

Heroes of Gallipae

Acknowledgements:

Writers:

Andrew Carlton Rogers

Editors:

Thomas David Boelzner

Andrew Carlton Rogers

Play Testers:

Drew McFayden

Thomas Boelzner

Jack Rogers

Jennifer Landon-Neubauer

Andrew Rogers

David McVey

Michael Weissenberger

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Heroes of Gallipae

Introduction:

Heroes of Gallipae is a fantasy role-playing in which a sort of referee or Dungeon Master controls the world of Gallipae, and the players adventure in it. Dungeon Maps are created by the Dungeon Master (DM). Before the game starts, the Dungeon Master chooses the dungeon or adventure site that the players start in, and after the dungeon is cleared out interaction between the players and the DM determines the next adventure site. Players may choose to stop clearing out a dungeon at any time. Each group has 7 members. The players choose who the characters are. At the beginning of the game, each character must be “rolled up” (see “First Level Customization”). It should be noted that all rules mentioned in any *Heroes of Gallipae* books are completely optional to the DM. Basically, it is impossible for the DM to cheat. However, it is advised that most of the rules are not changed.

Chpt.1

Rounds and How They Work:

Heroes of Gallipae is played in groups of turns called "rounds". Each round is considered to be 10 seconds of game time. Each creature gets 1 turn each round. Your speed determines who goes first in a fight. If there is more than one speed listed take the highest. Should there be a tie in a speed, all the creatures with that particular speed go at the same time. You may make one movement action and one attack action every round (unless otherwise noted all spells count as an attack action). If all you do is move for 1 round, you may move at twice your speed. Any character may choose to wait until later in the round to act. If they do choose to wait, the character may only choose to act between turns. If, after the slowest persons turn, the character who waited has not gone, they have effectively forfeited their turn.

Attack, Ranged, Casting Accuracy, and Defense:

To attack you roll the percentage dice. Then add your attack number for melee, ranged number for physical ranged attacks, or casting accuracy number for spells (for additional casting accuracy rules see *Spellbook* page 1). If the total is above the defense of your foe, you hit (the defense of any square is 50).

Vital Hits, Armor, Hits and Damage:

If the original roll of the dice is 95-100 it is a vital hit. This means you roll twice for the damage, but armor is only subtracted once (see armor). Vital hits are automatic hits. If it is a regular hit you roll the proper dice. After that, subtract the opponent's armor from the roll. The difference is the amount of damage you deal. Armor cannot keep somebody from dealing less than 10 damage or the creature's minimum damage listed whichever is lowest. Poison and elemental damage always overcomes armor. The hits number tells you the amount of damage it takes to kill somebody. At 0 hits the target is dead.

Dodge and Automatic Misses:

Dodge is the percent chance a person will avoid an attack that's supposed to hit. It is rolled after an attack has been decided to be a hit. Dodge maxes out at 35. Dodge is not rolled for a vital hit. 01-10 is an automatic miss regardless of any bonus.

Base Ranges:

A monster's base range is 90 feet unless otherwise noted or the monster has archer levels. If the monster has archer levels their base range is 100 feet. Any fighter with the ranged bonus has a base range of 90ft. If you choose to use a ranged weapon without a ranged bonus, you effectively have a -15 ranged bonus, a base range of 80ft, and deal 1-20 ranged damage. If you gain a ranged bonus later in the game either by a magic item or some other means, this penalty goes away immediately and you gain whatever bonus that corresponds to the points you spent (see level up section) (your ranged damage changes to 1d20+1d12).

Special Attack Rules:

Trip Attempts: Each opponent rolls a percentile die and adds both their highest attack

and defense numbers. For every two legs past the first two that one opponent has, their score is increased by 100%. The highest number wins and trips the other. A tie means nothing happens. Those opponents down are prone and get a -15 to attack and -10 to defense (cannot be negative) until they are successful at getting on their feet. If they try to get up while in a fight, the target provokes a trip attempt at which point it is impossible for them to trip the person who is already standing. Any creature with no legs cannot be tripped and gets a +75 on trip attempts. No creature may trip a creature two or more size categories (see *Creatures of Gallipae*) larger than themselves (although they may still be tripped in an attempt to trip a creature two or more size categories less than themselves as tripping in this way is due to THEIR error not the smaller creature's success). For example, a mite could never make a trip attempt against a goblin, but a goblin, while trying to trip a mite, could end up tripped if it were to fail to trip the mite. No creature can be tripped while flying.

Push Attempts: Each opponent rolls a percentile die and adds his or her highest attack number and highest speed. For every two legs past the first two that the opponent has their result is increased by 100% (this rule only applies if that opponent is on the ground at the time of the push attempt). The highest number wins and pushes the other 5ft for every 10 (round up) over the opponent's score. The aggressor cannot be knocked back more than 5ft. A roll of 01-10 means you are tripped. It is possible for both the aggressor and the defender to be tripped.

Blinding: You cannot use an action to blind someone, but if for some reason you cannot see you get a -50% to attack and defense, a -60% to ranged and casting accuracy, and a flat -5 to armor and dodge (cannot be negative). You cannot target a creature with a spell while blind.

Breaking Items:

To break an item you must first roll above a 10 on percentile dice. Then if you succeed, you have a percent chance equal to your attack number minus the object's armor to break the item. The object's armor is to be determined by the DM.

Damaging armor or shields with fire or acid works different. You must first roll to attack as if you were attacking the person wearing the item (if it is not being worn the defense is 50). You deal normal damage minus the armor bonus of the armor or defense bonus of the shield. Any suit of armor has, at all times, hits equal to its armor bonus. Any shield has, at all times, hits equal to its defense bonus. At 0 hits the armor/shield is destroyed and cannot be repaired (see Town Expenses). Destroyed armor has no defense penalty.

Falling Damage:

A character who has not bought armor is considered to be wearing non-metal armor.

When Wearing Metal Armor or No Armor:

You take $2d20+3$ for every full 10ft beyond the first 10 feet you fall. The armor stat does not count when falling in metal armor or no armor.

When Wearing Non-Metal Armor:

You take $1d20+1d12$ for every full 10ft beyond the first 10 feet you fall. Only half of the armor stat applies when falling in non-metal armor.

Damage from Falling Items:

When Wearing Metal Armor:

You take 1d10 damage for every 10lbs that the falling item weighs and 1d10 damage for every 5ft the item is falling.

When Wearing Non-Metal Armor:

You take 1d10 damage for every 5lbs that the falling item weighs and 1d10 damage for every 5ft the item falls.

When Wearing No Armor:

You take 1d12 damage for every 5lbs that the falling item weighs and 1d12 damage for every 5ft the item falls.

Chpt.2

Classes and Races:

All abilities listed are referred to as the **base abilities** (example: base attack or base range)

Archer:



You are a versatile master of stealth, thievery, and ranged physical attack. Although not the best in close combat, you can survive it due to your dexterous nature represented by the dodge and defense abilities.

Standard Abilities:

Armor: 8
Attack Damage: 1-20 (1d20)
Attack: 15
Defense: 80
Dodge: 5
Hits: 90
Range: 100ft
Ranged Damage: 2-40 (2d20)
Ranged: 35
Speed: 40ft

Special abilities:

Disarm trap: 30
Hide: 20
Listen: 5
Move silent: 20
Open lock: 35
Search: 35
Spot: 5

Druid:



As a devoted agent of the natural world you are granted spells by your deity to aid nature. You focus mostly on magic but have a slightly better chance in melee than a mage, especially since you can wear heavier armor. Your spells are extremely potent but you increase in power more slowly than anyone else. Most druids are neutral.

Standard Abilities:

Armor: 5
Attack Damage: 2-21 (1d20+1)
Attack: 17
Casting accuracy: 35
Defense: 71
Hits: 85
Speed: 35ft
Spell Damage: As spell

Fighter:



You are the master of physical combat. You are trained to dodge and defy blows either in light armor to boost defense or heavy armor to just ignore what would kill most people. Although slowed by your armor, your speed is higher than that of a priest due to years of practice in heavy armor.

Standard Abilities:

Armor: 15
Attack Damage: 5-43 (2d20+3)
Attack: 35
Defense: 65
Dodge? : - (see “Level Up” section)
Hits: 110
Ranged? : - (see “Level Up” section)
Range?: 80ft or 90ft
Speed: 25ft

Mage:



A master in arcane magic, you have honed your skills to concentrate on magic and magic alone. Although sometimes not as powerful as a druid, your magic is more diverse and you accelerate in power faster.

Standard Abilities

Armor: 5
Attack Damage: 1-20 (1d20)
Attack: 15
Casting accuracy: 35
Defense: 55
Hits: 85
Speed: 35ft
Spell Damage: As spell

Paladin:



Even more dedicated to your deity than a priest, you make the final step into fanaticism. You pursue your deity's dreams and aspirations at all costs. Seeing as all paladins are good and so obsessed with their deity, they do not tolerate evil within their party. Functionally, you are a mix between a good aligned priest and a fighter. However, you find bows and other ranged weapons distasteful.

Standard Abilities:

Armor: 10
Attack Damage: 4-40 (4d10)
Attack: 33
Casting accuracy: 30
Defense: 67
Dodge? : - (see "Level Up" section)
Hits: 105
Speed 30ft
Spell Damage: As spell

Priest:



You're highly devoted to your deity, and in return for your devotion and time, he (or she) grants you spells and a major deity power (see Deities Powers section). In your days of training, you paid a little attention to learning how to fight, knowing that fulfilling your deity's dreams would inevitably lead to fighting. However, you are not as used to the heavy armor you need to stay alive as fighters are. Thus, your speed is low.

Standard Abilities

Armor: 18
Attack Damage: 3-36 (1d20+1d10+1d6)
Attack: 30
Casting accuracy: 33
Defense: 60
Hits: 100
Speed: 20ft
Spell Damage: As spell

Archer special abilities

You use search, disarm trap, hide, move silent, and open lock just like an attack. You roll percentile dice and add your bonus number. If the defense number of the lock or trap is less than the total you succeed in picking the lock or disarming the trap. The Dungeon Master picks the lock's or trap's defense. For hide and move silent the defense number is 60 + the listen or spot number. You may hide only when no enemies are able to see you (although you can continue to be hidden as you walk into the view of enemies. You must roll for hide and move silent once for each change in course (with the exception of when you stop) and once for each enemy that is able to see you. If you attack, you can stay hidden, but you get a -15 penalty. SEARCH DOES NOT WORK AGAINST HIDE.

