagic, Divine Magic, Infernal Magic, Abyssal Magic, Alchemy, Shamanism). Any additional costs will be noted under the specific entry.

Area (Class III)

This class of location gives a +50% to all abilities of the type that the location is and a -25% to all other types of abilities.

To build a Class I site requires the expenditure of approximately 5,000,000 IM (technology) or 10,000 PWR (Magic, Spiritualism, Psionics, Empathy, Elementalism, Druidism, Biomagic, Divine Magic, Infernal Magic, Abyssal Magic, Alchemy, Shamanism). Any additional costs will be noted under the specific entry.

Technologists and Alchemists generally refer to locations by their class, such as Class III laboratory or a class II Spiritual Anchor. All other paradigms refer to locations as either small, medium or large, or much more rarely as a position, site or area.

Construct (Class I)

This is a simple construct, so called because they are capable of limited decision making and logical problem solving, but lack any sort of sentience. This is the most common Construct and are created by biomagic, technology and alchemy. This is the level of most high level computers, golems or "intelligent/brilliant" constructs such as smart bombs etc. They do not have an INT stat, but are capable of having installed systems or command lists that mirror skills in every way.

Sentient Construct (class II)

A sentient construct is built to be intelligent and as such is classified in many nations as a sentient being with all the rights and protections given to every other sentient within that nation. A Sentient Construct does possess an INT stat. One type of class II system currently in use is a neural cortex. A Neural Cortex is a technological development that grants a machine that it is installed into a biological control system. This is a time consuming task in that skills can be "installed" into them, but they must then learn how to use those skills over time. A neural cortex is capable of developing it's own personality over time and there are laws in some nations detailing how long a NCS (neural cortex system) remains active before becoming a "being" with all the rights and protections granted to all other sentient beings in that nation. Other types of Class II constructs are created by creating a being, such as a large elemental, a powerful golem, a psionic avatar, etc.

Inhabited Construct (Class III)

An inhabited construct is created when a being is placed inside another system such a spirit placed inside a weapon or fetish, or an NCS capable system has a fully developed being placed within it's life support system. All class III systems are considered to be sentient beings with all rights and protections given to all other sentient beings within that nation. Some types of undead are classified as Class III.

Technology builds **Laboratories**. These laboratories must be built and then filled with the esoterica of technology. They are usually large structures with a very antiseptic feel to them.



Robots are the constructs of technology. A robot can be of almost shape and size and its capabilities will reflect its shape, construction and type of intelligence used in its creation.

A Robot can be constructed in almost any shape desired. The only difference between a Class I (Construct), Class II (Sentient Construct) and a Class III (Inhabited Construct) robot is in the processing unit. The following list may be used to construct a robot in any of the three classes.

Class I Central Processing Unit

INT, WIS and EDU = 0, Cost is 10 IM per percentage point of skill thus 3000% of skills equal 30,000 IM. The maximum percentage per skill is 80%.

Class II Central Processing Unit

Intelligence costs its value squared x 10, thus 10 INT costs 10,000 IM (10 x 10 x 10) and 12 INT costs 14,400 IM (12 x 12 x 10). Cost for EDU and WIS is the same for INT. The skills are determined by the following age multiple: 1 year x10%, 2 years x20%, 3 years x30%, 4-5 years x40%, 6-7 years x 50%, 8-9 years x60%, 10-11 years x70%, 12-13 years x80%, 14-15 years x90%, 16+ years x100%. There is no maximum starting skill limit.

Class III Central Processing Unit

Intelligence, Wisdom and Education cost nothing, the CPU is actually the transferred intelligence from another being. Intelligence and Education are created as for a regular race. The cost of the intelligence transfer is extraordinarily expensive, 500,000 IM, but there are no additional costs for as long as the robot exists.

Additional memory may be purchased (as additional skills) for the cost of 10 x (skill% x skill%) IM. This is available for all three types of constructs. For creating vehicular robots, simply add the cost of a vehicle to the cost of the CPU for the total cost of the robot. For creating a humanoid robot use the following list of options and costs:

Smartgun link 10,000 IM
This allows the use of a smartgun rig added to a weapon.

Direct Neural Interface (DNI) 15,000 IM
This is a cybertech enhancement that allows use of equipment that has DNI capabilities. The following items are specifically used with DNI.

Chip set 10 x (skill% x skill%) IM
Memory 10 x (skill% x skill%) IM

Memory lock	25,000 IM		25,000 IM
A memory lock makes memories inaccessible to the carrier without a specific code. This is useful for mnemonic couriers who do not want or need to know the information they are carrying in their minds.			50,000 IM
Size			75,000 IM
Fine(SP 0)	500,000 IM		100,000 IM
Diminutive (SP 1)	300,000 IM		150,000 IM
Tiny (SP 2)	250,000 IM		200,000 IM
Small (SP 3)	5,000 IM		250,000 IM
Medium (SP 4)	10,000 IM		300,000 IM
Large (SP 5)	25,000 IM		400,000 IM
Gargantuan (SP 6)	100,000 IM		500,000 IM
Colossal (SP 7)	250,000 IM		600,000 IM
			750,000 IM
Damage Capacity		Dexterity	
An objects' Damage Capacity is equal to its SIZ multiplied by 1/10th its' stopping power (minimum is 1). For the base SP of a Robot. Refer to its size (above).		2	500 IM
		4	4,000 IM
Armor		6	8,000 IM
The following armor replaces the SP provided by the robot's size. Note the weight of the armor for the final Size class.		8	10,000 IM
SP=7, Weight is increased by 25%	250,000 IM	10	25,000 IM
SP=10, Weight is increased by 50%	300,000 IM	12	50,000 IM
SP=15, Weight is increased by 75%	400,000 IM	14	100,000 IM
SP=18, Weight is increased by 100% (x2)	500,000 IM	16	200,000 IM
SP=20, Weight is increased by 150% (x2.5)	750,000 IM	18	500,000 IM
SP=30, Weight is tripled (x3)	1 million IM	20	1 million IM
SP=40, Weight is quadrupled (x4)	2 million IM	22	2 million IM
SP=50, Weight is quintupled (x5)	3 million IM		
Cortex Bomb		Speed	
Cortex bombs are used by those who do not wish their employees to disappear. There are several sorts of cortex bombs available. There are myriad triggers for these bombs such as radio signals, lack of a certain chemical in the diet, a verbal command or odor or person. Some cortex bombs are able to be set off by the victim at will as well.		2	500 IM
Cortex bomb, tiny	25,000 IM	4	1,000 IM
Makes the victim a vegetable, all mental stats reduced to 1 with no way to regenerate them to original levels.		6	2,000 IM
Cortex bomb, small	65,000 IM	8	4,000 IM
Kills the victim with no chance of surviving.		10	8,000 IM
Cortex bomb, large	500,000 IM	12	10,000 IM
Kills the victim and does 1d6 damage to everyone within 2 meters.		15	25,000 IM
		20	50,000 IM
Body Bombs		25	75,000 IM
Body bombs are similar to cortex bombs but are designed to kill many victims instead of just one. They are available in any size from 1d6 damage to 10d6 damage (in 1d6 increments). Large body bombs reduce the characters ability to live, since several organs have to be removed in order to make room for the bomb. Each 1d6 damage the body bomb causes takes off 1 CON. The blast radius is equal to twice the number of d6, thus a 3d6 body bomb has a blast radius of 6 meters. The triggers for body bombs are the same as cortex bombs.		30	100,000 IM
Each d6 damage	10,000 IM	35	150,000 IM
		40	200,000 IM
Strength		45	300,000 IM
2	500 IM	50	350,000 IM
4	1,000 IM	55	400,000 IM
6	2,000 IM	60	500,000 IM
8	4,000 IM		
10	8,000 IM	Artificial limbs and body parts are useful for those who have lost a limb and want their replacement to be better than the original.	
12	10,000 IM	Artificial eye	10,000 IM
		Artificial body	1 million IM
		This is a complete cybernetic body, which includes all limbs normally associated with the species being copied. All stats remain the same, but the SP for the body and all limbs is a base of 5. The character's weight is now tripled.	
		Pair of Arms	75,000 IM
		Pair of Legs	100,000 IM
		Tentacles (pair)	200,000 IM
		Tail	200,000 IM
		The following items are available to be added to artificial limbs:	
		Still camera	5,000 IM
		Video camera (30 minutes of storage)	20,000 IM
		Video display	1000 IM
		Flash dampener	2000 IM
		Image link (see what somewhat else does)	1500 IM
		Low light vision	3000 IM
		Infra-red vision	4000 IM
		Ultraviolet vision	4000 IM

Thermal vision	6000 IM
Ultra sound vision	8000 IM
Optical guards (eye armor, 1 SP)	500 IM
Optical guards (eye armor, 2 SP)	1000 IM
Optical guards (eye armor, 3 SP)	2000 IM
Clock/Calendar	4000 IM
Magnification	2500-15,000

Thermometer	5,000 IM
Motion detector	30,000 IM
Radiation detector	5,000 IM
Radar	30,000 IM
Compass	1,800 IM
Air filters	15,000 IM
Blood filters	10,000 IM
Gustatory filters	10,000 IM
Communications link	5,000 IM
Radio transceiver	2,000 IM
Radio receiver	1,000 IM
Sub-vocal microphone	850 IM
Telephone implant	3,500 IM
Audio dampener	3,500 IM
Audio amplifier	3,500 IM
High frequency hearing	3000 IM
Low frequency hearing	3000 IM
Audio recorder	7000 IM
Audio filters (cuts background noise)	10,000 IM
Molecular analyzer - nose	35,000 IM
Molecular analyzer - touch	35,000 IM
Molecular analyzer - taste	35,000 IM
Oxygen storage cell (30 minutes)	60,000 IM
Finger compartment	3,000 IM
Finger blades, 1d4	3,000 IM
Finger blades, 1d4, retractable	7,500 IM
Hand blades, 1d6	4500 IM
Hand blades, 1d6, retractable	9000 IM
Knuckle spikes, 1d6	2500 IM
Knuckle spikes, 1d6, retractable	5000 IM
Wrist blades, 1d6	7000 IM
Wrist blades, 1d6, retractable	15,000 IM
Voice changer	30,000 IM
Finger camera (48 pictures)	3,500 IM
Implanted weapon (one handed weapon)	Cost x 10 IM
Finger jack	7,500 IM
Explosive finger segments, 1d6, 2 ft radius	500 each seg.
Finger needle, 1 dose	5,000 IM
Wrist Garrote, 6 foot	1000 IM
Gas emitter, 5 doses	40,000 IM
Implanted computer	12,000 IM
Implanted modem	7000 IM
Secret compartment (3 inch x 1 inch)	4000 IM
Loudspeaker	6000 IM
Language translator	10,000 IM

Spiritualism builds **Anchors**. This is an area where the boundaries between the material world and the spiritual world are torn asunder and spirits and material beings freely interact.

Undead are the creations of spiritualism. By pulling forth the souls of deceased creatures they are able to give a form of life to the dead, called unlife. Spiritualists can create all three types of construct although each type has its own subtypes as well.

Constructs of class I include zombies and skeletons. The basic stats for a zombie and a skeleton are below.

Sentient Constructs (Class II) are formed from spiritual energy that has been "purified" and has the ability to learn,

but are created almost blank. This includes ghouls and revenants.

Inhabited Constructs (Class III) include vampires, ghosts, wraiths and liches.

To create an undead, the following information is provided:

Size		PWR Needed
Fine	SIZ: less than 1	1
Diminutive	SIZ 1	2
Tiny	SIZ 2-3	3
Small	SIZ 4-8	4
Medium	SIZ 9-22	5
Large	SIZ 23-63	6
Huge	SIZ 64-179	7
Gargantuan	SIZ 180-500	8
Colossal	SIZ 501+	9

Material	SP	
Flesh	2	1
Bone	5	2

Magic **Sanctums** are created by mages so that they can study and perform magic unmolested by the outside world.

Golems are the constructs of mages. They can be created from almost any material and are effectively immortal, they can die only when completely destroyed. Even the mage who created the golem can not simply destroy or banish it.

The build a golem use the following tables:

Construct
INT, WIS and EDU = 0. Cost is 1 PWR per 100 percentage points of skill thus 3000% of skills equal 30 PWR. The maximum percentage per skill is 80%.

Sentient Construct
Intelligence costs its value, thus 10 INT costs 10 PWR and 12 INT costs 12 PWR. Cost for EDU and WIS is the same for INT. The skills are determined by the following age multiple: 1-5 year x10%, 6-10 years x20%, 11-15 years x30%, 16-20 years x40%, 21-30 years x 50%, 31-40 years x60%, 41-100 years x70%, 101-200 years x80%, 201-300 years x90%, 301+ years x100%. There is no maximum starting skill limit.