Race Ability Table:

The following table lists the bonuses for abilities that any given race grants. If an ability listed is not one your class gets, you do not get the bonus (EXAMPLE: Fighters do not get Archer special

abilities bonuses because those abilities are not listed for them). There are two exceptions to this rule. Since certain features or deities grant a casting accuracy, if you do have a casting accuracy from such a feature or deity, you can gain a casting accuracy bonus from your race if your race normally grants one. Also, all characters gain the bonuses listed for spot and listen. Your minimum damage cannot be dropped to below 1.

Gnome	Size Small	+2 casting accuracy; + 1 spell per day; +10hits; -5 attack; -5 attack damage; +5 spot; +2 listen, -1 appearance
Elf	Size Medium	+4 casting accuracy; +1 spell known; +2 ranged; -10hits; +10 spot and listen, +2 appearance; darkvision
Half-elf	Size Medium	+1 casting accuracy; +3 level up points at first level; +5 spot and listen, +1 appearance
Halfling	Size Small	+4 Archer special abilities points at first level; +4 hide, move silent; -4 attack, attack damage; +10 spot and listen
Human	Size Medium	+5 level up points at first level; +2 spot and listen
Barbaric human	Size Medium	-2 points to level up at 1 st level -1 defense +2 on ranged, attack, casting accuracy, and all types of damage; +4 spot and listen, -1 appearance
Half-goblin	Size Medium	+4 Archer special abilities points at first level; +1 hide, move silent; -1 attack, attack damage; +5 spot and listen, -2 appearance; darkvision
Dwarf	Size Medium	+10hits; -1 spells known; -2 casting accuracy, +4 attack and attack damage +5 search and disarm traps; not proficient with bows or slings; +2 with crossbows and thrown weapons, -2 appearance; darkvision
Half-Black Scorpion Orc	Size Medium	+10hits; +5 attack damage; +5 to attack; -1 to level up points at first level; -1 spells known; -4 casting accuracy; -1 to spot and listen, -2 appearance; darkvision
Boarfolk	Size Medium	+15hits; +3 armor; -2 defense; +4 to attack and attack damage -2 to level up points at first level; -1 spells known, -4 casting accuracy; -2 to spot; +5 to listen, -3 appearance

Alignment:

Choose one alignment for each character. Your choices are:

Good: You are dedicated to good deeds. To you virtue is all that matters. Whenever evil shows its face, whether it is in town or outside of town, you feel obligated to stop it. Usually laws agree with this, but if they don't, then too bad.

Neutral: You don't care about what anybody says or does. You just do what you want. This is different from chaotic and evil. They break the law or do evil just to break the law or do evil. You only do ANYTHING if you want to.

Evil: You are convinced that doing evil is better. Virtue matters, but only as something to rebel against. Good deeds and good people must be punished, no matter where you are. You do not take the law into consideration.

Lawful: You follow the law no matter what. You care not about good or evil. All that matters is that you and others around you don't break the laws of wherever you are. In a lawless situation you act as neutral.

Chaotic: You gain pleasure out of breaking laws, and do it constantly on purpose. You do not differentiate between good and evil. Lawful people make you sick. In your view they are just too scared to commit crimes and live the life that you do. In a lawless environment you act as neutral.

Level up:

The following chart shows the experience points needed to level up to all non-legendary levels (1st-16th). Most campaigns end after 16th level. Druids not only go up levels as if they were one level higher, but also gain experience as a character one level higher (see *Creatures of Gallipae*)

	Most People	Druids
Lvl 2	1000 total experience points	4000 total experience points
Lvl 3	4000 total experience points	9000 total experience points
Lvl 4	9000 total experience points	16000 total experience points
Lvl 5	16000 total experience points	25000 total experience points
Lvl 6	25000 total experience points	36000 total experience points
Lvl 7	36000 total experience points	49000 total experience points
Lvl 8	49000 total experience points	64000 total experience points
Lvl 9	64000 total experience points	81000 total experience points
Lvl 10	81000 total experience points	100000 total experience points
Lvl 11	100000 total experience points	121000 total experience points
Lvl 12	121000 total experience points	144000 total experience points
Lvl 13	144000 total experience points	169000 total experience points
Lvl 14	169000 total experience points	196000 total experience points
Lvl 15	196000 total experience points	225000 total experience points
Lvl 16	225000 total experience points	256000 total experience points

What does leveling up consist of?

When you level into a basic class (archer, fighter, druid, priest, mage, or paladin) you spend points in standard abilities such as armor, attack, casting accuracy, damage, defense, dodge, hits, ranged, speed, and spells for fighters, druids, priests, magi, or paladins. Archers get points in both standard abilities and special abilities such as disarm trap, search, spot, open lock, hide, move silent, and listen. If your class description does not list a standard ability or any special ability other than spot and listen, your character cannot spend points in that ability. A fighter may gain ranged starting at 2nd level, and a fighter or paladin may gain dodge starting at 3rd. Every level divisible by 4 you go up 1d4 in appearance, durability, or toughness.

How many points do I get?

When you level up you can spend 10 points unless you are an archer. If you are an archer you

may spend 10 in either normal or special abilities and an additional five in the other.

What special options do I have?

When you spend points in damage, you must specify attack, ranged, or spells. This means that by spreading out the damage types you may spend more than three points in damage. If you add to the damage of a spell that deals more than one type of damage, then damage is only added to the first type of damage. A mage, paladin, druid, or priest may specialize in a spell by specifying that three points for damage or one point for casting accuracy that they spend leveling up one level will be for a specific spell. This means you can spend more than 3 points in spell damage or 3 points in casting accuracy in this way. Fighters and ONLY fighters can choose to specialize in damage or attack in a specific weapon. This means you can spend more than 3 points in attack or attack damage in this way.

What happens to a non-damage based spell if I spend points in generalized spell damage?

Healing based spells heal an additional 1d6 if you spend points to go up in damage. Other non-damage based spells gain no bonuses from generalized spell damage boosts.

What does damage specialization do in damage based spells?

If you specialize in damage, in a damage based spell, the spell goes up 2d6 instead of 1d6. If you specialize in damage in a spell that deals damage over more than one round, the extra damage only applies to the first round.

What does damage specialization do in summoning based spells?

If it is a summoning based spell the summoned creature spends 6 points in attack, defense, hits, armor, damage, or possibly dodge (if they have dodge) at the time of specialization.

What does damage specialization do in healing based spell?

If you specialize in damage in a healing based spell, the spell heals an extra 2d6 instead of 1d6.

What does damage specialization do in buffer based spells?

If a buffer based spell positively affects the target's abilities, even if there are negative effects, you can add to the bonuses with 3 level up points as if they were abilities for a character. Treat any minuses to abilities as negative numbers. For example: If you were to specialize in damage for the spell *Imbuement of Destruction*, you could spend 2 points in attack (thus increasing the attack bonus to 39) and 1 point in defense (thus making the defense penalty 8). If the spell only has negative effects on the target, it works the same way except the ability penalties become more negative instead of more positive. For example: If you were to specialize in damage for the spell *Curse* you could spend 3 points in damage thus making the spell cause each of the target's attacks to deal 1d6+3 less damage. If the spell changes the target into another creature, you can choose whether to add to their abilities or subtract from them. All decisions to be made about how to change the effects of a spell are made at the time that you specialize in that spell.

What happens if I specialize in damage in a type of weapon?

If you specialize in damage in a particular weapon, you deal an additional +5 damage with that weapon.

What happens if I specialize in casting accuracy in a spell?

If you specialize in a spell in casting accuracy then the accuracy goes up by 4 instead of 2.

What if the spell does not require casting accuracy?

If the spell never requires a casting accuracy check you cannot specialize in casting accuracy with it. If it is a spell that sometimes requires a casting accuracy check, at times when it requires a casting accuracy check its casting accuracy bonus goes up by 5. At times when it doesn't require a casting accuracy check nothing is different.

What happens if I specialize in attack with a type of weapon?

If you specialize in attack with a type of weapon, you get +4 for every point spent instead of +2.

When do my spell casters get more spells per day?

Every time a mage, druid, priest, or paladin goes up a level they can cast 1 more spell in each level of spells per day (maximum of 8 times per day for most level spells and a maximum of 5 times per day for 5th level spells).

When do my spell casters get new levels of spells?

When a mage, paladin, druid, or a priest goes up to fourth level they get to pick two second level spells. Every fourth level after that the spell caster gets two spells in the next level, stopping at 16th level with 5th level spells. Whenever you get a new level of spells, you can cast them 3 times per day. Paladins don't get past 3rd level spells.

What are the limits of what I can do long term with my points?

You may not have more than a 35 dodge.

NOTE: SPECIALIZING IN A SPELL NEVER KEEPS YOU FROM SPECIALIZING POINTS IN OTHER SPELLS, BUT YOU MAY NOT SPECIALIZE IN THE SAME SPELL MORE THAN ONCE PER LEVEL.

First Level Customization:

First, choose one class from the section labeled "Classes and Races".

Then each character chooses a race from the race table. Only make racial adjustments allowed by your class (see information under "Race Ability Table"). Any other adjustments should be ignored.

Each character must choose **one** alignment.

Each character must pick a deity. Paladins and priests get all the major powers listed while everyone else gets one minor power.

Each character rolls a six-sided die (Magi add 1). This is your individuality number. This is basically the amount of level up points worth of abilities or special abilities you can undo and reassign from the values listed under "Classes and Races". These reassigned points are done separate from the character's normal 5 level up points (see below). The maximum number of points spendable in each ability does not count toward these changes. You are not required to use all of the individuality points.

Then, roll four six-sided dice and take the best three. Add them up and subtract 10. Do this four times.

The first number is your Appearance. If your appearance is positive you may choose to add a percent equal to your appearance to the price of goods you're selling or subtract that same percent from the price of goods you are buying. If it is negative you must subtract that percent from the price of goods you're selling and add that percent to the price of goods that you are buying (this is an optional rule).

The second number is your toughness. This number acts as armor vs. cold, fire, electricity, acid, and poison (including from spells). If it is negative add that number to the damage you take from cold, fire, electricity, acid, and poison.

The third number is your durability. This number is simply added to your hits.

The fourth number is perception. This number is added to attack, defense, ranged, or casting accuracy. You must already have the ability that you add your perception number to at first level.

Each character gets 5 level up points (see "Level Up" section) to customize the character. Archers are an exception to this rule and get 5 points to spend in standard abilities and 5 points to spend in the special abilities.

You start with two features of your choice at first level and never gain any others.

If you are a spell-caster you must pick which spells you know. Keep in mind that you will never be able to change your spells and also that certain specialization classes have stipulations on what spells you can have.

The last thing you must do is buy equipment for the party. Each party starts with 325g.p. (gold pieces) to spend. Remember that every character starts with all the equipment they need. The equipment is just generic and therefore does not grant bonuses. It should also be noted that any abilities hinging on the type of weapon or armor a character is using is N/A and should not be factored in. In the case of falling a character who has not bought armor is wearing non-metal armor.

Value of level up points:

**Special Abilities:

Disarm trap: 1 point spent is worth +2 to Disarm Trap; max of 3 points spent each level

Hide: 2 points spent are worth +1 to hide; max of 2 points spent each level

Listen: 1 point spent is worth +1 to listen; max of 1 point spent each level

Move silent: 2 points spent are worth +1 to Move Silent; max of 2 points spent each level

Open lock: 1 point spent is worth +2 to Open Lock; max of 3 points spent each level

Search: 1 point spent is worth +2 to Search; max of 3 points spent each level

Spot: 1 point spent is worth +1 to Spot; max of 1 point spent each level

Standard Abilities:

*Speed: 2 points spent are worth +5ft speed; max of 2 points spent each level.

Armor: 1 point spent is worth +1 to Armor; max of 2 points spent each level

Attack: 1 point spent is worth +2 to Attack; max of 3 points spent each level

Casting accuracy: 1 point spent is worth +2 Casting Accuracy; max of 3 points spent each level

Damage: 3 points spent are worth +1d6 Damage; max of 3 points spent each level

Defense: 1 point spent is worth +2 to Defense; max of 3 points spent each level

Dodge: 1 point spent is worth +1 Dodge; max of 2 points spent each level

Hits: 1 point spent is worth +10 to Hits; max of 2 points spent each level

Ranged: 1 point spent is worth +2 to Ranged; max of 3 points spent each level

Spells: 2 points spent are worth +1 spell known (if highest level possible; if not then 1 point spent is worth +1 spell known); max of 2 points spent each level

*you may only spend points in this when you go up to a level divisible by three

**only archers may spend points in these abilities

Features Table:

Choose two features at first level. You will never get another opportunity for features. Collectors may bring only the amount of animals with them into the dungeon that they receive at first level. If a collector loses an animal for any reason they get it along with the new animal(s) next time they get a new animal(s). The Dungeon Master decides what the statistics of the collector's animals are unless otherwise noted. If a feature grants a spell and you don't already have a casting accuracy, then you gain a casting accuracy of 25.

Fencer	Once per day you can to add 5 to your attack and defense if you are using a sword
Boxer	+5 on all rolls and +10 hits when using brawling rules
Weaponsmith	May spend 1 day and ¼ price of the weapon to have a 50% +1%/level above 1 st level chance to create a weapon. If you roll 95-100 your weapon has a +2 to damage and sells for an extra 10%
Armorsmith	May spend 1 day and ¼ price of the armor to have a 50% +1%/level above 1 st level chance to create armor. If you roll 95-100 your armor has a +2 to armor and sells for an extra 10%
Jeweler	May spend a day and 20gp to have a 50% chance to create a piece of jewelry worth 1d100gp+1gp/level
Professional Drinker	+2 on all drinking contest rolls
Shipmaker	You are skilled at making ships. The time and money spent is directly tied to the size of ship, and is decided by the DM.
Guide	At any time you have a 75% chance to know the direction of North
Magically Gifted	You can cast one 1 st level Mage spell 1/day
Snake Collector	You own 1 small snake/level. The snake has the statistics of a summoned small snake
Rodent Collector	<ul style="list-style-type: none"> • Choice 1: you own 2 mice per level • Choice 2: you own 2 rats per level • Choice 3: you own 2 rabbits per level • Regardless of your choice you may speak to your animal
Dog Collector	You own 1 tiny dog that you can speak to for every odd level you have achieved
Cat Collector	You own 1 cat per level that you can speak to
Bug Collector	You own 3 exotic bugs per level that you can speak to
Money Bags	You start with an additional 100gp
Arcane Armor Wearer	You are proficient with 3 chosen armor or shield types you were

	not proficient with before ONLY MAGI MAY USE THIS
Steel Druid	You may use metal ONLY DRUIDS MAY PICK THIS
Dart Thrower	You gain a +5 to all rolls in dart throwing contests
Axe Freak	You can gain a +8 to rolls with an axe for one round once per day
Spear Lover	You can gain a +4 to rolls and +4 to defense with a spear or pike for one round once per day
Crossbow Enthusiast	You can gain +8 to rolls with a crossbow for one round once per day
Bow Marksman	You can gain +8 to rolls with a bow for one round once per day
Speed Shot	You can shoot twice with a bow at a -8 ranged penalty twice per day
Master of Fight Tricks	Once per fight you gain a +5 to a trip or push attempt. This bonus is applied before any bonuses due to having more than two feet. YOU MUST BE A FIGHTER TO USE THIS FEATURE

Experience points:

Each party member gains the full amount of experience granted by the monsters killed. Druids not only go up levels as if they were one level higher, but also gain experience as a character one level higher (see *Creatures of Gallipae*).

Specialization classes:

Becoming a specialized class:

If you decide to become a specialty class you must meet the requirements for that specialty class (Note: the required level does not count your first level of the specialty class). If you do you may only spend three level up points. These points must be spent in your main form of attack and/or hits. For example a mage going up in necromancer must spend his/her points in casting accuracy or hits. A paladin's main attack form is attack NOT casting accuracy. In place of your other level up points, you gain the abilities listed for the amount of level's you have in that class. Upon gaining your next level you choose whether to take your next level in the specialty class or your normal class. However, you may not have more than one specialty class per character. If a spell caster gains a level as a specialty class, and they would normally get a new level of spells, they still get the minimum number of spells in that level. Otherwise they do not gain any spells. If for some reason you lose your specialization powers, you have still lost your chance to spend points in leveling up for those levels. To regain your powers you must spend a year in a sort of solitary confinement under the watch of a leader from your specialty class. You then gain back all the powers you had previously. Another option is to take a different specialty class and start over. However, if you take this option, you will never be able to go back to your original specialty class. If a specialization class grants you the ability to cast a spell and you do not already have a casting accuracy, you have an effective casting accuracy of 25.

Crusader:

1st Lvl:

No Healing Spells^
Damage Bonus vs. Evil^
Code of Conduct^
Armor Skin^

2nd Lvl:

Extra Offensive Spells^
Divine Armor^
Holy Smite^
Hits Boost^

3rd Lvl:

Lesser Holy Warrior's Transformation^
Greater Hits Boost^
Greater Armor Skin^
Bless Weapon^

4th Lvl:

Holy Warrior's Transformation^
Grow Wings^

5th Lvl:

Greater Hits Boost^
Minor Starblast^
Prerequisites: paladin class of 4th level or higher, may not have any healing based spells

Defender:

1st Lvl:

No Offensive Spells^
Armor Skin^
Hits Bonus^

2nd Lvl:

Lesser Shield Other^
Hits Bonus^
Defense Bonus^

3rd Lvl:

Shield Other^
Armor Perfection^
Hits Bonus^

4th Lvl:

Greater Shield Other^
Lesser Stop Blow^
Hits Bonus^

5th Lvl:

Greater Stop Blow[^]

Reverse Blow[^]

Prerequisites: Paladin Class of 4th level or higher, may not have any offensive spells

Assassin:

1st Lvl:

No metal armor

No shields

Backstab[^]

Defense bonus[^]

2nd Lvl:

Darkness[^]

Mesh Armor Proficiency

3rd Lvl:

Poison Use[^]

Two Weapon Use[^]

Greater Defense Bonus[^]

4th Lvl:

Quickness[^]

Invisibility[^]

5th Lvl:

Teleport[^]

Speed Fighting[^]

Prerequisites: fighter class of 4th level or above

Warrior of the Fist:

1st Lvl:

Harden Flesh[^]

Deadly Hands[^]

Banned from Brawling Contests[^]

Cannot Use Weapons[^]

Wears Only Robes[^]

Defense Bonus[^]

Tattoo of Power[^]

2nd Lvl:

Hits Boost[^]

Minor Channel Elements[^]

Speed Bonus[^]

3rd Lvl:

Greater Harden Flesh[^]

Slashing Chop^
Greater Defense Bonus^

4th Lvl:
Speed Punch^
Major Channel Elements^
Great Leap^

5th Lvl:
Greater Speed Punch^
Immolation^
Prerequisites: 4th Level Fighter

Warrior of the Rhino Clan:

1st Lvl:
Tower shield proficiency
Greater Speed Bonus^
Bad temper^
Armor skin^
Damage bonus^

2nd Lvl:
Greater armor skin^
Greater damage bonus^
Attack bonus^

3rd Lvl:
Greater attack bonus^
Hits boost^

4th Lvl:
Greater hits boost^
Charge bonus^

5th Lvl:
Greater charge bonus^
Armor Skin Perfection^
Prerequisites: 4th level fighter

Fire Mage:

1st Lvl:
Unable to cast cold based spells
Fire spell damage bonus^
Fire resistance^

2nd Lvl:
Minor fire shield^
Heat liquid^

Extra fire spells^

3rd Lvl:

Major fire shield^

Greater fire spell damage bonus^

Vulnerability to cold^

4th Lvl:

Immunity to fire^

Resistance to cold^

Minor penetrate fire resistance^

5th Lvl:

Major penetrate fire resistance^

More Extra fire spells^

Prerequisites: mage class of 4th level or above

Ice Mage:

1st Lvl:

Unable to cast fire based spells

Cold spell damage bonus^

Cold resistance^

2nd Lvl:

Minor cold shield^

Extra cold spells^

3rd Lvl:

Major cold shield^

Greater cold spell damage bonus^

Vulnerability to fire^

4th Lvl:

Immunity to cold^

Resistance to fire^

Minor penetrate cold resistance^

Freeze water^

5th Lvl:

Major penetrate cold resistance^

More Extra cold spells^

Prerequisites: mage class of 4th level or above

Necromancer:

1st Lvl:

Control undead^

Lesser animate dead^

2nd Lvl:

Create bone armor^

Decaying touch^

3rd Lvl:

Animate dead^

Create Greater Bone Armor^

Insight of Death^

4th Lvl:

Life drain^

Wilt^

Fear Aura^

5th Lvl:

Greater animate dead^

Greater wilt^

Prerequisites: mage class of 4thlvl or above; must sacrifice another party member; must be evil or chaotic

Shadow Archer:

1st Lvl:

Defense bonus^

Only proficient with robes as armor^

Darkvision^

Concealment^

2nd Lvl:

Summon lesser shadow^

Minor darkness^

Minor teleport^

3rd Lvl:

Summon shadow^

Darkness^

Teleport^

4th Lvl:

Summon greater shadow^

Greater darkness^

Greater concealment^

Backstab^

5th Lvl:

Kill shot^

Immunity to blindness

Prerequisites: archer class of 4th level or higher; must be either neutral or evil

Sibling of the Bow:

1st Lvl:

Weapon Restrictions^

Ranged Bonus^

Aim^

2nd Lvl:

Improved Speed Shot^

Ranged Damage Bonus^

Twin Dagger Fighting^

3rd Lvl:

Greater Ranged Bonus^

Pushing Shot^

Fast Draw^

4th Lvl:

Terrifying Accuracy^

Greater Aim^

5th Lvl:

Brutal Vital Hits^

Range Bonus^

Shot of Great Power^

Prerequisites: 4th level archer

Agent of Natural Friendship:

1st Lvl:

Master Healer^

Create Minor Herbal Healing Solution^

Damage Prohibition^

2nd Lvl:

Create Major Herbal Healing Solution^

Summon Regeneration Root^

Summon Root of Strength^

3rd Lvl:

Master Buffer^

Summon Greater Regeneration Root^

Imbue Herbal Healing Solution^

4th Lvl:

Summon Fairy of Aid^

Extend Self Buffer Spells^

Create Perfected Herbal Healing Solutions^

5th Lvl:

Greater Imbue Herbal Healing Solution^

Greater Extend Self Buffer Spells^

Summon Greater Fairy of Aid^

Prerequisites: Druid Class of 4th Level or higher; must worship Halba
Agent of Natural Retribution:

1st Lvl:

Master Summoner^

Natural Code^

Lesser Spell Damage Bonus^

2nd Lvl:

Spell Damage Bonus^

Natural Form (squirrel)^

Wind Shield^

3rd Lvl:

Greater Spell Damage Bonus^

Natural Form (wolf)^

Lesser Supreme Druid^

4th Lvl:

Supreme Druid^

Spell Damage Perfection^

Empower Wind^

Wooden Body^

5th Lvl:

Natural Form (grizzly bear)^

Natural Form (wolverine)^

Greater Supreme Druid^

Master of Vines^

Prerequisites: druid class of 4th level or higher, neutral alignment, cannot worship Halba
Priest of the Deadly Circle:

1st Lvl:

Sacrificial Strike^

Bravery in the Face of Death^

Can Use Swords and Axes

2nd Lvl:

Gaze of Debilitating Fear^

Damage bonus^

3rd Lvl:

Commit Dangerous Sacrifice^

Greater Damage Bonus^

Insight of Death^

4th Lvl:

Death's Curse^

Two Weapon Use^

Speed Fighting^

5th Lvl:

Fear Aura^

Deadly Concentration^

Quicken Death^

Prerequisites: Priest of 4th Level or higher; must be evil, neutral, or worship The Executioner
Priest of the Hospital Circle:

1st Lvl:

Lesser Healing Bonus^

Lesser Defense Bonus^

No Damage Spells^

2nd Lvl:

Healing Bonus^

Defense Bonus^

Lesser Heal at Range^

3rd Lvl:

Multiple Heal^

Lesser Healing Strike^

4th Lvl:

Healing Strike^

Heal at Range^

Greater Healing Bonus^

5th Lvl:

Medic's Dodge^

Greater Healing Strike^

Doctor's eye^

Prerequisites: priest class; 4th level or higher, may not have any damage based spells

^

Unless otherwise noted, any ability that must be activated counts as an attack action.

Aim^: 2/day you can attempt to shoot your foe in either a leg or the weapon arm. Regardless of where you choose to aim for, you have a 40% chance of hitting. If you miss the target is not injured. If you hit the target in the leg, they are slowed by 20ft (this can drop the speed to 0 but cannot make it negative). This does not affect when they go in a round. In addition they have a 25% chance of falling prone. If you shoot the target in the weapon arm,

they have a 75% chance of dropping their weapon. In addition they take a -10 to attack and -15 to attack damage. Regardless of where you choose to aim for, you automatically deal minimum damage.

Animate Dead[^]: The creature you animate now has its full strength that it had in life. To gain the benefit of this upgrade, you must animate a new creature.

Armor Perfection[^]: Your suit of armor's defense penalty is reduced by 8. This cannot make the penalty better than +0.

Armor Skin[^]: You gain a permanent +10 to your armor and a -2 to your defense.

Armor Skin Perfection[^]: Now your armor cannot keep you from taking less than 5 damage or your attacker's minimum damage listed whichever is lowest.

Attack Bonus[^]: You gain a permanent +10 to your attack.

Backstab[^]: The first attack you make in a fight has a damage bonus of +20 if it hits.

Bad Temper[^]: You have a 30% chance of charging the first enemy you see in any fight.

Banned From Brawling Contests[^]: You are now considered armed without a traditional weapon and are banned from brawling contests in most cities (the decision is up to the DM).

Bless Weapon[^]: Your weapon gains +10 damage and rolls 1 more time than usual on vital hits

Bravery in the Face of Death[^]: Your deep connection to death means you fear nothing. You are unaffected by any effects that cause fear or damage through fear. In addition you get a +4 to attack, defense, damage, and dodge if you have it when you are reduced to 20 hits or below.

Brutal Vital Hits[^]: You now roll three times for the damage on all vital hits with bows.

Cannot Use Weapons[^]: You are no longer proficient with weapons other than your fists.

Charge Bonus[^]: You can charge to get an additional +20 to damage. To get this bonus you must charge in a straight line at least 15ft.

Code of Conduct[^]: You may not attack any good characters. You may never knowingly go along with any evil act or associate with evil beings.

Cold Resistance[^]: You gain a permanent 10 resistance to cold damage.

Cold Spell Damage Bonus[^]: You gain +10 damage per spell level on all cold based spells.

Commit Dangerous Sacrifice[^]: 2/day you can create a connection between you and a foe within 50ft. The foe must also be within sight. The effect of the connection is that if you strike yourself with your own weapon the target opponent takes the same amount of damage that you do. You do not roll to hit, therefore, defense and dodge are useless and you cannot get a vital hit. To determine the armor stat used, you must choose either yours or the target's, whichever is lower.

Concealment[^]: You gain a permanent +8 to dodge and a +10 to hide.

Control Undead[^]: This ability acts as the spell with the same name (see Chapter 6). It is usable 3/day.

Create Bone Armor[^]: This spell creates armor that acts as if it were studded leather for you to wear from a corpse of your size category or larger.

Create Greater Bone Armor[^]: This spell allows you to use a corpse of at least one size category larger than you are to make armor that acts just like ring mail.

Create Major Herbal Healing Solution[^]: You can spend ½ a day to create one major herbal healing solution. You harvest all the ingredients so there is no need to pay anything to create the major herbal healing solution.

Create Minor Herbal Healing Solution[^]: You can spend ½ a day to create one minor herbal healing solution. You harvest your ingredients so there is no need to pay anything to create the minor herbal healing solution.

Create Perfected Herbal Healing Solution[^]: This ability acts just like *Create Major Herbal Healing Solution* except that the healing solution heals 40 hits up to the maximum of user.

Damage Bonus[^]: You get a permanent +10 to your attack damage.

Damage Bonus vs. Evil[^]: You gain a permanent damage bonus of +15 vs. evil opponents with both attack and spell damage.

Damage Prohibition[^]: Unless you are personally and directly attacked you are forbidden to commit acts of violence (even toward monsters). You may still aid others in being violent, but any directly violent actions result in the loss of all your specialization class powers.

Darkness[^]: 1/day this ability creates a 10ft³ box in which all creatures get +15 to defense, a +5 to dodge, and all creatures without darkvision get a -14 to attack, ranged, and casting accuracy.

Darkvision[^]: You can see in the dark as if the area was well lit.

Deadly Concentration: 1/day you can concentrate for one full round to kill a target that has 50 or fewer hits at the start of its next turn. You can then gain a bonus to attack damage that is equal to how many hits the dead opponent had before you used this ability. The damage bonus only affects your next attack.

Deadly Hands[^]: Your hands can now deal damage as warhammers.

Death's Curse[^]: 2/day you can cause a target to take 15 damage per round for 8 rounds. In addition the target gets a -10 to defense for the duration of the effect. If the creature dies from this ability, they are raised as a death's servant 5d6 miles away after 2 days. A death's servant cannot be brought back to life (except if killed by yellow fire). This ability can stack with itself on a single target.

Decaying Touch[^]: Your touch deals 2d20 damage to target living creature or destroys a piece of organic equipment. To hit a living target you use your casting accuracy vs. the opponent's defense. To hit an item use your casting accuracy against the defense of the person wearing or using the item.

Defense Bonus[^]: Your permanent defense bonus goes up to +10.

Divine Armor[^]: Your armor can be boosted by 15 for 3 rounds 1/day

Doctor's Eye[^]: You know at all times how far away enemies are from death. In order for this ability to work you must be able to see the opponents you are judging.