Inhabited Construct
Intelligence, Wisdom and Education cost nothing, the golems mind is actually the transferred intelligence from another being. Intelligence and Education are created as for a regular race. The cost of the intelligence transfer is extraordinarily expensive, 50 PWR, but there are no additional costs for as long as the golem exists.

Size		PWR Needed
Fine	SIZ: less than 1	1
Diminutive	SIZ 1	2
Tiny	SIZ 2-3	3
Small	SIZ 4-8	4
Medium	SIZ 9-22	5
Large	SIZ 23-63	10
Huge	SIZ 64-179	15
Gargantuan	SIZ 180-500	20
Colossal	SIZ 501+	25

An objects' Damage Capacity is equal to its SIZ multiplied by 1/10th its' stopping power (minimum is 1). This means that a 200-pound refrigerator is SIZ 14, and it's

construction material is metal sheeting with a SP of 3. Its DC is equal to 14×1 (since .3 is less than 1, it is rounded up to 1) which is 14, therefore the refrigerator has 14 DC and a SP of 3, or 6 as cover.

Object's SIZ Object's Weight

1	1
2	4
3	9
4	16
5	25
6	36
7	49
8	64
9	81
10	100
11	121
12	144
13	169
14	196
15	225
16	256
17	289
18	324
19	361
20	400
25	625
30	900
35	1225
40	1600
45	2025
50	2500
60	3600
70	4900
80	6400
90	8100
100	10,000

<u>Material</u>	<u>Stopping Power</u>	<u>Cost of Materials</u>	<u>PWR</u>
Padding	1	SIZ x SIZ x 10 IM	1
Glass	1	SIZ x SIZ x 10 IM	1
Paper	1	SIZ x SIZ x 10 IM	1
Rope	1	SIZ x SIZ x 10 IM	1
Flesh	2	SIZ x SIZ x 20 IM	2
Ceramic	2	SIZ x SIZ x 20 IM	2
Ice	2	SIZ x SIZ x 20 IM	2
Bone	5	SIZ x SIZ x 50 IM	3
Wood	7	SIZ x SIZ x 70 IM	4
Plate armor	10	SIZ x SIZ x 100 IM	5
Stone	15	SIZ x SIZ x 150 IM	6
Iron	20	SIZ x SIZ x 200 IM	7

Regeneration

1 DC/round	10 PWR
2 DC/round	20 PWR
3 DC/round	30 PWR
4 DC/round	40 PWR
5 DC/round	50 PWR

Golems may be fitted with spells and abilities as if the caster imbued them directly upon the golem. The golem may use them the number of times the caster imbued them into the golem. Due to the fact that golems are usually very long lived, golems are usually given a large amount of magical abilities or none at all.

A Psionic **Nexus** is a location created by psions where the mental energies are able to be utilized without interference.

Within a psionic nexus, almost all beings will be able to tap into their latent psionic abilities.

Avatars are literally a force creation of a psion. They can have any shape, and some of them can have multiple forms.

A Class I Construct is simply the avatar of the psionist. A Class II (Sentient Construct) is a portion of the psionist's mind given freedom.

An avatar can literally look like anything or be imbued into anything. Avatars are created once and once made, can be called forth at any time. The avatar is, in effect, a portion of the psion's essence, and is, literally, an avatar of the psionist.

To create an avatar requires the psion sacrifice PWR permanently. For each PWR sacrificed in this way, it allows the psion to "purchase" 10 PWR points of an avatar's ability. Avatars can only be of Class I or Class II.

Construct (Class I)

INT, WIS, EDU = 0, Cost is 1 PWR per 100 percentage points of skill thus 3000% of skills equal 30 PWR. The maximum percentage per skill is 80%.

Sentient Construct (Class II)

Intelligence costs its value, thus 10 INT costs 10 PWR and 12 INT costs 12 PWR. Cost for EDU, WIS is the same for INT. The skills are determined by the following age multiple: 1-5 year x10%, 6-10 years x20%, 11-15 years x30%, 16-20 years x40%, 21-30 years x50%, 31-40 years x60%, 41-100 years x70%, 101-200 years x80%, 201-300 years x90%, 301+ years x100%. There is no maximum starting skill limit.

Avatar is invisible and can not manifest, 0 PWR. Avatar can fly for free.

Avatar is invisible but CAN manipulate objects. The Psion must purchase Strength for the Avatar. Avatar can fly for free.

Avatar can manifest and can manipulate objects. The psion must purchase Strength for the Avatar. The appearance of the avatar can be anything from a glowing ball to a gigantic dragon, but it's appearance is just its mask, the actual abilities of the avatar must be purchased.

The stopping power of the avatar is equal to the amount of power expended.

Thus, a Stopping Power of 9 costs 9 Power.

The damage capacity of avatar is found by the following: Damage capacity is 10 DC per 1 PWR. Invisible avatars have no "body" and thus can not be harmed by physical attacks of any type. Only magical abilities can damage them. A manifested avatar can be damaged by physical attacks.

Regeneration

1 DC/round	10 PWR
2 DC/round	20 PWR
3 DC/round	30 PWR
4 DC/round	40 PWR
5 DC/round	50 PWR

Per pair of manipulators, arms for manifested avatars, but for invisible avatars, this is the ability to manipulate a pair of objects instead of only one. 5 PWR

For Strength, Dexterity and Speed, the cost is 1 PWR for each point of statistic. Thus a Strength of 8, Dexterity of 8 and Speed of 20, the cost is (8 + 8 + 20=) 36 PWR.

Avatars have no Constitution, they never sleep and they never tire!

Flight (for manifested avatars) 5 PWR

Claws, teeth, horns, spines and contact poisons can be purchased for 1 PWR for each 2 points of damage. Damage can be bought in the following increments. Damage lists and costs are the same for breath weapons.

1d2	1 PWR
1d4	2 PWR
1d6	3 PWR
1d8	4 PWR
1d10	5 PWR
2d6	6 PWR
3d6	9 PWR
2d10	10 PWR
4d6	12 PWR
Retractable	+1 PWR

Breath weapons can be of the following types, although the type is unimportant, only the damage caused is purchased with PWR points. Possible breath weapons are fire, electricity, cold, poison, breath, acid or caustic spit

Range	
10'	5 PWR
20'	10 PWR
30'	15 PWR
40'	20 PWR
50'	25 PWR

An Empathic **Haunt** is created by an empath and is a location where a singular emotion holds sway.

Manifestations are the creations of Empaths. These are literally emotions given a physical form. A Class I Construct is simply a manifestation of an emotion the empath creates. A Class II (Sentient Construct) is a portion of the empaths emotions given freedom.

A manifestation is basically coalesced emotion, and because of that, they automatically have the following abilities:

To create a manifestation, use the following table:
Construct (Class I)

INT, WIS, EDU = 0, Cost is 1 PWR per 100 percentage points of skill thus 3000% of skills equal 30 PWR. The maximum percentage per skill is 80%.

Sentient Construct (Class II)

Intelligence costs its value, thus 10 INT costs 10 PWR and 12 INT costs 12 PWR. Cost for EDU, WIS is the same for INT. The skills are determined by the following age multiple: 1-5 year x10%, 6-10 years x20%, 11-15 years x30%, 16-20 years x40%, 21-30 years x 50%, 31-40 years x60%, 41-100 years x70%, 101-200 years x80%, 201-300 years x90%, 301+ years x100%. There is no maximum starting skill limit.

Manifestation is invisible and can not manifest, 0 PWR.
Manifestation can fly for free.

The manifestation is invisible but CAN manipulate objects. The Psion must purchase Strength for the Manifestation. Manifestation can fly for free.

Manifestation can manifest and can manipulate objects. The psion must purchase Strength for the Manifestation. The appearance of the manifestation can be anything from a glowing ball to a gigantic dragon, but it's appearance is just it's mask, the actual abilities of the manifestation must be purchased.

The stopping power of the manifestation is equal to the amount of Power expended.
Thus, a Stopping Power of 9 costs 9 Power.

The damage capacity of manifestation is found by the following:
Damage capacity is 10 DC per 1 PWR. Invisible manifestations have no "body" and thus can not be harmed by physical attacks of any type. Only magical abilities can damage them. A manifested manifestation can be damaged by physical attacks.

Regeneration	
1 DC/round	10 PWR
2 DC/round	20 PWR
3 DC/round	30 PWR
4 DC/round	40 PWR
5 DC/round	50 PWR

Per pair of manipulators, arms for manifested manifestations, but for invisible manifestations, this is the ability to manipulate a pair of objects instead of only one. 5 PWR

For Strength, Dexterity and Speed, the cost is 1 PWR for each point of statistic. Thus a Strength of 8, Dexterity of 8 and Speed of 20, the cost is (8 + 8 + 20=) 36 PWR.

Manifestations have no Constitution, they never sleep and they never tire!

Flight (for manifested manifestations) 5 PWR

Claws, teeth, horns, spines and contact poisons can be purchased for 1 PWR for each 2 points of damage. Damage can be bought in the following increments. Damage lists and costs are the same for breath weapons.

1d2	1 PWR
1d4	2 PWR
1d6	3 PWR
1d8	4 PWR
1d10	5 PWR
2d6	6 PWR
3d6	9 PWR
2d10	10 PWR
4d6	12 PWR
Retractable	+1 PWR

Breath weapons can be of the following types, although the type is unimportant, only the damage caused is purchased with PWR points. Possible breath weapons are fire, electricity, cold, poison, breath, acid or caustic spit

Range	
10'	5 PWR
20'	10 PWR
30'	15 PWR
40'	20 PWR
50'	25 PWR

Elemental **Synod** is a location where an element or several elements are allowed to exist in a primal state.

Elementals are creations of an elementalists. There are many different types of elementals and they can be made in any size from several inches tall to several hundred feet tall.

To create an elemental use the following tables:

Construct

INT, EDU, WIS = 0, Cost is 1 PWR per 100 percentage points of skill thus 3000% of skills equal 30 PWR. The maximum percentage per skill is 80%.

Sentient Construct

Intelligence costs its value, thus 10 INT costs 10 PWR and 12 INT costs 12 PWR. Cost for EDU, WIS is the same for INT. The skills are determined by the following age multiple: 1-5 year x10%, 6-10 years x20%, 11-15 years x30%, 16-20 years x40%, 21-30 years x 50%, 31-40 years x60%, 41-100 years x70%, 101-200 years x80%, 201-300 years x90%, 301+ years x100%. There is no maximum starting skill limit.

Inhabited Construct

Intelligence and Education cost nothing, the mind of the elemental is actually the transferred intelligence from another being. Intelligence and Education are created as for a regular race. The cost of the intelligence transfer is extraordinarily expensive, 50 PWR, but there are no additional costs for as long as the golem exists.

Size		PWR Needed
Fine	SIZ: less than 1	1
Diminutive	SIZ 1	2
Tiny	SIZ 2-3	3
Small	SIZ 4-8	4
Medium	SIZ 9-22	5
Large	SIZ 23-63	6
Huge	SIZ 64-179	7
Gargantuan	SIZ 180-500	8
Colossal	SIZ 501+	9

An objects' Damage Capacity is equal to its SIZ multiplied by 1/10th its' stopping power (minimum is 1). This means that a 200-pound refrigerator is SIZ 14, and it's construction material is metal sheeting with a SP of 3. Its' DC is equal to 14 x 1 (since .3 is less than 1, it is rounded up to 1) which is 14, therefore the refrigerator has 14 DC and a SP of 3, or 6 as cover.

Object's SIZ	Object's Weight
1	1
2	4
3	9
4	16
5	25
6	36
7	49
8	64
9	81
10	100
11	121
12	144
13	169
14	196
15	225
16	256
17	289
18	324

19	361
20	400
25	625
30	900
35	1225
40	1600
45	2025
50	2500
60	3600
70	4900
80	6400
90	8100
100	10,000

Material	Stopping Power	PWR
Air	-	1
Water	-	1
Ice	2	2
Fire	-	1
Earth	5	2
Wood	7	3
Hollow Steel	10	4
Stone	15	5
Iron	20	6

Air, water and fire elementals can not be damaged by normal weapons. Only magical weapons and explosives can damage them. Poisons have no effect upon golems as well.

A Druidic **Glade** is an area where natural law reigns supreme and natural beauty is unspoiled.

A Druidic **Ideals** is a creature that has been summoned to be the ideal of one of the nine alignments. An Ideal is a deadly enemy and tracker of those alignments that oppose it and a loyal unto death companion for those who possess the same alignment it does.

A Class I Construct is simply a manifestation of the druids alignment. A Class II (Sentient Construct) is a portion of the druids alignment given freedom.

An ideal is basically coalesced alignment, and because of that, they automatically have the following abilities:

To create an ideal use the tables for Empathic Manifestations.