Empower Wind[^]: This ability works as the spell with the same name (see Chapter 6). It is usable 2/day

Extend Self Buffer Spells[^]: You may now cast on others any buffer spell that could normally only be cast on yourself. The range for these spells is now touch.

Extra Cold Spells[^]: You get to choose two 1st level cold based spells that you can cast as many times as you want.

Extra Fire Spells[^]: You get to choose two 1st level fire based spells that you can cast as many times as you want.

Extra Offensive Spells[^]: You choose to cast either destroy the unholy or holy bolt a number of times per day equal to your crusader level.

Fast Draw[^]: You no longer need to take an action to draw a new weapon.

Fear Aura[^]: You can emit an aura 2/day with a 10ft radius. This causes all creatures,

with 30 hits or fewer, in the area to panic and run for 5 rounds. The aura itself lasts 3 rounds.

Fire Resistance[^]: You gain 10 resistance to fire damage.

Fire Spell Damage Bonus[^]: You gain +10 damage per spell level on all fire based spells.

Freeze Water[^]: You can cast the spell “Freeze Water” (see Chapter 6) 1 more time per day.

Gaze of Debilitating Fear[^]: 1/day you can lock eyes with another living creature causing a fear that reduces their attack, damage, dodge, and defense by 10 (cannot be negative). This effect lasts 3 rounds.

Greater Aim[^]: 3/day you can attempt to shoot your foe in a leg, the shield arm, or the weapon arm. Regardless of where you choose to aim for, you have a 50% chance of hitting. If you miss, the target has a 45% chance of taking normal damage. If you hit the target in the leg, they are slowed by 20ft (this can drop the speed to 0 but cannot make it negative). This does not affect when they go in a round. In addition they have a 25% chance of falling prone. If you shoot the target in the weapon arm, they have a 75% chance of dropping their weapon. In addition they take a -10 to attack and -15 to attack damage. Regardless of where you choose to aim for, you automatically deal minimum plus 10 damage (cannot be more than normal maximum damage). Shooting a target in the shield arm means they have a 75% chance to drop their shield, and suffer a -15 to defense if they do not drop their shield. You may only shoot a target in the shield arm if the target is carrying a shield. This ability replaces “Aim”.

Greater Animate Dead[^]: Your creature you animate now has +50% more than it had in life in all its statistics. To gain the benefit from this upgrade you must animate a new creature.

Greater Armor Skin[^]: Your armor bonus goes up to +15 and, your defense penalty goes to -4.

Greater Attack Bonus[^]: Your permanent attack bonus goes up to +15.

Greater Charge Bonus[^]: Your charge bonus to attack damage goes up to +30.

Greater Cold Spell Damage Bonus[^]: You gain a +18 damage bonus per spell level on all cold based spells (this does not stack with “Cold Spell damage bonus”[^]).

Greater Concealment[^]: Your dodge goes up an additional 8 and your hide bonus goes up an additional 8.

Greater Damage Bonus[^]: Your permanent damage bonus goes up to +20.

Greater Darkness[^]: 1/day this ability creates a 10ft³ box in which all creatures get +20 to their defense, +10 to their dodge, and all creatures but you get -20 to attack, ranged, and casting accuracy.

Greater Defense Bonus[^]: Your permanent defense bonus goes up to +20.

Greater Extend Self Buffer Spells[^]: You may now cast any buffer spell on anyone within sight. This ability replaces “Extend Self Buffer Spells”.

Greater Fire Spell Damage Bonus[^]: You gain a +18 damage bonus per spell level on all fire based spells (this does not stack with “Fire Spell damage bonus”[^]).

Greater Harden Flesh[^]: 1/day for the rest of the fight all damage dealt to you is reduced to minimum damage or 10 whichever is lowest.

Greater Healing Bonus[^]: Your healing bonus goes up to +24.

Greater Healing Strike[^]: 1/day, instead of dealing damage, a blow from your weapon will heal the target 150% the amount of damage you would normally do. This does not replace Lesser Healing Strike or Healing Strike. Instead you gain this ability in addition to them.

Greater Hits Boost[^]: Your permanent hits boost goes up by +20.

Greater Imbue Herbal Healing Solution[^]: This ability acts just like “Imbue Herbal

Healing Solution” except that any healing bonuses you get to your healing spell are increased by 50% rounded up (a normal +1d6 goes to +2d6, +2d6 goes to +3d6, +3d6 goes to +5d6...). This ability replaces “Imbue Herbal Healing Solution”.

Greater Ranged Bonus^: You get an additional +12 to your ranged bonus. This ability stacks with “Ranged Bonus”.

Greater Shield Other^: This ability acts as “Shield Other” except the opponent deals only half damage if the attack hits and you take half damage. The damage is divided before any armor scores are subtracted. This ability is separate from “Shield Other” NOT an upgrade.

Greater Speed Bonus^: Your speed permanently increases by 15ft and you deal 5 extra damage whenever you move before attacking. This bonus stacks with the charge bonus of Warriors of the Rhino Clan.

Greater Speed Punch^: You can now attack 3 times a round with your fists when you do not make a move action, twice each round that you make one move action or once each time you make two move actions.

Greater Spell Damage Bonus^: You essentially gain another specialization in damage for damage based spells.

Greater Stop Blow^: This ability acts as “Lesser Stop Blow” except you gain +10 to your roll. This ability replaces lesser stop blow.

Greater Supreme Druid^: Your chance to control animals increases by five percent. You can now control up to 6th level druids with a 15% chance of success each round instead of a 10% chance to control each druid of 4th level or lower each round.

Greater Wilt^: This ability deals 100 damage to up to 4 targets, within 100ft of you, distributed any way you choose. You can use this ability up to 3 times per day. This ability is in addition to “Wilt”.

Great Leap^: As a move action you can jump in any direction up to ½ your speed.

Grow Wings^: You can grow a pair of angel wings giving you a fly speed of 80ft for 1 combat 1/day.

Harden Flesh^: Without using an action you can become a statue immune to any damage other than acid damage for 1 round. This ability is usable 2/day.

Heal at a Range^: Now all healing spells that would normally require a touch action have a range of 25ft and mass healing spells heal those within 70ft of you.

Healing Bonus^: Your bonus to healing spells goes up to +16.

Healing Strike^: 1/day, instead of dealing damage, a blow from your weapon will heal the target the full amount of damage you would normally do. This does not replace Lesser Healing Strike. Instead you gain this ability in addition to it.

Heat Liquid^: This ability is available 1/day and can be used in two ways.

1. Heat “external” liquid: heat 5 cubic feet of liquid to deal 2d12+8 (10-32) fire damage (ignores armor) to anything that passes through it for 4 rounds.
2. Heat “internal” liquid: heat the bodily fluids of one creature to deal 2d20+10 (12-50) fire damage (ignores armor) for 4 rounds.

Hits Bonus^: You gain a permanent +15 to your hits. This bonus can be gained multiple times and it stacks.

Hits Boost^: You get a permanent +30 to your hits.

Holy Smite^: This ability acts as the spell “Holy Smite” and is usable 1/day.

Holy Warrior’s Transformation^: You can gain +10 to attack, armor, defense, damage, and dodge. You also gain 15ft to your speed and +25 hits. All of these effects last for 3 rounds

and can be used 1/day. This ability replaces Lesser Holy Warrior's Transformation.

Imbue Herbal Healing Solution^: You can imbue any herbal healing solution that you make with one healing spell of your choice. This is done at the time that you make the potion. Any bonuses you get to healing at the time the potion is imbued are factored in. The process costs 10 experience points per level of the healing spell used.

Immolation^: You can now cast immolation on yourself as the spell 1/day.

Immunity to Cold^: You now take no damage from cold.

Immunity to Fire^: You now take no damage from fire.

Improved Speed Shot^: 2/day you can shoot twice in one round with your bow. You get no penalties to your shooting.

Insight of Death^: You know exactly how far from death all creatures within 20ft of you are. This ability works even if you can't see those creatures.

Invisibility^: You can become invisible 1/day until you strike an opponent. When you do you get your backstab damage bonus if applicable.

Kill Shot^: This ability provides you with a 60% chance that your next shot will kill automatically. This ability negates dodge and is usable 1/day.

Lesser Animate Dead^: This ability allows you to animate a corpse 1/day with 75% the creature's former statistics. The undead creature stays under your control until it dies. You may only have one undead companion at a time, and undead creatures may not be reanimated.

Lesser Defense Bonus^: You gain a permanent +5 to defense.

Lesser Heal at Range^: All healing spells formerly requiring you to touch the target now have a range of 15ft.

Lesser Healing Bonus^: Whenever casting a healing spell you get +8 to your rolls.

Lesser Healing Strike^: 1/day, instead of dealing damage, a blow from your weapon will heal the target half the amount of damage you would normally do.

Lesser Holy Warrior's Transformation^: You can gain +5 to attack, armor, defense, damage, and dodge. You also gain 10ft to your speed and +20 hits. All of these effects last for 3 rounds, and this ability can be used 1/day.

Lesser Shield Other^: 1/day you can add your defense to an adjacent ally's defense. This must be done immediately before an opponent attacks them. This ability does not require an action or for it to be your turn.

Lesser Spell Damage Bonus^: All your damage based spells deal an extra 2d6 damage.

Lesser Stop Blow^: Once per day, you may choose to try to interrupt and stop a melee attack by an adjacent opponent even if it is not against you. To succeed you must both roll percentage dice and add your attack number. If your total is the higher number you stop the attack. If the two results are equal or the opponent has a higher result, the attack proceeds as normal.

Lesser Supreme Druid^: You gain 1 more spell known and one more spell per day from the first and second levels of the druid list. You also gain a 20% chance to control each enemy animal each round.

Life Drain^: This ability deals 25dmg to a target within 80ft and you heal 20 hits (can exceed your maximum hits)

Major Channel Elements^: This ability works as "Minor Channel Elements" except that you channel two elements (each dealing full damage). This ability replaces "Minor Channel Elements".

Major Cold Shield^: Active constantly, anyone attacking you with a non-reach melee

weapon takes 3d6+10 and is slowed 5ft (minimum of 15ft speed). If an attacker has more than one speed, both are reduced each strike until one reaches 15ft (at which point all speed damage from this effect stops). “Major Cold Shield” replaces “Minor Cold Shield”.

Major Fire Shield[^]: Active constantly, anyone attacking you with a non-reach melee weapon takes 3d8+10 fire damage (ignores armor) and 5 fire damage their next turn. “Major Fire Shield” replaces “Minor Fire Shield”.

Major Penetrate Cold Resistance[^]: Your cold based spells penetrate up to 15 cold resistance and ½ of cold immunity.

Major Penetrate Fire Resistance[^]: Your fire based spells penetrate up to 15 fire resistance and ½ of fire immunity.

Master Buffer[^]: Your buffer based spells are treated as being damage specialized once for each specialty class level you have.

Master Healer[^]: Your healing based spells are treated as being damage specialized once for each specialty class level you have.

Master of Vines[^]: You can speak to all plants. You also have the ability to animate a vine as a carrion vine 1/day. This vine counts against your limit of vines you may have at one time.

Master Summoner[^]: Your summoning spells are treated as being damage specialized once for each specialty class level you have.

Medic’s Dodge[^]: You gain dodge of 15 and +10 to defense.

Mesh Armor Proficiency[^]: The only metal armor you may use now is mesh armor.

Minor Channel Elements[^]: 3/day you can channel through your fists any one element of your choice. The effect lasts for 1 full round and deals an extra 3d12+4 damage with each successful hit.

Minor Cold Shield[^]: Active constantly, anyone attacking you with a non-reach melee weapon takes 1d10+3 and is slowed 5ft (minimum of 15ft speed). If an attacker has more than one speed, both are reduced each strike until one reaches 15ft (at which point all speed damage from this effect stops).

Minor Darkness[^]: 3/day this ability creates a 10ft³ box in which all creatures get a +10 to defense and all without darkvision get a -10 to attack, ranged, and casting accuracy.

Minor Fire Shield[^]: Active constantly, anyone attacking you with a non-reach melee weapon takes 2d10+5 fire damage (ignores armor).

Minor Penetrate Cold Resistance[^]: Your cold based spells penetrate up to 5 cold resistance.

Minor Penetrate Fire Resistance[^]: Your fire based spells penetrate up to 5 fire resistance.

Minor Starblast[^]: 1/day you may cast the spell “Minor Starblast”

Minor Teleport[^]: You can teleport 20 ft in any direction 2/day. This ability does not allow you to teleport through solid objects or where you can’t see.

More Extra Cold Spells[^]: You get to choose two 1st-3rd level cold based spells to be able to cast 3 more times per day.

More Extra Fire Spells[^]: You get to choose two 1st-3rd level fire based spells to be able to cast 3 more times per day.

Multiple Heal[^]: The number of targets you can heal with any healing based spell increases by 2.

Natural Code[^]: As far as you are concerned nature can do no wrong and any offense against nature must be punished. If you destroy any more of nature than absolutely necessary (as

determined by DM) or intentionally leave any offense against nature unpunished you lose all abilities granted by this class.

Natural Form (Grizzly Bear)^: You can turn into a grizzly bear a number of times per day equal to $\frac{1}{2}$ the number of specialty class levels you have rounded down. The grizzly bear has the following statistics:

Size: large
Attack 1: 70
Attacks 2 and 3: 80
Damage 1: 4-40 (4d10)
Damage 2 and 3: 44-80 (4d10+40)
Defense: 50
Hits: 280
Armor: 20
Speed: 40
Spot: 15
Listen: 5

Natural Form (Squirrel)^: You can turn into a squirrel a number of times per day equal to $\frac{1}{2}$ the number of specialty class levels you have rounded down. The squirrel has the following statistics:

Size: tiny (1ft. long)
Attack (only works on tiny or smaller creatures): 40
Damage: 1-8
Defense: 110
Dodge: 35
Hits: 25
Armor: 0
Speed: 50 Climb: 50
Darkvision
Spot: 15
Listen: 20

Natural Form (Wolf)^: You can turn into a wolf a number of times per day equal to $\frac{1}{2}$ the number of specialty class levels you have rounded down. The wolf has the following statistics:

Size: medium
Attack : 48
Damage: 12-50 (2d20+10)
Defense: 90
Dodge: 28
Hits: 115
Armor: 8
Speed: 60
Spot: 20
Listen: 25

Natural Form (Wolverine)^: You can turn into a wolverine a number of times per day equal to $\frac{1}{2}$ the number of specialty class levels you have rounded down. The wolverine has the following statistics:

Size: small

Attacks 1 and 2: 50

Attack 3: 48

Damage 1 and 2: 12-30 (2d10+10)

Damage 3: 2-40 (2d20)

Defense: 90

Dodge: 25

Hits: 200

Armor: 15

Speed: 50 Climb: 50 Dig: 20

Darkvision

Listen: 30

No Healing Spells[^]: You may not cast healing based spells.

No Offensive Spells[^]: You may not cast “Turn the Unholy”, “Destroy the Unholy”, “Holy Smite”, “Holy Bolt”, or “Holy Avenger”.

No Damage Spells[^]: You may not cast damage based spells (see Chapter 6)

Only Proficient with Robes as Armor[^]: The only armor you can wear is robes.

Poison Use[^]: Your weapons inflict 2d6 damage to the opponent one round after a successful hit.

Pushing Shot[^]: 2/day you can shoot an arrow so hard that it pushes the target back 10ft. In addition it grants a +5 to damage on that shot.

Quicken Death[^]: 2/day you can kill an opponent with 10 hits or fewer with just a touch. You then gain 20 temporary hits for the rest of the fight.

Quickness[^]: Your speed goes up by 10ft.

Range Bonus[^]: You gain a permanent +10ft to your base range.

Ranged Bonus[^]: You gain a permanent +10 to ranged.

Ranged Damage Bonus[^]: You get a permanent +8 to ranged damage.

Resistance to Cold[^]: You no longer are vulnerable to cold. Instead, you take 10 less damage from cold based attacks and spells.

Resistance to Fire[^]: You are no longer vulnerable to fire. Instead, you take 10 less damage from fire based attacks and spells.

Reverse Blow[^]: This ability acts as “Lesser Stop Blow” except instead of stopping the attack you turn the weapon on the wielder dealing ½ the normal damage.

Sacrificial Strike[^]: 2/day you may deal 5 damage to yourself to add an extra 10 to your next strike’s damage. You must declare that you are using this ability immediately before an attack. You take the 5 damage regardless of whether you hit or not.

Shield Other[^]: Once per day before an opponent strikes an ally you may add your defense and armor bonuses to the ally’s defense and armor bonuses. This ability does not require an action or for it to be your turn.

Shot of Great Power[^]: 1/day you can shoot an arrow so hard that it not only knocks the target back 5ft but also knocks the target prone (see trip attempts). In addition the shot deals normal damage +15.

Slashing Chop[^]: Without an action and at any time you may choose to deal damage as if your fists were edged weapons.

Speed Bonus[^]: You gain a permanent +10ft to your speed.

Speed Fighting[^]: You now get two attacks with the weapon in your right hand.

Speed Punch[^]: You can now attack with your fists twice every round that you don’t

make a move action. There is no penalty.

Spell Damage Bonus[^]: You essentially gain another specialization in damage for damage based spells.

Summon Fairy of Aid[^]: 1/day you can summon a fairy for 1 hour with the following statistics:

Attack: special

Defense: 130

Armor: 2

Hits: 20

Dodge: 35

Spells:

1st: 10/day: Cool Down, Endure Hot/Cold, Magic Fruit, Minor Healing, Predict Weather, Speak to Animals, Summon Creature (Rats), Summon Creature (Small Snake), Thaw, Warm

2nd: 6/day: Direct Wind, Major Magic Fruit, Move Water, Mud to Stone, Sticks to Snakes, Stone to Mud, Summon Creature (Scorpion Hoard), Summon Creature (Wolf), Wall of Wind

Damage: 3

Special: always hits

Summon Greater Fairy of Aid[^]: 1/day you can summon a fairy for 1 hour with the following statistics:

Attack: special

Defense: 160

Armor: 5

Hits: 50

Dodge: 35

Spells:

1st: 12/day: Cool Down, Endure Hot/Cold, Magic Fruit, Minor Healing, Predict Weather, Speak to Animals, Summon Creature (Rats), Summon Creature (Small Snake), Thaw, Warm

2nd: 8/day: Direct Wind, Major Magic Fruit, Move Water, Mud to Stone, Sticks to Snakes, Stone to Mud, Summon Creature (Scorpion Hoard), Summon Creature (Wolf), Wall of Wind

3rd: 5/day: Medium Healing, Resilience of the Water Bear, Summon Medium Badger

Damage: 10

Special: always hits, Extend Self Buffer Spells

This ability is in addition to "Summon Fairy of Aid".

Summon Greater Regeneration Root[^]: 1/day you can summon a root that heals the user 25 hits each round chewed (5 rounds) or 30 hits each round chewed (4 rounds). This is in addition to "Summon Regeneration Root".

Summon Greater Shadow[^]: Your shadow that you summon now has the following statistics:

Attack: 54

Defense: 130

Armor: 40

Hits: 110

Damage: 4d20+10 cold

Summon Lesser Shadow[^]: You can summon a shadow warrior 4/day with the following statistics (you may only have one at a time).

Attack: 38

Defense: 100

Armor: 25

Hits: 50

Damage: 4d10 cold

Summon Regeneration Root[^]: 1/day you can summon a root that heals the user 15 hits each round chewed (5 rounds) or 20 hits each round chewed (4 rounds). You choose how much it heals when you start chewing it.

Summon Root of Strength[^]: 1/day you can summon a root that grants the user +15 to attack and damage while chewed (4 rounds).

Summon Shadow[^]: Your shadow that you summon now has the following statistics:

Attack: 48

Defense: 120

Armor: 30

Hits: 80

Damage: 4d12+5 cold

Teleport: you can now teleport 15ft 1/day

Supreme Druid[^]: You gain know two more spells from the third level druid list if you can cast third level druid spells. You also gain a 10% chance to control each druid of 4th level or lower each round.