A Biomagical **Womb** is where a bio mage can bring his creations to life. It is a living thing that takes the bio mages magical energy and converts it into living creatures.

Homunculi are the most powerful creations that a bio mage can create. These are in effect newly created creatures.

To create a homunculus use the following tables:

Construct

INT, WIS, EDU = 0, Cost is 1 PWR per 100 percentage points of skill thus 3000% of skills equal 30 PWR. The maximum percentage per skill is 80%.

Sentient Construct

Intelligence costs its value, thus 10 INT costs 10 PWR and 12 INT costs 12 PWR. Cost for EDU, WIS is the same for INT. The skills are determined by the following age multiple: 1-5 year x10%, 6-10 years x20%, 11-15 years x30%, 16-20 years x40%, 21-30 years x 50%, 31-40 years x60%, 41-100 years x70%, 101-200 years x80%, 201-300

years x90%, 301+ years x100%. There is no maximum starting skill limit.

Inhabited Construct

Intelligence and Education cost nothing, the mind of the elemental is actually the transferred intelligence from another being. Intelligence and Education are created as for a regular race. The cost of the intelligence transfer is extraordinarily expensive, 50 PWR, but there are no additional costs for as long as the golem exists.

Size		PWR Needed
Fine	SIZ: less than 1	1
Diminutive	SIZ 1	2
Tiny	SIZ 2-3	3
Small	SIZ 4-8	4
Medium	SIZ 9-22	5
Large	SIZ 23-63	6
Huge	SIZ 64-179	7
Gargantuan	SIZ 180-500	8
Colossal	SIZ 501+	9

Regeneration

1 DC/round	10 PWR
2 DC/round	20 PWR
3 DC/round	30 PWR
4 DC/round	40 PWR
5 DC/round	50 PWR

Limbs	PWR
Pair of arms	5
Pair of legs	5
Additional limbs	5
Tentacles	3
Tail	2
Wings/Fins*	5

*Speed for swimming/flying must be paid for separately

Strength, Dexterity, Constitution, Speed

Attribute	Cost
2	1
4	2
6	3
8	4
10	5
12	6
14	7
16	8
18	9
20	10
22	11
24	12
26	13
30	15
36	18
40	20
46	23
50, etc.	25, etc.

Claws, teeth, horns, spines, breath weapons, contact poison

Retractable	+1
1d2	1
1d4	2
1d6	3
1d8	4
1d10	5
2d6	6
3d6	9

2d10	10
4d6, etc.	12, etc.

Breath weapons

Fire	5
Electricity	5
Cold	5
Poison Breath	5
Acid	5
Caustic Spit	5

Range

10'	1
20'	2
30'	3
40'	4
50', etc.	5, etc.

Armor

SP 1	1
SP 2	2
SP 3	3
SP 4	4
SP 5	5
SP 6	6
SP 7	7
SP 8	8
SP 9	9
SP 10	10

Divine Magical **Temple** is a consecrated, constructed location where the divine energies of a deity are concentrated.

A **Paragon** is a cleric who has been imbued with the divine power of their god. A paragon is always a pre-existing being that is filled with divine power.

A paragon can be changed in size.

+/-1 SIZ	1 PWR
+/-2 SIZ	2 PWR
+/-3 SIZ	3 PWR
+/-4 SIZ	4 PWR
+/-5 SIZ	5 PWR
+/-10 SIZ	6 PWR
+/-20 SIZ	7 PWR
+/-30 SIZ	8 PWR
+/-40 SIZ	9 PWR
+/-50 SIZ	10 PWR
+/-100 SIZ	11 PWR
+/-200 SIZ	12 PWR

Regeneration

1 DC/round	10 PWR
2 DC/round	20 PWR
3 DC/round	30 PWR
4 DC/round	40 PWR
5 DC/round	50 PWR

Pair of arms (additional)

Pair of legs (additional)

Additional limbs

Tentacles

Tail

Wings/Fins*

*Must buy Speed for flying/swimming

Attribute Bonuses (Intelligence, Wisdom, Strength, Dexterity, Constitution, Speed)

+2	1
----	---

+4	2
+5	3
+10	4
+15	5
+20	6
+25	7
+30	8
+40	9
+50	10

Claws, teeth, horns, spines, breath weapons, contact poison

Retractable	+1
1d2	1
1d4	2
1d6	3
1d8	4
1d10	5
2d6	6
3d6	9
2d10	10
4d6, etc.	12, etc.

Breath weapons

Fire	5
Electricity	5
Cold	5
Poison Breath	5
Acid	5
Caustic Spit	5

Range

10'	1
20'	2
30'	3
40'	4
50', etc.	5, etc.

Armor

SP	1	1
SP	2	2
SP	3	3
SP	4	4
SP	5	5
SP	6	6
SP	7	7
SP	8	8
SP	9	9
SP	10	10
SP	15	11
SP	20	12
SP	25	13
SP	30	14
SP	40	15
SP	50	16

Skills/Abilities

10% per point of PWR expended

Infernal Magical **Altar** is a desecrated, constructed location where the dark energies of an infernal deity are concentrated.

A **Vessel** is an evil priest who has been imbued with the dark power of their god. A vessel is always a pre-existing being that is filled with infernal power. To create a vessel, you can use the same lists as a paragon.

Abyssal Magical **Dark holds** are not actually places that can be reached by simply traveling there. They can only be

found by wandering into a dark gate and then finding the actual dark hold. This allows Dark holds to exist without being easily located and destroyed by the numerous enemies a cultist will usually possess.

A **Fosterling** is the most powerful cultist creation possible. This is what is created when one of their gods takes a personal interest in their petitioner and mutates them by imbuing some of their power into the mortal bodies of their follower.

A fosterling is always a created being, although sometimes they are actually mutated cultists. A created fosterling is a sentient construct, while a mutated cultist is an inhabited construct. To create a fosterling, you can use the same lists as a paragon.



An Alchemical **Zone** is an area where an alchemist has laced magic enhancing machinery so that their abilities will be more powerful within the confines of the zone.

A **Fabrication** is an alchemical construct that appears to be a halfway mark between golems and robots. Fabrications can use both golem and robotic abilities freely intermixed from the previous lists. A construct is simply a fabrication, a sentient construct is a thinking fabrication, while an inhabited construct is a fabrication that acts as a body for a formerly living being.

Since fabrications can use both robotic and golem abilities, the costs of both apply, such as golem abilities cost PWR while robotic parts and abilities cost money (IM).

A Shamanic **Wilderness** is where the natural world and the totems of those animals that live there roam unhindered.

Incarnations are the form that totems take when they wish to interact with the material form. Incarnations are always an Inhabited Construct. Shamans can not make an incarnation, they can only ask a totem for their intercession and the totem may then manifest or not. The base chance for a totem to manifest to assist a shaman on is equal to the totemic skill of the shaman, plus any PWR that the shaman wishes to sacrifice on a 1 PWR for 1% basis.

An incarnation will always take the form of its totem, although the size and intelligence are variable, depending on the amount of PWR a shaman wishes to sacrifice, in addition to the amount sacrificed to increase the base chance of manifestation.

An incarnation can be changed in size.

+/-1 SIZ	1 PWR
+/-2 SIZ	2 PWR
+/-3 SIZ	3 PWR

+/-4 SIZ	4 PWR
+/-5 SIZ	5 PWR
+/-10 SIZ	6 PWR
+/-20 SIZ	7 PWR
+/-30 SIZ	8 PWR
+/-40 SIZ	9 PWR
+/-50 SIZ	10 PWR
+/-100 SIZ	11 PWR
+/-200 SIZ	12 PWR

Mental Attributes

Intelligence costs its value, thus 10 INT costs 10 PWR and 12 INT costs 12 PWR. Cost for WIS is the same for INT. Incarnations have an EDU of 0!

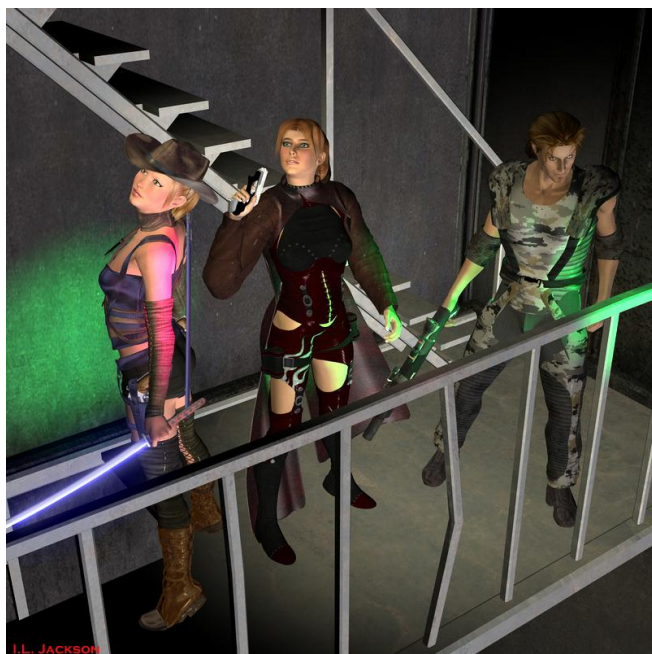
Skills

Cost is 1 PWR per 100 percentage points of skill thus 3000% of skills equal 30 PWR. This is for skills in addition to those it gains from its it's INT. Base skill points are equal to INT x 10%. An incarnation is effectively immortal, but will never increase its age multiple for skill points. They can learn new skills, however.

CHAPTER XII RUNNING A CAMPAIGN

Due to the fact that Vhraeden is a unique setting, there are some issues that should be addressed. The first is campaign development. This covers the setting, the level of realism and the style of campaign.

When beginning a Vhraeden campaign, the GM should consider what sort of game his players are expecting. The open ended nature of this setting allows for far more options in campaign development than many other game settings. This can be a problem when players are expecting a sword and sorcery low-tech hack and slash dungeon crawl and the GM places them in a high tech corporate intrigue campaign.



Campaign Types

The first step is to determine the type of campaign the GM and the players want to play. In determining campaign

types, the technological/magic level must be determined. There are five major delineations...

Traditional Fantasy

Swords and Sorcery

As the default setting for most RPG's, this campaign is perfect for Vhraeden. All of the traditional fantasy elements are present, although some players may have problems with the fact that high technology is present in the world as well.

The simple solution is to remove the technology and have magic become the default paradigm for the entire world. This is perfectly acceptable, but be warned that there will likely be no difference between Vhraeden and the majority of fantasy RPG's, some of which the DM will most likely already own.

If you wish to run a traditional fantasy campaign, the most likely area to do so is in the East. It is here that magic reigns supreme and there is nothing that would impinge upon a character ever having seen technology beyond that of the typical fantasy setting.

Steampunk

The Technology of the Bizarre

This campaign is centered around the bizarre and eclectic mix of technology and magic. Magic is limited, as is technology, but together they create the steampunk science of Alchemy. This is the campaign type for which Vhraeden was created and is thus most prevalent in the Central Nations, which is where the majority of upcoming source material will be focused.

High Tech

Microchips and Machine Guns

This is the technology of the gnomes and the goblinoids. This is equivalent to the modern world and all of the same conventions found today are found in the Western Lands. This is the land of cars, telephones and automatic weapons. Anything possible today is found in this campaign type.

Cyberpunk

Cash, Chrome and Corporate Conspiracies

This is a setting where technology takes center stage, with cybertechnology and the dataNET becoming vastly important elements of the story. All of the ultra-level technology is assumed to be top-secret research projects and only found in perhaps three or four cities in the world. Cyberpunk campaigns are focused on technology, money and secrets.

Polyglot

Magic, Psionics and Technology, Oh My!

This is the default setting for Vhraeden. Although it would seem at first to be problematic having all of the different flavors of magic, plus psionics and magic present and in competition with each other, it should not be so. What is important for the GM and the players to remember is that each technology type is, at this point in Vhraeden's history, equal in regards to effects. That means that for the time being, a magic user is just as capable as a high technology user. They are effectively equivalent to each other. What is also important to remember is that each form of technology exists independently of each other.

An analogy is the world of today. African bushmen and South American tribesmen still practice their native traditions (spiritualism and shamanism respectively) in the modern world, while various religions (divine favor, infernal corruption, abyssal insanity and the druidic path) obviously still exist side by side with technology (low tech, mid tech, high tech and ultra tech are all still present, it just depends on where you go). Devotees of magic and witchcraft are obviously real, they just exist on the fringes of everyday society and thus are often discounted by the mainstream. Meanwhile New Age (empathy) adherents obviously are real and have organized communes and ESP (psionics) is very slowly gaining acceptance by the academic community. Biotechnology (analogous to BioMagic) is not only real, but a billion dollar industry. All that is different about Vhraeden is that these systems are all very much alive and well, are all accepted as "real", and thus are not on the decline.

With regard to societal variation based on a technological system basis, again we can look to our own planet. On one world, there is a civilization that can transplant organs, microwave food in less than a minute, nuke other countries to smithereens, and fights over civil rights of various lifestyles and the evils of fast food... while at the same time a civilization that still wears animal skins for clothing, fights with spears, and has no written language exists. A civilization that has so much food available that it pays its farmers NOT to grow more...on the same planet with entire NATIONS of people who are malnourished and starving to death? So, why can't Orks have technology on the same planet with Elves who cloak themselves in magic? It doesn't seem quite as far fetched when you compare it to reality...which is quite similar in many ways."

The reason for this is that the system of technology is tied to the culture of the area where it was developed and, lets face it, people (and by extrapolation, all sentient beings) are resistant to change. If an elf knows magic, why would he waste time learning about technology or spiritualism? They wouldn't.

If you are still uncomfortable with running Vhraeden as a polyglot technological world, don't. Remember, it's your game.

Reality Levels

The reality level of the campaign is very important. There are several different reality levels to choose from. The mechanics of each reality level are explained in more detail in the Rules chapter.

Anime

"I'll destroy your nation as I feast on your soul, coward!"

Action films are nothing compared to the excessive powers, abilities, and convoluted storylines of the typical anime. This is where the true power gamers reside, where destroying cities is a common occurrence, gods and demons battle openly, and PC's have no limit to the amount of power they possess or destruction they can cause.

Death is temporary, as are alignments. Also, destroying a city one week doesn't mean it will stay destroyed the next. Ridiculously awesome power is not only available, but disturbingly common.

Action/Cinematic

"An Archmage, three acolytes and a dragon against me? No Problem!"

This level of realism is what most people expect when they think of a RPG. This is most commonly the default for many RPG game systems. This allows quite a lot of freedom to the PC's and frequently grants them abilities beyond those allowed to NPC's.

PC's are tougher, smarter and more skilled than the general population and they are frequently called on to save the day, their nation, or the world. PC death is rare and when it does occur, it is for the sake of story, rather than a string of bad dice rolling.

PC motivation is usually profit or for some ideal rather than those that drive the commoner. PC's often have some unique or tragic backstory that serves as their rationalization for being unique.

Villains are usually overpowered and usually interested in taking over the world, and thus many of them are unsympathetic, which serves to make the distinctions between Good (the PC's) and Evil (the Villain) concrete.

Realistic

Bullets kill, and so do knives, and fireballs and force swords and...

This is the default realism for Vhraeden. PC's are skilled, but not to an exceptional extent and they have motivations that are easily grasped. World domination is a goal for the insane, and the difference between Good and Evil is based upon perception. PC's are free to do as they see fit, but they must also be cognizant of the effects that actions will result in.

PC's are also no tougher than the NPC's which means that weapons can and do kill, usually quite frequently. Large fights, especially with weapons or skilled combatants is something to be avoided, rather than sought out. There is also no real progression based on arbitrary "levels" but rather on experience. PC development is more a function of increased skill and character development as they live their lives, gaining allies, losing friends and learning.

Film Noir

"Bang, Bang! Fuck, I'm Dead!"

Literally "dark film". Basically, just add more grit, violence and cynicism to your campaign. Feel free to kill off more of the PC's, NPC's and generally just become one mean SOB of a GM. Also, do away with PC friendly "house rules" and run combat strictly by the book. Give PC's exactly three

seconds to state what they are doing every combat round, and if they hesitate, well so did their character.

Motivations for both PC's and NPC's are unusually specific, and their actions are usually violent. There is rarely a distinction between good and evil, the world is painted in shades of grey.

Be advised that Film Noir is something to either be present in a campaign from the start or be avoided. You do not want to spring this on PC's in the middle of a campaign that they were comfortable with.

The only rationale for adding it to an existing campaign is when the campaign has begun to get stale and unfulfilling. A sudden jolt of realistic, dark violence has a way of either jump-starting an old campaign or killing all of the PC's in spectacular manner.

Remember that Film Noir also has the effect of creating an almost adversarial relationship between GM and PC's. It is not that the GM is trying to kill off the group, but the "no slack" attitude toward PC's has a way of turning off a lot of gamers, especially those who are used to PC friendly settings. Use at your own risk.

Genre

Once the technology/magic and reality levels have been determined, the next step is to determine the actual genre of the campaign. The following are the most popular genres for role playing games...

Political Intrigue

Assassins, Spies and Private Eyes

Vhraeden is deliberately designed with a very detailed global structure in order to facilitate these types of campaigns. Organized crime, governments, corporations, guilds, dragons, cults and churches all participate in these campaigns. Secrets, money and conspiracies are the bread and butter of this campaign type.

Adventurers

For Love of Gold

The default campaign type for any setting. Player groups are essentially generalists, with each player specializing in a certain field. These are the most simple campaigns to run, but grow old rather quickly. The strength of Vhraeden is that the characters are immediately immersed in a world where their choices have long term effects and unlike most other settings, a PC group can not simply wander from town to town to escape their mistakes. In some parts of the world, this is possible, but for the majority of the planet, it is not.

If you decide to run or play in an adventuring campaign, it must be emphasized that characters are very mortal and regardless of how powerful they may be as a group, there will always be someone who can shut them down quick, fast and in a hurry.

The major failing of running an Adventurer campaign is that it quickly stretches the suspension of disbelief to the breaking point.

Mercenaries/Military

Guns and Glory

Another of the all time favorite campaign models is the mercenary unit. While this is a very durable campaign, it does have a tendency to be, well, boring. The characters are all specialists in some military field and are usually quite good at their job.

The difficulty is that PC's will have little choice in where they go, what they do, or how they do it. The strength of this campaign type is long term characterization. Without good NPC personalities, these campaigns quickly become mindless hack and slash, therefore it is important for the GM to spend a lot of time coming up with the commanding officer who always volunteers the PC's, the supply sergeant who is an incompetent dirt-bag, whose subordinate really runs the supply room, the third platoon leader who hates the PC's, the B team leader who is loyal, brave and self-sacrificing, but dumb as a box of dumb rocks.

The GM must create all of these NPC's, and when done, the campaign will pretty much write itself from there. The missions are just to get the PC's some experience at killing things but the characterization will really allow this campaign to shine.

Shadow Teams

In Gods we Trust, all others pay Cash

You are the in the big leagues and a single misstep will cost you your life in this high adventure campaign type. This is where the best of the best make their home, and you need to be the best to operate in the Shadowlands. Heavy firepower, high skills and lots of fake names are the tools of the trade in this campaign type. In some ways, it is similar to the Adventurers in that you have a lot of options when it comes to who you work for, or even if you work for anyone.



It is also similar to the military/mercenary campaign in that characterization is also highly important because the PC's are moving around constantly, the few stable fixtures in the game must be fully described. The difference is that Mercenaries/Military campaigns usually have some stability to them, such as comrades, leaders and support types. Adventurer campaigns have the advantage that the PC's are usually the good guys and most of their illegality can be explained away to some extent. None of that is in the Shadow Team campaign. The PC's are bad people who do bad things for money and there should always be an feeling of paranoia when playing.

This is also the campaign type for the evil GM who likes to "trap" their PC's into doing very bad things. Long standing grudges, double crosses and triple crosses and hidden motives are simply expected.

Covert Operations

Spies like us.

Having much in common with the Shadow Team, Covert Operations teams have the benefit of being much more valuable to someone than some hired guns. Typically, a covert ops team is very valuable, and their loyalty is even more so. If you like to run high octane, violent adventures, but without the bookkeeping and overt paranoia that the Shadow Team genre entails, then this is the campaign type for you.

This is perhaps the easiest campaign to play in. The PC's are the default "good guys" (at least in their eyes), they get the best gear and information provided to them, they are treated well by their government and they simply have to follow the rules and accomplish the mission. Another plus, is that the GM has a relatively open selection of opponents for the PC's and the progression of difficulty is also easy to justify. As the team proves themselves, they are given progressively more difficult missions.

Criminals

Your money or your life.

A bit of a departure from the average gaming group, but sometimes playing the bad guys is a cathartic experience (but usually just really fun). For this type of game, it is usually best to start the characters as criminals on the verge of making their first big score. This campaign type is easily amenable to a playing group, because the average crew is usually 3 to 5 people. The mix of skills and specialties is also easy to distribute within a gaming group, as it breaks down into the commonly accepted combat specialist, thief, charismatic leader, driver and one or two specialists in some field such as law, forgery, technology, magic, psionics, etc.

There are many derivatives of this genre, such as pirates, gangs, traditional organized crime, embezzlers, thieves, assassins or retrievers.

Superheroic

For Justice!

Although this may seem an odd choice for Vhraeden, it actually works well if you look to the proper source material. Although the traditional four-color caped superheroes will most definitely be out of place, the more realistic dark vigilante sub-genre is very keeping with the overall feel of the setting.

Although many of the traditional superhero games give the PC's powers and abilities far beyond those of mortal beings, the setting of Vhraeden does not support that level of excess. However if you look at the PC's more as beings driven to take justice into their own hands instead of being "empowered" to do so, it will take the game deep into the psychological rationale of why a being becomes a heroic figure.

Mean Streets/Small Time

Now, to pay the rent...

One of the most simple campaign types, and paradoxically, one of the most fun and rewarding. The PC's are simply low-level thugs, rookie cops, young recruits or some other relatively young and unskilled archetype. This campaign virtually writes itself, in that the GM merely has to let the PC's come up with their background and that provides most

of the material. Parents, siblings, romance, rent and the trials of their job are just about all the PC's can handle. They aren't concerned with slaying demons, stopping international cult takeovers of multi-billion IM corporations, they are worried about getting promoted, getting a decent apartment, getting noticed by the boss and getting a date.

The strength of this campaign is also the weakness of this campaign, character background. If you have experienced PC's they know that background is the core of the character, not the stat block and they will present to you a fully developed character. If you have PC's who do not give you a detailed character complete with background, then the GM is forced to create it for them or help them come up with it on their own.

If the background is developed fully, then this is a rewarding and easy campaign to run. Another plus is that this campaign will change over time into one of the others as the characters grow in experience and skill.

Horror

What the Hell was THAT?



There are many forms of evil in the world, and not all of them are born in the hearts and minds of the sentient races. The Age of Darkness was the time that evil and madness ruled Vhraeden and the remnants of their vile servants, the Cults, seek to bring about NightFall again.

Some might argue that with the addition of magic and psionics, the horror of the world will fall into the category of the paise, I would argue that it all depends on how the GM runs the world.

Magic in and of itself is nothing but a tool, and if it were also to be rendered ineffective against the Abyss, there is no reason to think that horror would once again be brought into the game. Also, the way that many settings present horror is to "just add blood" and I find that this is entirely too simplistic to be effective, especially in a realistic or Film Noir campaign, both of which are very bloody in their own right.

Psychological horror, especially that found when being hunted by something the players have no idea of what it is, is very effective. Also, mood is especially important when running a horror campaign. Lighting, time of day, music and sound effects are critical for this campaign to succeed.

Another idea is to slowly introduce the concept of an altered world to the players. Mysterious dreams, small

things that seem out of place, feelings of being watched, etc. are all tools that a GM can use and there is nothing the PC's can do about it other than look for clues. Each clue should draw them deeper into something that they should want nothing to do with, but they must be compelled to search into ever-darker corners in order to find out what is going on.

Explorers

So, where are we again?

Similar to the Adventurers campaign type, although the search for riches usually takes a back seat to the need to learn. The two campaign types are very closely related. There are many places of Vhraeden that are still unexplored by some races. For example, elves have never ventured very far into the Green Hell, the Sand Ocean Desert holds mysteries that the kobolds do not seek the answers to, and of course, there is always Space.

Space presents an interesting background for an adventuring group, especially in this setting. Magical and technological races in a space-race? One of the difficulties is not getting there, since portals and gates can be constructed, but once it is created, you still have to survive in the new environment. Not only that, but you have to locate a suitable place to go.

Also, the existence of planets places the cosmology of various religions and philosophies into turmoil, and the social dynamics of that cannot be emphasized enough. Are the "planes" merely planets, and are aliens just planar beings? Who asks those questions may determine the answers they find.

The rest of the world

One of the most important things to remember about Vhraeden is that it is an open ended world. This is a world of chaotic and violent co-existence. As stated in the introduction, this is a world where there are many different viewpoints on all aspects of life including technology, religion, history, race, and identity.