Tattoo of Power[^]: You are given a mystical tattoo that gives bonuses to your standard abilities based on your specialty class level. You may choose to gain a bonus to armor and damage or defense and dodge. No matter what the tattoo is it grants +5 to each of the two abilities you chose. If you choose defense and dodge, you can have more than 35 dodge but not more than 40 dodge. You can never change your choice of bonuses. The tattoos appear to be in the form of draconic letters.

Teleport[^]: This ability is like "Minor Teleport" except you can teleport 50ft 4/day. This ability replaces "Minor Teleport".

Terrifying Accuracy[^]: After any vital hits or successfully aimed hits all creatures with less than 100 hits that are within 20ft must run away from you for 1 round.

Twin Dagger Fighting[^]: You can now fight with a dagger in each hand. This ability does allow you to attack with both daggers in one round without penalty.

Two Weapon Use[^]: You can now wield a weapon in each hand. These weapons must be melee weapons and they must be weapons that would normally allow you to carry a shield. You can attack at no penalty once per round with each weapon.

Vulnerability to Cold[^]: You now take 10 more damage from cold based attacks and spells.

Vulnerability to Fire[^]: You now take 10 more damage from fire based attacks and spells.

Weapon Restrictions[^]: You may only use daggers and bows. CLARIFICATION: bows do not include crossbows or hand crossbows and daggers do not include throwing daggers.

Wears Only Robes[^]: You are now only proficient with robes as armor.

Wilt[^]: This ability deals 60 damage to up to 3 targets within 80ft distributed any way you choose. You can use this ability up to 3 times per day.

Wind Shield[^]: 2/day you can increase your defense against ranged attacks by 30 for 4 rounds. One of those two times per day, this can be done instantly (thus not taking an action).

Wooden Body: This ability grants +20 armor but you take an extra 10 from fire (bypassing all armor). "Wooden body" is usable 1/day and lasts 1 hour.

Chpt 3

Each party member must pick a deity at first level to be devoted to. They must meet the requirements for the deity they choose. If they choose to, any character that meets the requirements may switch their deity to Klamaz or Inferno at a later time, also trading in their powers. Priests and paladins gain the major power(s) associated with their deity while others gain 1 minor power from their deity. Druids must worship a deity devoted to nature or The Great Wolf (see below). They may still become worshippers of Klamaz unless they chose The Great Wolf as a deity at first level. If you gain a spell ability and you did not have a casting accuracy bonus, you gain a casting accuracy bonus of 25. This can be added to with level up points if you wish. Rules for aiming spells are the same as described in Chapter 6.

In addition to granting powers, each deity has a special list of spells that their priests can choose from once they can cast 5th level spells. These are treated as 5th level priest spells.

Deities Powers and Requirements:

Deity	Deity's Alignment	Major Power	Minor Powers	Requirements
Klamaz	Good	+1 spells known and +1 spell per day in each level	+8 damage vs. evil or +10 to attack vs. evil or +20 hits	Must be neutral, good, or lawful, must be at least 10 th level
Death	Chaotic	Touch deals 30 points of damage ignoring armor 1/day	+6 to attack	Must be chaotic
The Lord of the Dead	Evil	Summon 2 skeletons under your control 1/day (You may only have 3 of these under your control at one time)	Can cast curse, turn the unholy, or command (sleep) 3/day	Must be evil
Inferno	Evil	Gain destructive touch, minor starblast, and door to Hell 1/day	One damage dealing 1 st level spell 1/day	Must be evil or chaotic, must be at least 10 th level
The Great Wolf	Evil	Gain natural shape (wolf) 1/day	dodge increased by 5, +8 damage at night, +10 attack at night	Must be chaotic or evil
Frunk	Evil	Sparks 2/day and +8 damage to demons	+5 attack damage vs. all, fire resist (8), or +10 damage vs. demons	Must be evil
Halba	Neutral	Speak with plants at will and +5ft speed	+5 spot and listen, or +6 defense	Must be neutral

Allnathia	Neutral	+1 spell known in each level	Gain damage specialization in one spell known, or +6 casting accuracy in one spell known	must be a mage, priest, or have the magically gifted feature
Eggort	Chaotic	Entanglement 1/day	Minor entanglement 1/day, summon creature (small snake)1/day, or summon creature (rats) 1/day	Must be chaotic or neutral
Bumpo Thunderpunch	Chaotic	+10 on all rolls when brawling and +10 hits when brawling	+8 spot and +4 points on archer special abilities, or +4 with rolls with throwing hammers	Must be a dwarf, must be chaotic
Lagg	Good	+14 damage vs. undead +4 more vs. vampires	+15 hits, +5 attack dmg vs all, +10 dmg vs. undead, or +10 attack against undead	Must be good
Reesta	Good	+8 to rolls on healing spells	Minor healing 1/day, +8 casting accuracy vs. undead, or light 1/day	Must be good
The Executioner	Lawful	+10 attack damage to all +5 hits	+5 attack damage vs. all	Must have at least a 20 melee attack
Lady Moon	Good	+5 on rolls against werewolves, +1 1 st lvl spell per day	+5 casting accuracy vs. all or +8 casting accuracy with healing spells	Must be good or neutral
Yithrey the Firekeeper	Neutral	+5 damage with fire based spells, +5 casting accuracy	+8 casting accuracy with fire based spells	Must be a mage, druid, or priest
Seeznarl	Chaotic	+10 damage with cold based spells +2 casting accuracy	+5 damage or casting accuracy with cold based spells	Must not be Lawful
MageKill	Neutral	+10 toughness	+10 damage vs. magi, or +10 attack vs. magi, or +8 defense vs. spells	Cannot be a mage, usually a dwarf
Silnara	Good	+5 damage and +5% chance to disarm with a whip	+9 damage with a rapier, or +5 dodge, or +4 damage with rapier and throwing daggers	Must be good
Allorno	Neutral	character always has one chosen power from the	+15 defense and -10 armor (cannot be negative), or +10 armor	Must commit to becoming a non-archer specialty

		next specialty class level	and -15 defense (cannot be negative), or +15 attack and -15 defense (cannot be negative), or +15 defense and -15 attack (cannot be negative)	class as soon as possible
Gaussoron	Neutral	+5 lightning damage to all attacks, predict weather 1/day	+5 lightning damage to melee attacks or lightning ball 1/day	Must have a casting accuracy even if it is from a feature
Slithouslon	Evil	+10 attack damage, +4 on rolls vs. poison, -6 casting accuracy	+5 attack damage vs all, or +5 toughness, or all physical attacks deal 1d8 poison damage the next round	Must be evil
Abaiati	Neutral	1/day can shoot a 15ft jet of water that deals 2d20+1d12 damage to one target	Water Breathing	Must vow never to overfish or pollute water

Descriptions:

Abaiati: Female dragon guardian of water deity. Abaiati's holy symbol is a water droplet. She is the guardian of the waters of North America and only eats creatures threatening those waters. Abaiati appears to be a giant eel with two flimsy looking arms. She is colored metallic light blue with green teeth and claws. Her eyes are a deep purple.

Allnathia:



Female deity of magic and knowledge. Her holy symbol is three stars arranged in a triangle with a book in the middle. Allnathia is portrayed as a three-headed woman with four arms. She usually has books in two of her hands and carries a staff in the other hands. Most of the time, she has pale skin and beautiful, brown hair.

Allorno: A genderless deity with no race. Allorno's only commandment is to be an extremist. Many of Allorno's followers hate each other due to being on different extremes, but they all hate archers for how well rounded archers tend to be. This does not mean that some won't tolerate them to be used, but those that do are generally looked down upon. Allorno can take infinite forms—all of which are extreme in size, beauty, power and other aspects.

Bumpo Thunderpunch:



Male dwarven archer deity. He is also commonly worshipped by dwarven fighters. His holy symbol is a fist with lightning bolts around it. Bumpo Thunderpunch is short and bulky, even for dwarves, with fiery red hair. He wears a breastplate and carries a battleaxe. However, he usually fights with his fists.

Death: The genderless actual entity of death. It is worshiped by incredibly powerful necromancers and some evil priests. Death's holy symbol is a single blue flame. Death appears as a tall dark figure covered in blue fire. His lair is filled with trees. Each of these trees represents a different living being in Gallipae. When it is time for someone to die, Death either burns their tree down, or he reaches through the ground and grabs the individual, dragging them to his lair as a new Death's Servant.

Eggort: Male vengeful nature deity. His holy symbol is two spears crossed over a tree. Eggort favors elves. Eggort is usually depicted as an abomination of nature. He has a bull's head, a lion's body, and a bear's legs. Despite the body parts from many animals his entire body is covered in green feathers. Eggort is missing most of one of his horns which it is said he gave to Halba as a peace offering.

Frunk:



A Male demigod dedicated to ogres and associated with fire and strength. He hates demons. His holy symbol is a flaming two-handed sword stuck in a demon skull. Frunk has a truly terrifying appearance. He is 20'4" tall and weighs in at almost 3 tons. He is always shown in full battle garb (although the armor and weapon shown vary) and covered in flames. He is incredibly ugly and stinks even more than any other ogre. Some say the stench derives from the rotting heads stuck on spears and tied to his back, but in reality, it is mostly the fact that he has never bathed.

Gaussoron: Male dragon deity of lightning and weather. His holy symbol is a storm cloud. Gaussoron lives in Asia and thus most of his followers are at least from Asia. It is believed he was raised and trained by The Peasant of Healing. Gaussoron has an elongated body with four short legs and wings meant for gliding that extend from the base of his neck to the tip of his tail. His scales are a deep purple and his teeth are a dark, deep blue.

Halba: Male deity of plants and herbivores. His holy symbol is a tree with deer antlers sprouting from the base. Halba is shown as a white centaur with deer antlers. He sometimes carries a composite longbow, but is usually just shown with a horn. This horn holds special meaning to both followers of Halba and Eggort as it is said that it signals the peace between the two churches.