Although Vhraeden is a complex world of several billion sentient beings, there is a very important question that must be asked. Of all the beings on Vhraeden, how many are playable characters? While the rules of this game would allow you to play any conceivable character, the truth is that there are very few "playable characters". The reason for this is simple. Normal people are simply not that interesting.

It is possible to create and play a college student with a full time job at a fast food restaurant, but why would that be interesting? You could create and play a private in any army in the world, but unless you like roleplaying being tired, hungry, training and cleaning, there is little to recommend it. The interest that player characters generate over normal people (non-player characters) is not in their statistics, abilities, skills or any other quantifiable area. What sets a good player character apart from the vast majority of the population is their mindset and the choices they have made.

While it is possible for most people to become an assassin with enough training, there are not a lot of assassins running around comparatively. By way of comparison, based purely on the concrete selection criteria, most people could be cops, crime bosses, special forces or astronauts if they decided to do so early in life and pursued their ambitions. Then why are there so few of these professionals in existence? The answer is simple, most people don't have the drive to push themselves above the mediocre. Therefore, what sets a "player character" apart from the average person is simply drive, ambition and motivation.

That is not to say that the only player characters that are useful, unique or interesting are player characters. Quite the opposite. It is just that the vast majority of NPC's have chosen to follow a more mundane and socially acceptable life path than the that of most player characters. For instance a normal person will have skills such as cooking, driving automobile (or ride appropriate animal), basic math, writing a language, speaking a language, reading a language, credit rating, five to ten skills that relate directly to their job (about 50-70%) and about ten skills that are considered to be hobbies (40-70%). The remainder of a characters skill points will be used in esoteric skills that the character may have forgotten all about such a second language they learned in secondary education, various classes on physics, biology, chemistry, sports rules, a few martial arts moves, a weapon skill, magical theory and other such sundry one semester classes and passing interests at about 10-25%.

This methodology of universe creation is far different than most other games, which gives player characters all sorts of "special" powers and abilities which are simply impossible for normal beings to possess. Vhraeden makes no such allowances delineating characters from non-player characters. This allows both players and the GM to create any sort of character from a mentally deficient homeless alcoholic halfling refugee that grew up in state schools and knows very little besides how to panhandle all the way to a laboratory created genetically modified elf super warrior outfitted with millions of Imperial Marks worth of equipment and every type of character in between.

In the original version of Vhraeden, the campaign style I chose was deliberately dichotomous. I merely took the conventions of other RPG settings and modified them. I had megacorporations engaged in corporate wars over resources where heavily cyberized street punks were a constant threat, drugs and money were omnipresent and the only way to stay on top of the dog eat dog Western World was to dish out cash and slap on augmentation like there was no tomorrow. The East was the magical world where there were evil gods, powerful wizards and paladins riding out to wage crusades against the vile forces of darkness. This was the area where magic ruled, and if you were not a wizard or a magical item monger, you were going to die. The rest of the world developed from that model, and that is the campaign style for which this setting was deliberately designed for, although all of the genre's and campaigns work well.

CHAPTER XIII D20 CONVERSION

In order to make the setting of Vhraeden more accessible to the gaming public, the following suggestions are made in order for the seamless use of the D20 rules system. The true wonder of role playing games is that the rules exist to define and delineate the setting, but there are many different ways to adjudicate the world, and D20 is one of the most popular.

The most common use for this section will be to transfer D20 characters and material for use in Vhraeden. The other use for this section is to translate information from Vhraeden into D20 so that this setting may be integrated into a D20-centric gaming group. This chapter is broken into two parts D20 to Vhraeden, followed by Vhraeden to D20.

D20 to Vhraeden

Ability Scores

The same six ability scores used in D20 are used in Vhraeden, with some additions. Strength, Dexterity, Constitution, Intelligence, Wisdom and Charisma transfer directly over to Vhraeden without modification. Education and Power are extrapolated, as is Speed. Education equals Intelligence and Power will equal Wisdom. Speed is determined using the following table.

10' round	2 SPD
15' round	4 SPD
20' round	6 SPD
25' round	8 SPD
30' round	10 SPD
35' round	12 SPD
40' round	14 SPD
45' round	16 SPD
50' round	18 SPD
55' round	20 SPD
60' round	22 SPD
65' round	24 SPD
70' round	26 SPD

Ability score modifiers and attribute checks

Converting from D20 to Vhraeden, the ability score modifiers from the D20 system are removed. The attribute checks are determined using the rules located previously in this book (attribute x 5% = Check number).

Classes, skills, feats and powers (4th ED.)

Vhraeden does not have classes, therefore to convert skills from D20. every weapon that a character is proficient with is a skill. Every spell that a character has is a skill. All skills that a character possesses, with the exception of spells, translate as follows. Feats become a skill, and simply change only by gaining a percentage rating.

To find the percentage for skills, take the skill ranks alone, without any attribute modifiers multiplied by 5 to equal the % of that skill. Every spell will have a % equal to the spell level.

Spell level	Skill %
0	95%
1	90%
2	80%
3	70%
4	60%
5	50%
6	40%
7	30%
8	20%
9	10%

For a 4th Ed. Power, they also become a skill in Vhraeden. Half the Level of the Power is the cost in PWR. They all require the use of PWR, there is no separate pool of Martial, Magic, Psionic Power in Vhraeden.

Use the following to determine the base skill in Vhraeden of each Power

Power Level	Skill %
1-2	90%
3-4	80%
5-6	70%
7-8	60%
9-10	50%
11-12	40%
13-14	30%
15-16	20%
17-18	10%
19-20	8%
21-22	6%
23-24	5%
25-26	4%
27-28	3%
29-30	2%

Alignment

There is no change in alignment from D20 to Vhraeden.

Damage

There is no change in damage from D20 to Vhraeden.

Hit Points

Hit Points translate directly into Damage Capacity on a one for one basis. Characters will not transfer over with the exact same amount of hit points however. The following table provides the amount of hit points they will have:

Size Class	DC =
Fine	CON x 1/15
Diminutive	CON x 1/10
Tiny	CON x 1/4
Small	CON x 1/2
Medium	CON x 1
Large	CON x 5
Huge	CON x 20
Gargantuan	CON x 40
Colossal	CON x 50

Armor Class

Armor Class is removed and Stopping Power replaces it. Armor Class minus all bonuses except armor, deflection and magic bonuses minus an additional 10 translates into Stopping Power. All other bonuses are lost.

Movement

Movement rates become the Speed attribute listed above in the Ability Scores section.

Rules

The following rules are easily able to be ignored completely in Vhraeden without any difficulty; Initiative, Actions per round, Injury and death, Movement and Position, Combat modifiers and Attacks of Opportunity.

Difficulty Class

To change a Difficulty Class to a difficulty modifier, multiply the DC by 2.

Vhraeden to D20

Ability Scores

The same six ability scores used in D20 are used in Vhraeden, with some additions. Strength, Dexterity, Constitution, Intelligence, Wisdom and Charisma transfer directly over to D20 without modification. Education and Power are ignored, as is Speed. For races that do not have a D20 corollary, use the following table to find their racial speed.

Racial Mod	Speed
-8	10' round
-6	15' round
-4	20' round
-2	25' round
-	30' round
+2	35' round
+4	40' round
+6	45' round
+8	50' round
+10	55' round
+12	60' round
+14	65' round
+16 etc.	70' round

Ability score modifiers and attribute checks

When converting to D20, use the ability score modifiers from the D20 system, and the attribute checks from Vhraeden are removed.

Attribute Score	Modifier
1	-5
2-3	-4
4-5	-3
6-7	-2
8-9	-1
10-11	0
12-13	+1
14-15	+2
16-17	+3
18-19	+4
20-21	+5
22-23	+6
24-25	+7
26-27	+8
28-29	+9
30-31	+10
32-33	+11
34-35	+12
36-37	+13
38-39	+14
40-41	+15
41-43	+16
44-45	+17
Etc.	

Classes

Vhraeden does not have classes, and this is the most difficult portion of converting from Vhraeden to D20.

A character's level is determined by adding together all of the percentages of a beings skills, abilities, and statistic checks (STR, CON, DEX, INT, WIS and CHA only). That number determines the character's level in D20 including such modifiers as Effective Class Levels.

Ability Level	Ranking	D20 Level
0% - 1000%	Novice	4 th
1000% - 1200%	Rookie	5 th
1201% - 1400%	Green	6 th
1401% - 1600%	Trained	7 th
1601% - 2000%	Average	9 th
2001% - 2500%	Above Average	11 th
2501% - 3000%	Experienced	13 th
3001% - 3500%	Elite	15 th
3501% - 4000%	Expert	17 th
4501% - 5000%	Awesome	19 th
5001%+	World Class	20 th +

The result is the character's level. All that's left is to construct the character as closely as possible using D20 classes.

Skills

The difficulty of converting from Vhraeden to D20 is that most of the skills used in Vhraeden will not directly translate into D20 skills. Spells, which are treated as skills will simply translate into the closest D20 spell. Skills and spells which are not modeled in the D20 system are simply lost.

Feats

Skills which do not translate into D20 ones may translate into a feat. If they do, then you gain that feat, but if they don't, you can either create it as a feat with DM permission or you lose that skill.

Alignment

There is no change in alignment from Vhraeden to D20.

Damage

There is no change in damage from Vhraeden to D20. Damage Capacity translates into hit points.

Armor Class

When translating from Vhraeden to D20, simply take the SP of the armor or object, add ten and it becomes the Armor Class. As an alternative, for SP's over 20, make the AC 20 and all excess SP over 20 becomes Damage Reduction.

Movement

Movement rates become the feet per round listed above in the Ability Scores section.

Rules

The following rules are easily able to be shifted into D20 without any difficulty; Initiative, Actions per round, Injury and death, Movement and Position, Combat modifiers and Attacks of Opportunity.

Difficulty Class

To change a Vhraeden difficulty modifier into a D20 Difficulty Class, divide the difficulty modifier by 2.

Powers (4th ED.)

To change a skill to a 4th Ed. Power, any skill that requires the use of POW translates to a 4th Ed. Power.

INDEX

A			
A'Lanthas Founded	2-5	Biotech Shark	11-5
A'Lanthas	4-37	Biotech Whale	11-6
Abaga	5-17	Black Wyvern	10-38
Ability Levels	9-10	Blue Jewel Express	6-14
Abyssal Magic	3-2	Blue Wyvern	10-39
Action/Cinematic	12-2	Blunt Force Trauma	8-7
Actions	8-1	Boar	11-7
Admiya	4-133	Body Wasps	11-7
Adventurers	12-3	Brill Epps	4-61
Aerial Assassin	11-1	Broken and Destroyed	8-8
Aerial Vehicles	10-54	Buffalo	11-7
Age Category	9-3	Bugbear	5-15
Age of Darkness	2-1	Building Magical Items	9-202
Age of Dragon Lords	2-1	Bull/Cow	11-7
Age of Lost Time	2-2	Burst Value	8-4
Age of War	2-2	C	
Age	9-3	Calabim	11-22
Alchemy	3-1	Camel	11-8
Alein	5-29	Campaign Building	12-1
Alignment	9-5	Casting on the fly	9-200
Alligator	11-1	CAT III	6-12
Altar	10-74	Cats (small)	11-8
Alternate Character Creation	9-10	Celeranim	11-9
Anchors	10-69	Celestials	11-8
Ancient Ranged Weapon Modifiers	10-27	Cephelen	4-34
Ancient Ranged Weapons	10-22	Cerella	4-34
Ander	4-84	Cestaletth	5-50
Anime	12-2	Chadir	4-133
Anjia	4-32	Chamek	5-25
Annix	4-85	Chara	5-20
Ant King	11-2	Character Concept	9-1
Ape	11-2	Charas Dina the Black	6-9
Arcane Affective Disorder (AAD)	9-203	Cheetah	11-12
Archyx	5-30	Cherubim	11-9
Armadillo	11-2	Chimera	11-12
Armor Coverage	8-7	Chital	5-11
Armor Modifiers for Vehicles	10-33	Church of Eternal Inspiration	7-2
Armor Modifiers	10-5	Church of the Dark Speaker	7-7
Armor Piercing Attacks	8-7	Cistrus	5-46
Armor	10-3	Classes of Spiritual Beings	7-10
Armored Ground Vehicles	10-53	Clerical Magic	3-2
Art	4-4	Cloud Giant	5-41
Atmospheric Re-Entry	8-9	Combat Round	8-3
Attacking	8-3	Coming of the Arcadians	2-2
Aurian the Warmaster	6-10	Competition	4-5
Avatar	10-70	Conclave of Nations	6-8
Avian Archons	6-1	Connections	9-6
Azel	4-21	Constructs and Locales	10-66
B		Continents and Oceans – Map	4-12
B'shrao	6-17	Conversion Rates	4-7
Baboon	11-3	Counter Cultural Skills	9-4
Bad Days	8-10	Covert Operations	12-3
Badger	11-3	Coyote	11-13
Barghest	11-3	Crab	11-13
Base Value (Statistics)	9-2	Crane	11-13
Basilisk	11-3	Creation's Majesty	7-7
Bat	11-4	Criminal world	1-3
Battle of Nine Nights	2-4	Criminals	12-3
Bear	11-4	Critical Injury	8-8
Beaver	11-4	Critical Success	8-1
Behir	11-5	Cross Cultural Skills	9-4
Betrayal and Sinking of Lanthas	2-4	Crow/Raven	11-13
Bettaletth	5-51	Cult of Kar Tula	7-8
BioMagic	3-2	Current Flashpoints 1 – Map	4-15
BioMagical Enhancements	10-43	Current Flashpoints 2 – Map	4-16
Biotech Ray	11-5	Cybernetic Enhancements	10-44
		Cyberpunk	12-1

<u>D</u>			
D'Geizen	4-47	Fabrication	10-75
D20 to Vhraeden	13-1	Falling Damage	8-7
Damage (Designers Note)	8-6	Fashion and Clothing	10-46
Damage Bonus	8-5	Fatigue	8-9
Damage Capacity	8-5	Feinting	8-4
Damage Classes	8-6	Feth	5-29
Dark Hold	10-74	Fier	4-24
Dark Starfish	11-13	Fifth Age	2-4
Darkhold, the	2-5	Film Noir	12-2
Days of Fire	2-1	Finishing Touches	9-6
Days	4-1	Fire Giant	5-40
Death and Dying	8-8	Firearms ammunition	10-31
Death Blades	6-13	Firearms Modifiers	10-32
Deep Elf	5-49	Firearms	10-28
Deer	11-14	First Age	2-1
Defeat of the Darkness	2-2	First City	2-5
Definitions	8-2	First City, Destruction of	2-2
Delphium	11-11	First Founding	2-5
Demeanor	9-1	Fish	11-16
Demographics	4-8	Food	4-5
Derived Statistics	9-3	Fosterling	10-74
Destryn of the Flame	6-10	Fourth Age	2-3
Determine Skills	9-4	Fox	11-17
Difficulty Modifier	8-1	Frog	11-16
Divine Magic	3-2	Frost Giant	5-39
Djinn	11-21	Fully Automatic Weapons	8-4
Documentation	10-41	<u>G</u>	
Dodging	8-3	Gargoyl	5-41
Dog/Hyena	11-14	Gavik	4-93
Dolphin	11-14	Genre	12-2
Donkey	11-14	Genva	4-133
Draconic	5-9	Geography – Map	4-11
Draft Horse	11-15	Ghyla	4-86
Dragon Lords Return	2-2	Giant Eagle	11-17
Dragon's Citadel	2-5	Giant Falcon	11-17
Dreadryth Region	4-82	Giant Hawk	11-18
Drugs	10-45	Giant Owl	11-18
Druidic Tradition	7-6	Giant Ray	11-18
Druidism	3-1	Giant Shark	11-19
Dryad	5-13	Glade	10-73
Dwarf	5-1	Gnome	5-6
<u>E</u>		Goat	11-19
Eagle/Falcon/Hawk	11-15	Goblin	5-26
Economic world	1-2	God's War Begins	2-3
EDU Modifier by Nation	9-1	Going Crazy	8-10
Elemental	10-72	Golem	10-69
Elementalism	3-1	Good and Evil	9-5
Elemu	5-31	Good Days	8-10
Elephant	11-15	Great Lizard/Monitor Lizard	11-18
Elesain/Felene Heresy	2-3	Green Wyvern	10-38
Elf	5-4	Grigorium	11-11
Elven Horse	11-15	Groceries	10-46
Elven War Pegasus	11-16	Ground Vehicles	10-51
Emerald Empire of the Chosen of Ss'vash	4-54	Gryphon	11-19
Empathy	3-1	<u>H</u>	
Employment	4-6	Hag	5-35
Energy Systems	10-63	Halfling Holdings	4-21
Ensorcelled Armor	10-66	Halfling Liberation Front/Halfling Liberation Army	6-5
Entertainment	10-46	Halfling	5-7
Entertainment	4-3	Harpy	5-36
Environment	4-2	Haunt	10-71
Equine	5-45	HDC	8-6
Equipment Legality	10-2	He'sh Region	4-62
Equipment Quality	10-1	Healing Rate	8-9
Equipment Rarity	10-2	Heavy Damage Capacity	8-6
Equipment Rating	8-1	Heavy Weapons Baseline	10-32
Experience Points	8-2	Heavy Weapons Descriptions	10-34
Experience	8-2	Heavy Weapons Modifiers	10-32
Explorers	12-4	Heilandia	4-34
<u>F</u>		Herathis	4-99
		Heretic Wars End	2-5

Heretic Wars	2-4	LDC	8-6
Hexim	11-23	Leberti	4-85
High Elf	5-3	Lekhis Region	4-64
High Tech	12-1	Leopard	11-25
Hippogryph	11-20	Lexicon	4-3
Hippopotamus	11-20	Liegem	11-24
Hirelings and Employees	10-3	Lifestyle	10-42
History of Vhraeden	2-1	Light Damage Capacity	8-6
Homunculi	10-73	Lion	11-25
Honor	9-6	Lizard men	5-35
Horror	12-4	Looting	8-9
Housing	10-1	Loson	4-83
Hu'thas	5-28	Lost Cities and Ancient Empires	2-5
Human	5-1	Loyalty	9-6
Humanoid Republic of Mountain Home	4-27	Lupine	5-43
Hydra	11-20	Lurkhite	4-103
Hyong-Do	4-120	Lycaon	5-16
I		M	
Ideal	10-73	Magic Items	10-48
Idyllys	4-129	Magic Potion Time Limits	10-48
Impacts	8-8	Magic Rods	10-48
Imperial Guards of Haven	6-3	Magic Rods	10-48
Improving Skills	8-2	Magic Staff	10-48
Improving Statistics	8-2	Magic Staves	10-48
Incarnation	10-75	Magic Wands	10-48
Infernal Magic	3-2	Magic	3-1
Infernals	11-20	Magical Effects Creation	9-200
Infernium	11-24	Maklar Region	4-66
Initiative	8-3	Malakrym	11-10
Injuk	4-84	Malseraph	11-21
Insects	11-25	Manifestation	10-71
International Deity Non-Intervention Compliance Agency		Manticore	11-25
	6-12	March of Civilizations	2-2
Iron Spire	2-5	Marriage	4-6
Isander	4-85	Massive Damage	8-8
Issery	4-100	Maximum Skill Percentages	9-4
Items Damage Capacity	10-3	Maximum Skill Percentile	8-1
J		Mean streets/Small time	12-4
Jaguar	11-25	Mecha	10-65
Jemlah	5-10	Medical equipment	10-42
Jenesai	4-43	Melds	10-66
Justice Hammer	6-10	Melee Damage	8-4
K'Keb'Rebah	4-45	Melee Weapon Modifiers	10-21
Kaikka	5-45	Melee Weapons	10-6
Kalasian	4-42	Mer	5-52
Kanath	4-27	Mercenaries/Military	12-3
Karada	4-133	Military world	1-3
Karniv	4-76	Mindset	8-12
Keservern Family	6-7	Minimum Modified Skill	8-1
Keskan	4-49	Mink/Marten	11-26
Khadan	4-133	Minotaur	5-10
Khariss the Red	6-9	Miscellaneous Items	10-47
Khess Region	4-67	Mixed Race beings	5-54
Ko Galia	4-88	Mleep	4-84
Kobold	5-23	Mole	11-26
Korkania	4-50	Momano	4-76
Korpeam	11-10	Momono Eastern Economic Expansion District	4-21
Korvalis	4-95	Money and Value	10-2
Kotar Shinsen (Emerald Empire State Intelligence)	6-11	Money	4-6
Koyl'te	5-42	Monkey	11-26
Kuvku	4-85	Months	4-2
L		Moose	11-26
Laboratory	10-67	Moraldred of the Black Blood	6-10
Lanan	4-84	Morathis	4-97
Languages	4-3	Morepheon	4-34
Lanthan Elf	5-49	Mouse	11-27
Lanthas Founded	2-3	Moving	8-3
Lanthas	4-114	Multiple Actions	8-2
Larcem	11-23	Mur Jan	5-47
Law and Chaos	9-5	Music	4-3
Layk	4-84	Muskrat	11-27

<u>N</u>			
Naga	5-34	Rate of Fire	8-4
Nation of Origin	9-1	Rayn	5-21
National Classification	4-7	Realistic	12-2
National Technology Base	4-8	Reality Levels	12-2
Nations and Regions – Map	4-13	Reavin	4-54
Nations by Continent	4-9	Red Wyvern	10-39
Natural World	4-2	Reducing Damage	8-5
Nature	9-1	Relis	4-32
Nephilium	11-11	Reverem	11-9
New Skills	8-2	Rhinoceros	10-30
Nexus	10-70	Robots	10-67
Nightmare	11-27	Roc	10-31
Northern Kalemia	4-89	Rule of One Hundred	8-1
Notation	8-1	Rule of One	8-1
NPC Generator	9-10	Rust Monster	10-31
Nuclear Weapons	10-37	<u>S</u>	
Nyall	4-105	Sacrimal the Destroyer	6-9
Nymph	5-13	Sanctum	10-69
<u>O</u>		Sanity	8-12
O'shas	5-53	Sankara Lees	4-125
Ogre	5-38	Satyr	5-12
Onslaught Ritual	2-4	Saving Throws	8-8
Opossum	10-28	"Science"	3-2
Opposed Action	8-1	SDC	8-6
Ork	5-8	Sea Elf	5-48
Ostrich	10-28	Second Age	2-1
Otter	10-28	Second City	2-5
Owl	10-28	Second Founding of the Elvish Empire	4-35
<u>P</u>		Security Systems	10-46
Pa'shan	4-133	Selshanis	4-121
Paka	5-18	Sensory Equipment	10-41
Paragon	10-74	Sentak	4-109
Parrot	10-28	Sepenerais	4-123
Parrying	8-4	Seraphim	11-8
Pathem	11-22	Services	10-46
Pech	4-83	Shadow Teams	12-3
Pegasus	10-29	Shamanism	3-1
Penthe Vul	4-39	Shammar	4-133
Perishable Skills Rule	8-3	Shark	10-31
Personal Optics	10-41	Sheep	10-32
Phydorah	5-49	Sheng'po	5-44
Pig	10-29	Shipping Materials	10-47
Pixies	5-14	Sick Days	8-10
Poisons	10-42	Single Use Magic Potions	10-47
Political Intrigue	12-2	Sixth Age	2-5
Political world	1-2	Size Class	9-4
Polyglot	12-1	Skill Check	8-1
Porcupine	10-29	Skill Descriptions – Abyssal Magic	9-41
Power	8-9	Skill Descriptions – Alchemy	9-40
Prophis	4-85	Skill Descriptions – BioMagic	9-41
Psionics	3-1	Skill Descriptions – Divine Magic	9-40
Ptyrex	5-30	Skill Descriptions – Druidism	9-40
Puma	10-29	Skill Descriptions – Elementalism	9-40
Pure Elf	5-2	Skill Descriptions – Empathy	9-40
Pureborn Movement begins	2-5	Skill Descriptions – Infernal Magic	9-40
PWR	8-9	Skill Descriptions – Magic	9-39
<u>Q</u>		Skill Descriptions – Psionics	9-39
<u>R</u>		Skill Descriptions – Shamanism	9-41
Ra'iall	4-133	Skill Descriptions – Spiritualism	9-40
Rabbit	10-30	Skill Descriptions – Technology	9-37
Raccoon	10-30	Skill Descriptions – Universal	9-28
Races of Vhraeden	4-8	Skill Descriptions – Weapons	9-36
Racial Distribution – Map	4-14	Skill Levels	9-28
Random Race Generator	9-1	Skill List – Abyssal Magic	9-26
Random Tables	9-7	Skill List – Alchemy	9-21
Range Bands	8-4	Skill List – Biomagic	9-24
Rank, Class and Species of Spiritual Entities	7-9	Skill List – Divine Magic	9-22
Ranzel	4-34	Skill List – Druidism	9-20
Rasheed	4-133	Skill List – Elementalism	9-19
Rat	10-30	Skill List – Empathy	9-18
		Skill List – Infernal Magic	9-23

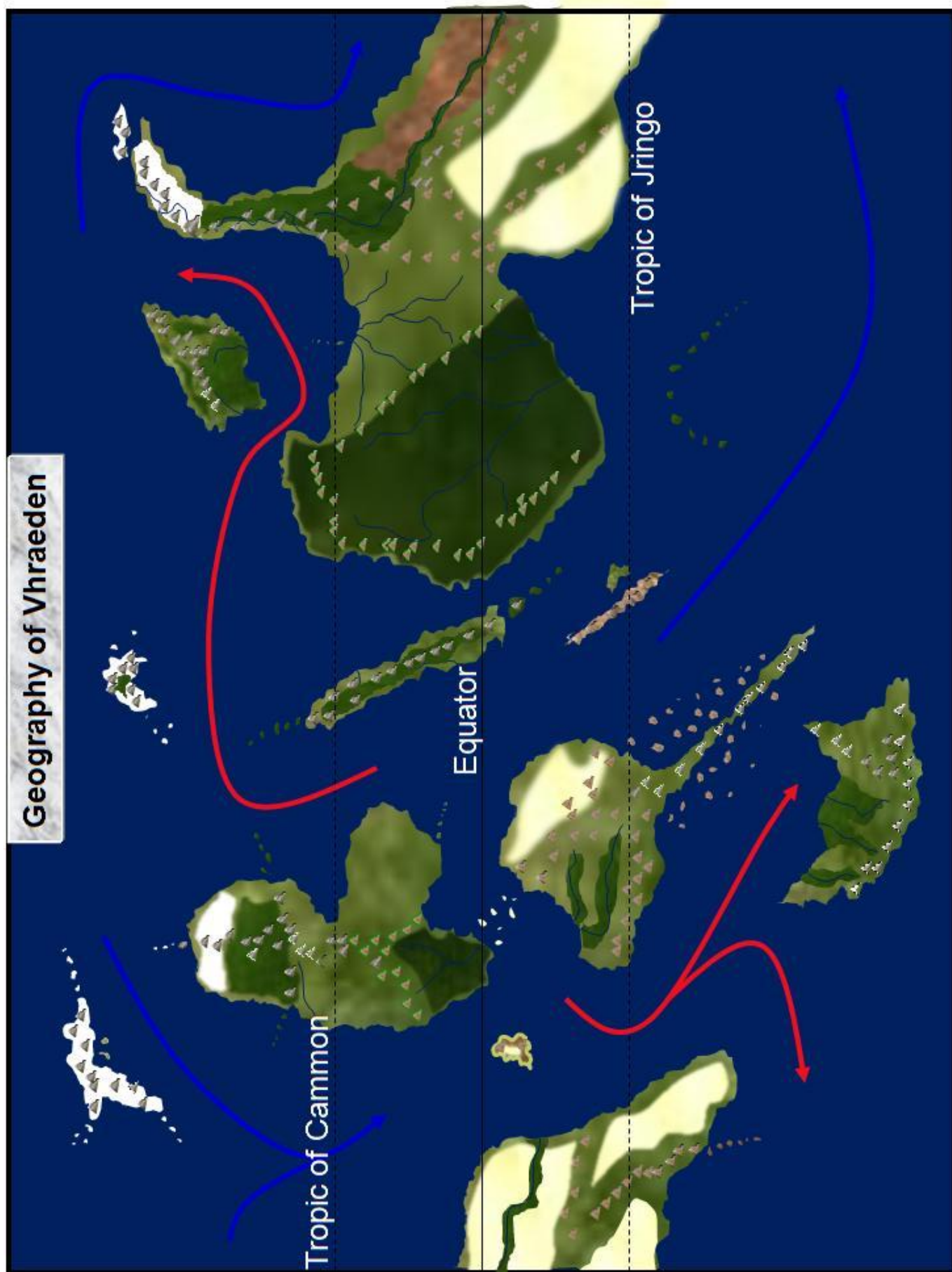
Skill List – Magic	9-15	The Hardlands	4-111
Skill List – Psionics	9-16	The Heavenly Chorus of Exelain	7-4
Skill List – Shamanism	9-27	The Oceans	4-113
Skill List – Spiritualism	9-22	The Patchwork Fellowship	6-20
Skill List – Technology	9-14	The Power and the Truth	7-4
Skill List – Universal	9-12	The Rest of the World	12-5
Skill Specializations	8-2	The Shining Path	7-3
Skills	9-12	The Skies	4-132
Skunk	10-32	The Temple of Fate	7-4
Sky Ray	10-32	The Womb of Corruption	7-5
Sky the Weaver	6-10	The Word of Purity	7-3
Slang	4-3	Third Age	2-2
Slaughter Spider	10-32	Thrown Explosives	10-26
Snake	10-33	Tiger	10-35
Snow Elf	5-5	Time	4-1
So'fein'a	4-52	Timeline	2-6
Social Class	9-5	TL 1, Stone Based	3-2
Song of the Shaman	2-2	TL 2, Metal Based	3-2
Sorphas	4-84	TL 3, Steel based	3-2
Soul Butcher	10-33	TL 4, Knowledge Based	3-2
Sound	8-9	TL 5, Low Science	3-2
Southern Kalemia	4-91	TL 6, Mid-Science	3-2
SP	8-6	TL 7, High Science	3-2
Spells and Powers	9-46	TL 8, Ultra Science	3-2
Spiritualism	3-1	Tlachol	5-19
Sports	4-5	Tonnb	4-85
Spousal Knowledge Rule	8-3	Tools and Kits	10-47
Sprites	5-14	Totem Spirits	9-42
Squirrel	10-34	Trade Goods	4-6
Ssasin	4-37	Traditional Fantasy	12-1
Sserin	5-27	Training	8-3
Sserin-lorn	4-35	Trellanin Empire	4-17
Stag	10-34	Trellanin Imperial Intelligence Agency	6-2
Staged Penetration	8-7	Trellanin Imperial Police	6-4
Standard Damage Capacity	8-6	Trestin	4-17
Starting Money	9-5	Troglodyte	5-33
Starvation and Thirst	8-9	Troll	5-22
Statistic Check	8-1	Turtle	10-35
Statistic Checks	9-2	U	
Statistic Descriptors	9-2	UDC, Ultra Damage Capacity	8-6
Statistics	9-2	Uladin, The Ghost Kingdom	4-133
Steampunk	12-1	Ulusia	4-39
"Steampunk"	3-1	Undead	10-69
Stone Giant	5-38	Unicorn	10-35
Stopping Power	8-6	Uranium Dragon	10-35
Storm Giant	5-39	Urrak Vit	4-59
Succubus/Incubus	11-22	Urrykya	4-107
Sulayk	4-133	V	
Superheroic	12-4	VDC, Vehicular Damage Capacity	8-6
Surveillance and Communications Equipment	10-41	Veridus	5-24
Survival Gear	10-47	Vessel	10-74
Syltean	4-117	Vhraeden to D20	13-2
Syndicate of Fear	6-6	Vhraeden Today	1-1
Synod	10-72	Volksung	4-24
T		Vreeka	4-83
Tech Levels	3-2	W	
Technology	3-2	Wahash	4-133
Temple	10-74	War Horse	10-36
Textiles	4-6	Wars of Slaughter End	2-5
Tey'lor	4-85	Water Vehicles	10-60
The Black Beast	11-6	Weapons and Rituals of Mass Destruction	10-64
The Centaur Confederacy	4-70	Weapons Licenses	10-2
The Chosen of Ss'vash	5-32	Weasel/Ferret	10-36
The Church of Night	7-2	Weight	8-9
The Church of Pleasure	7-6	Western War	2-5
The Church of Unity	7-3	Whale	10-37
The Citadel of Night	7-5	Wilderness	10-75
The Council	6-15	Wolf	10-37
The Cults	7-7	Wolverine	10-37
The Dragons	6-9	Womb	10-73
The Gunmen	6-13	Worg	10-37

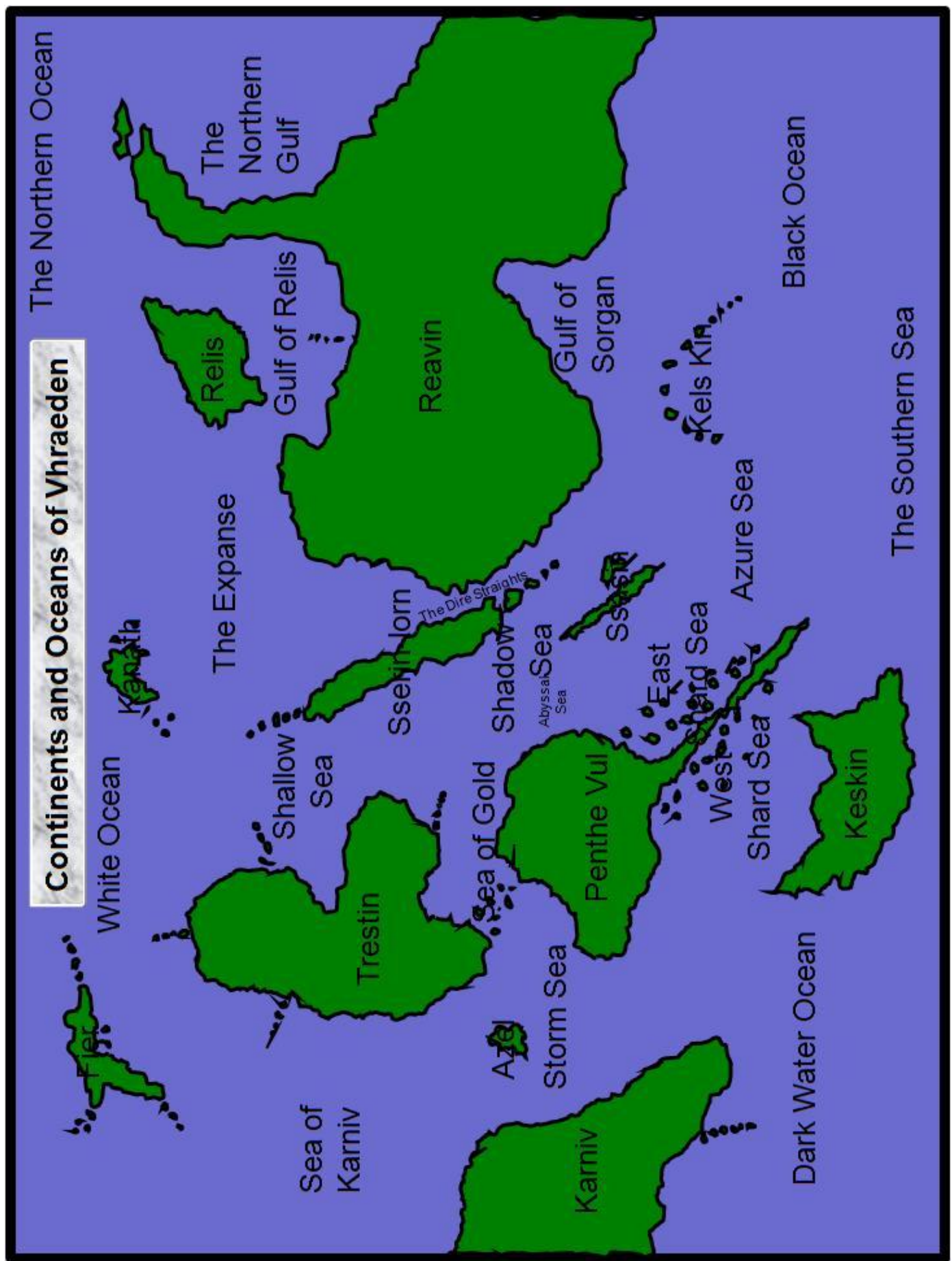
Worse Days	8-10
Wraakaar	4-116
Wyverns	10-38
X	
Y	
Yakkian Horse	10-39
Yakkis	4-79
Year Cycle	4-2
Yezthin Ants	10-40
Z	
Zeteki	5-25
Zobaya	4-133
Zone	10-75

Racial Distribution

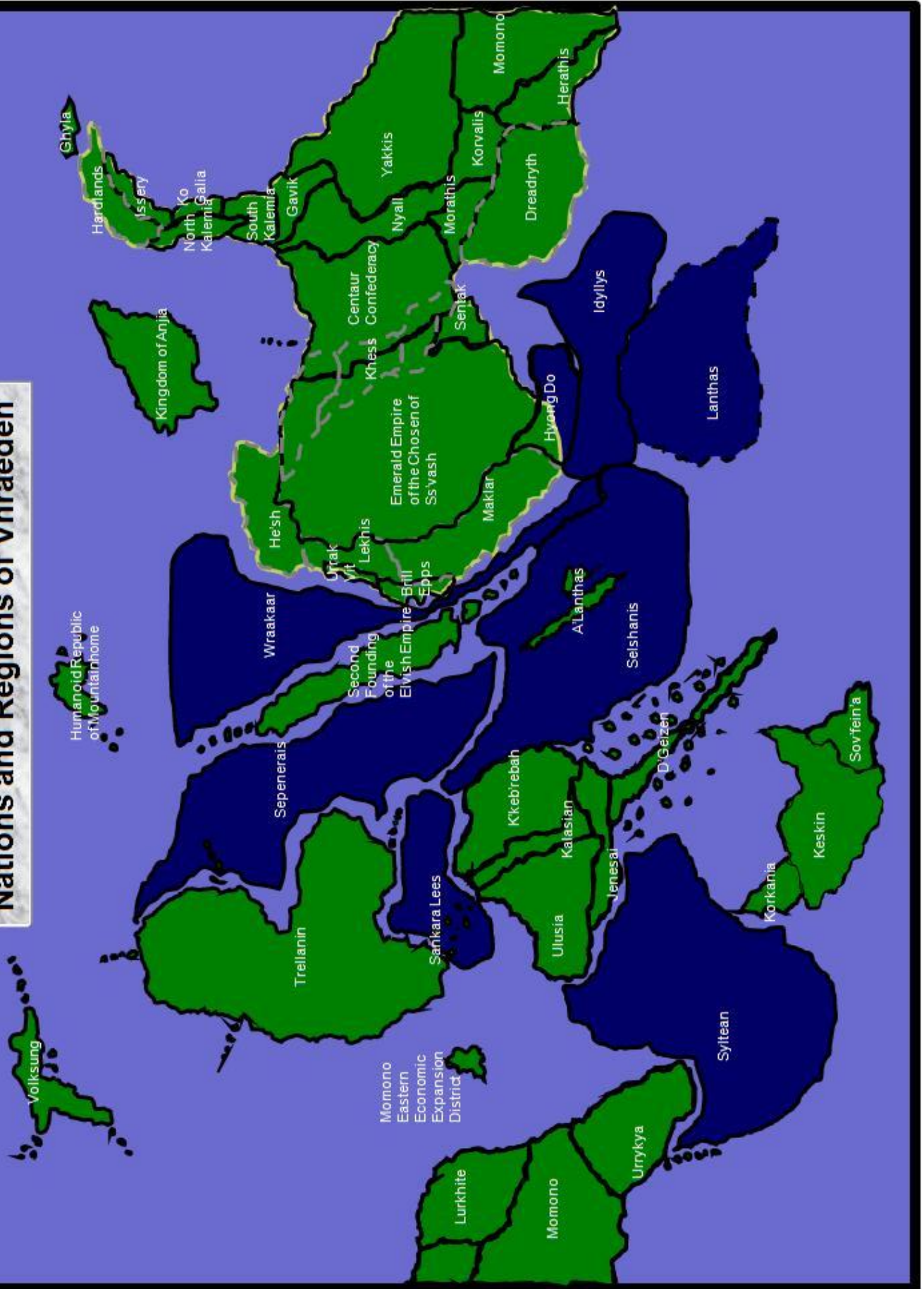


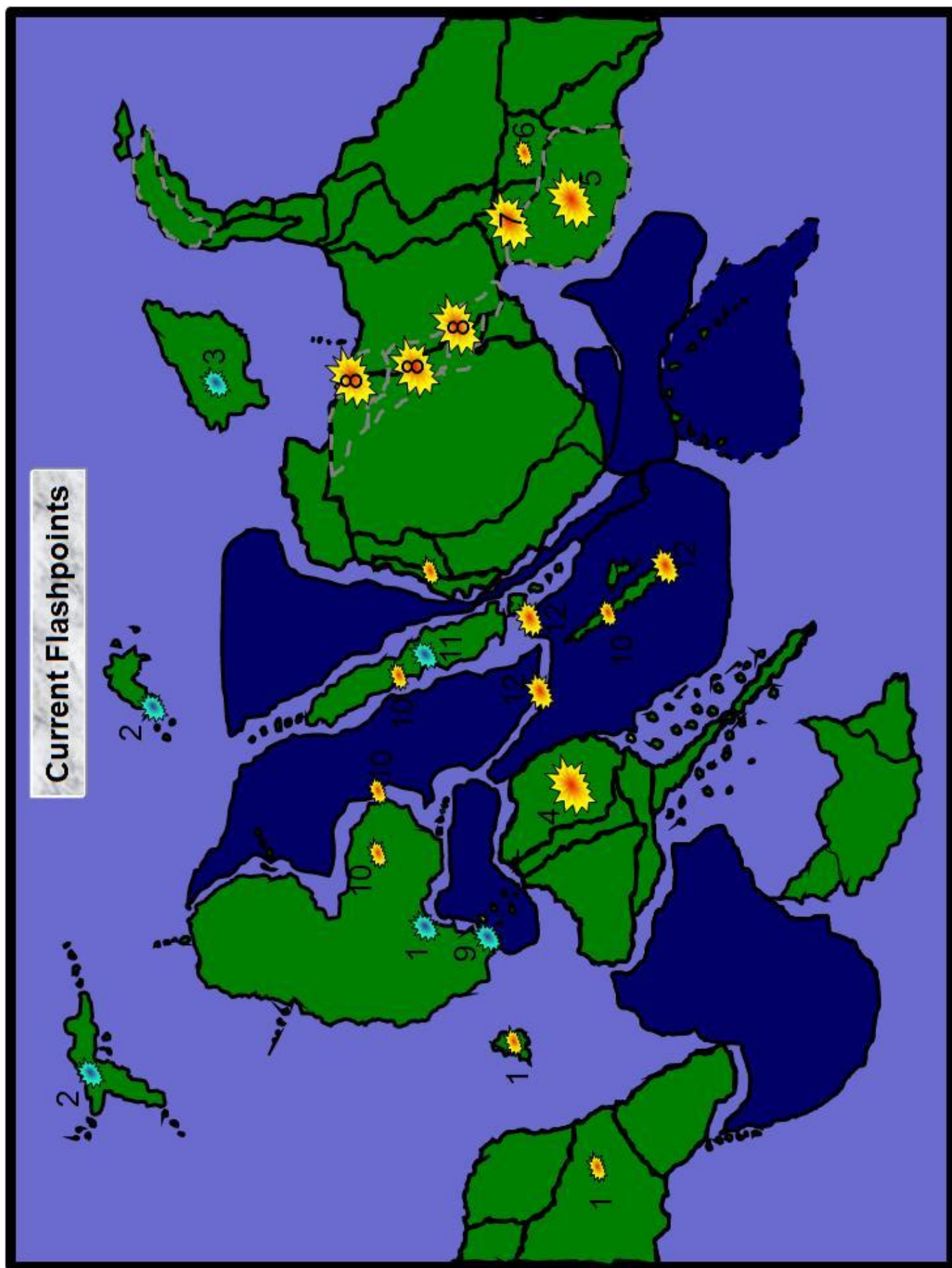
Geography of Vhraeden





Nations and Regions of Vhraeden





Current Flashpoints

1. Terrorist actions over annexation and destruction of the Halfling Holdings (Momono, Momono Eastern Economic Expansion District, Trellanin)
2. Political unease and distrust (Volksung, Humanoid Republic of Mountain Home)
3. Political unrest (Anjia)
4. Civil war (K'keb'rebah)
5. Civil war (Dreadryth region-16 nations: Vreeka, Mleep, Sorphas, Injuk, Lanan, Layk, Loson, Ander, Prophis, Leberti, Isander, Pech, Tonn, Kuvku, Annix and Teylor)
6. Civil unrest and increased armed, foreign organized criminal activity (Korvalis)
7. Civil war (Morathis)
8. Terrorist actions and civil war over invasion and annexation of He'sh, Lekhis and Khess (Emerald Empire, Centaur Confederacy)
9. Political unrest and increased organized criminal activity (Trellanin, Sankara Lees)
10. Terrorist actions and increasing agitation for Elvish protectorate secession from Trellanin (Trellanin, Second Founding of the Elvish Empire, A'Lanthas, Sepenerais)
11. Political unrest (Second Founding of the Elvish Empire)
12. Increased border skirmishes (A'Lanthas, Second Founding of the Elvish Empire, Sepenerais, Selshanis)

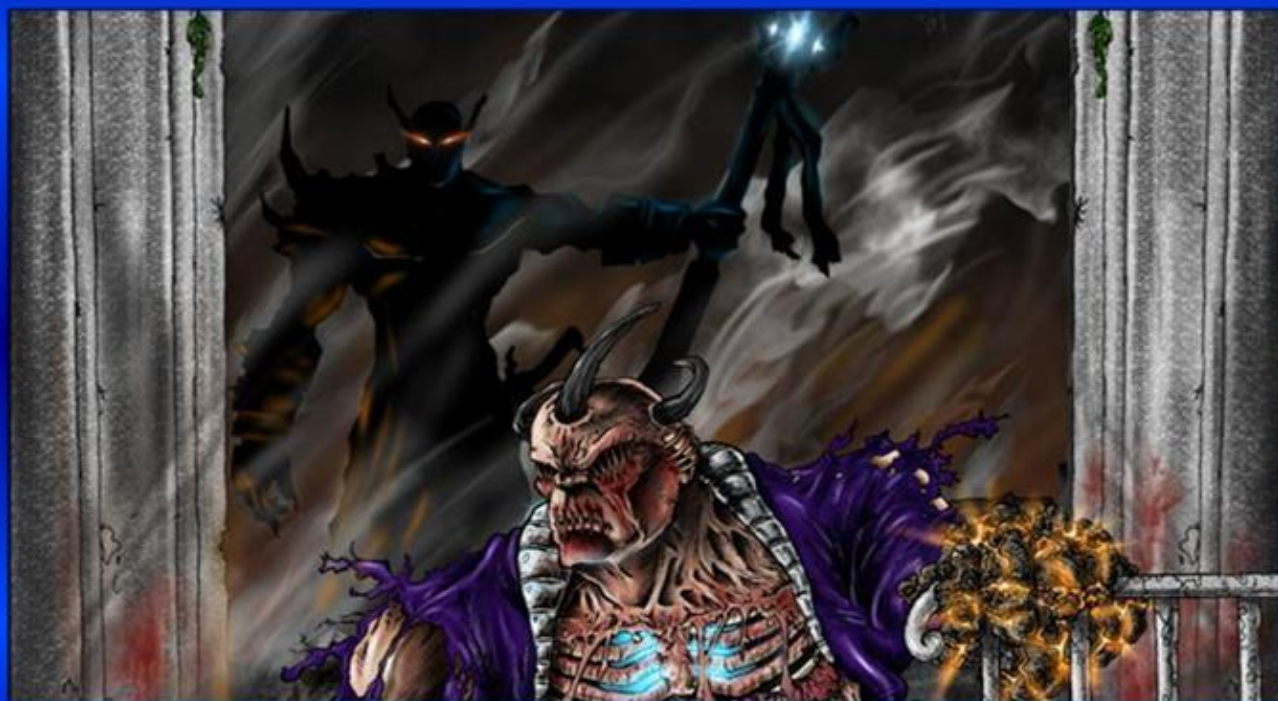


War



Police action, low intensity conflict, insurgency

"Somewhere between the pain of his body and the shock in his soul, Saemael must've started to scream. Everyone was gone, destroyed, devastated. No one was spared except him. His lover, his commander, his friends... people he had known for most of his 300 years and had fought beside through many campaigns... all dead by these degenerate demonic trash." - Striking Into Darkness



Eleven hundred years after the God's War, the world is still in chaos, trying to claw its way towards some semblance of normality. That goal remains a distant dream. Nations war with each other for dwindling resources, increased power and for revenge. Cultures clash over ideals and the right to exist. Meanwhile, the Cults of Darkness, long thought destroyed, slowly drag the world ever closer to the Abyss. Vhraeden is a place of stark contrasts where there are no limits for those cunning or violent enough to make their own rules and carve their own destiny.

Vhraeden is in turmoil and each aspect of this setting presents its own unique challenges and rewards. From swords, sorcery and guns for hire, to espionage, criminal and military operations, the world of Vhraeden is dangerous and multi-faceted. Characters are forces of order; professional spies, mercenaries, soldiers or police officers expected to keep the forces of chaos from spilling over into their nation. It is their job to keep their country and their people safe against those who would do it harm. Those enemies run the gamut from warlords to cultists. Do you have the strength to save yourself, much less your people?

This a complex and dark world where billions of sentient beings live and interact with each other as well as gods, devils and other unique beings. Within this milieu, conflict is inevitable. There is violence inherent in a world with over three billion beings spread over scores of nations, tens of races, hundreds of cultures and countless loyalties.

62 Races
Over 50 NPC's
42 Nations, 6 Regions and
8 Extraterrestrial/Extraplanar locations
15 forms of magic and technology
15 Organizations described in detail
11 Continents/Sub Continents



**BUT ONLY
SEVEN
DRAGONS!**