Inferno:



The most powerful of all evil or chaotic deities. Inferno's holy symbol is a black flame surrounded by red lightning. Inferno is a terrifyingly huge and powerfully built arch devil with hooved feet, four arms, and a long muscular tail capable of lethal blows. Notable features also include a crown of short hollow horns that periodically spew fire. Inferno's two weapons, a broadsword named Destruction's Touch and a warhammer named Broken Defeat, are considered to be the two most brutal weapons in Gallipae. He leaves his other two arms open to cast spells, intentionally taking any hits that come his way.

Klamaz: The most powerful of all good, neutral, and lawful deities. Klamaz's holy symbol is a hammer covered in white flames. Klamaz is a tall, thin humanoid figure that seems to be composed of black smoke. His eyes are two white flames shooting out an inch from his face. He wears an indestructible obsidian breastplate and carries two indestructible obsidian battleaxes.

Lady Moon: A female elven deity devoted to magic, harvest, and healing. She and her followers hate The Great Wolf and her followers. Her holy symbol is a full moon. Platinum is considered holy by her followers. Lady Moon appears as an elven maiden wearing a deep blue silk gown and a black headdress. She carries no weapons but is never without her spellbook. Despite a lack of weapons, her magical prowess makes her the most feared figure to all werewolves.

Lagg: Male half-black scorpion orc demigod that represents the brute force side of fighting undead. He is usually worshipped by fighters and warriors of the rhino clan. His holy symbol is a tombstone with two interlocking D's inscribed in it. The D's stand for "Double Death". As a half black scorpion orc, Lagg is not exactly the most intelligent of deities. He has turned his skin grey, sharpened and stained his tusks yellow, and ripped out most of his hair. In addition, an iron mask has been fastened to the right half of his face. All this was to intimidate his main enemies, undead. He always wears chainmail and wields a two-handed axe.

MageKill: MageKill isn't exactly a deity. It is more of an ideal, or essence that has amassed a following among Dwarves. There is only one rule among its followers. Magi and arcane magic must die. MageKill does not have a holy symbol although granite is considered holy among MageKill's followers. Some, but only a few, believe that MageKill came from a famous dwarven mercenary named Bloc Thickhead. Oddly enough the truth is that the power MageKill grants its followers is generated purely by their belief and not some heavenly force. It is considered blasphemy to depict MageKill in any way.

Reesta: Female deity dedicated to destroying undead and demons. She is associated with light, healing, and good magic. Her holy symbol is a gold sun surrounded by 4 silver stars. Reesta is depicted as a female human of medium build with short, red hair, and gold eyes. She is usually holding a mace that is drawing power from the sun. The armor she wears usually consists of a breastplate and large shield—each decorated with her holy symbol.

Seeznarl: A male deity devoted to cold based spells. His worshipers tend to become Ice Magi. Seeznarl's holy symbol is a bloody iceberg. His followers usually get along very well with Abaiti's followers, although they maintain the dragon is not a real deity, and clash with those of Yithrey the Firekeeper. He is usually shown as a tall human with pale blue skin and a large white beard. He wears deep blue robes and carries a quarterstaff with a likeness of Abaiati's head carved in it.

Silnara:



A female elven fighter deity. Her followers prefer to go with a high defense and dodge. They also favor elegant weapons associated with dexterity. Her holy symbol is a pair of crossed rapiers. Silnara is depicted as a beautiful elven maiden with a rapier in one hand and a whip in the other. She and her followers enjoy throwing knives competitively.

Slithouslon: An undead dragon assumed to be male and worshipped for powers related to death. Slithouslon's holy symbol is a dragon skull. His followers clash strongly with those of The Lord of the Dead, who consider Slithouslon's followers to be the worst of blasphemers. Some

scholars even maintain that Slithouslon doesn't even support his followers since he is technically a servant of The Lord of the Dead. It is certainly true that he does not do so openly and the only reason he is worshiped is because he cannot be permanently killed. Slithouslon guards The Lord of the Dead's castle. The skeletal dragon has an extra-large head, wings that no longer work, and two tails, each ending in a venomous stinger.

The Executioner:



A male human deity devoted to melee combat. Most of his worshippers are neutral fighters. His holy symbol is a guillotine. The Executioner is depicted as a tall, powerfully built human wearing leather armor and carrying a two-handed axe. He does wear a full helm made of an indestructible metal that can't melt.

The Great Wolf: A female werewolf non-deity attempting to become a demigod. She still has worshippers and grants powers. Her holy symbol is a wolf head foaming at the mouth. Silver is considered to be holy by her followers, most of whom are werewolves. The Great Wolf always appears in beast form.

The Lord of the Dead: A powerful male ancient vampire lord that has become a demigod. He is associated with death, magic, and undead. His holy symbol is a skull with fangs. After The Lord of the Dead slew his older brother's undead form, Death reached through the ground and pulled him (at that point just a human) down with him. Centuries later, the first vampire appeared undetected. After a hundred years of hiding, the vampire emerged with an army of undead and took a swamp. The vampire declared himself to be the Lord of the Dead and using artifacts from his older brother, he created an empire. He wears a crown that gives him control over all undead within sight and wields two incredibly powerful vorpal longswords. His swords consider themselves a single weapon and are collectively named "Vengeful God".

Yithrey the Firekeeper:



A male demigod devoted to fire magic. His worshipers tend to become Fire Magi. His holy symbol is a red flame. Yithrey is a tall, lean human mage with a bald head and a short, well groomed, black beard. He was the last member of a semi-secret society of magi known as the Red Firemasters. For centuries he wandered Gallipae, regulating and distributing red fire. When he finally passed away he became a deity. Many worshipers of Yithrey wish to reestablish the Red Firemasters.

Chpt. 4

Equipment:

Monetary System:

10 silver pieces (s.p.) make 1 gold piece (g.p.). 10g.p. make 1 platinum piece (p.p.). 10p.p. make one mithral piece (m.p.). All items that the characters sell are sold for half price unless the character made them. If this is the case they sell for full price. Starting amount of money is 325gp per party.

Proficiencies:

Fighters are proficient with all weapons and armor except tower shields. Archers are proficient with robes, wicker armor, leather armor, hard leather armor, studded leather armor, all missile weapons, daggers, rapiers, scimitars, short swords, whips, dragon tooth daggers, and clubs (but not including greatclubs). Druids may not use metal. Priests can wear any armor and may wield any weapon except for swords, bows, battleaxes, handaxes, or two-handed axes. Paladins can use anything but ranged weapons. Magi may wear robes, and they may use daggers, dragon tooth daggers, quarterstaves, and clubs. They may also use any ranged weapon that is not thrown. Anyone but druids can wear helms and full helms. No small sized character (see races section) may use longbows, composite longbows, or pikes. You may never use an item that you are not proficient with.

Equipment Slots:

Hand Slots: You may either have one weapon and one shield, two weapons, or one two handed weapon. If you wield two weapons, you may only attack with both in one round if you have a specialty class ability that allows you to do so. In addition, if you attack with your left hand's weapon, you take a penalty of 8 to attack/ranged and damage.

Armor Slot: You may have one suit of armor in the armor slot. Any piece of equipment with armor in the name uses your armor slot.

Head Slot: You may have one helmet, circlet, hat, or headband taking up your head slot.

Back Slot: You may have one cape or cloak taking up your back slot.

Neck Slot: You may have one necklace or collar taking up your neck slot

Wrist Slots: You may have one pair of gloves, bracers, bracelets, or gauntlets taking up your Wrist Slot. You must wear the complete pair to get any magical bonuses.

Ring Slots: Each character may wear up to 8 rings. However you may only gain bonuses from the two that are on your ring fingers. It takes one attack action to switch rings.

Belt Slot: Each character may wear one belt.

Boot Slots: Each character may wear one pair of boots or greaves. You must wear a full pair of greaves or boots to get any magical bonuses.

SPECIAL NOTES: All characters are considered to start with all the gear they need to fight. This gear is generic, and thus it does not grant any bonuses seen in the charts below. This equipment is also worth no money and cannot be sold. If for some reason you are caught without armor in a fight, your armor score is equivalent to the amount you have added to it through leveling up points (including the ones at fist level) and any bonuses from your race and any specialty class you have levels in. Your beginning weapons can be kept in case if you are disarmed. In this case you must spend an attack action to pull your weapon. Thrown weapons cannot be used after being thrown once. If a weapon has no listed damage bonus, it does not deal damage. If no range bonus or penalty is listed then the weapon cannot be used as a ranged weapon.

Armor, Shields, and Helms:

Armor Type:	Armor Bonus:	Defense Penalty/Bonus:	Cost:	Special:
Robes Armor	+1	+0	5gp	-
Wicker Armor	+1	-5	1sp	-
Leather Armor	+3	+0	10gp	-
Hard Leather Armor	+5	-2	15gp	-
Studded Leather Armor	+10	-5	20gp	-
Ring Mail Armor	+15	-10	30gp	Acts as metal armor for falling damage
Chain Mail Armor	+20	-10	60gp	Acts as metal armor for falling damage

Scale Mail Armor	+20	-13	50gp	Acts as metal armor for falling damage
Breastplate Armor	+22	-13	200gp	Acts as metal armor for falling damage
Half-Plate Armor	+30	-20	700gp	Acts as metal armor for falling damage
Full Plate Armor	+35	-30	1,000gp	Acts as metal armor for falling damage
Dragon Scale Armor	+35	-10	10,000gp	+10 random elemental resistance
Vermin Shell Plate Armor	+15	-7	45gp	Acts as metal armor for falling damage
Relic Armor	+40	-30	2,000gp	Rare; Acts as metal armor for falling damage
Mesh Armor	+25	-10	80gp	Acts as metal armor for falling damage
Dragon Wing Large Shield	-	+10	6,005gp	5 random elemental resistance; fly speed of 20ft;
Dragon Wing Medium Shield	-	+5	5,500	3 random elemental resistance; fly speed of 15ft
Dragon Wing Small Shield	-	+3	4,700	1 random elemental resistance; fly speed of 10ft
Dragon scale large shield	-	+23	6,500	+20 random elemental resistance
Dragon scale medium shield	-	+18	6,000	+17 random elemental resistance
Dragon scale small shield	-	+13	5,500	+14 random elemental resistance
Tower shield large shield	-	+25	20gp	-10ft speed
Medium shield	-	+15	10gp	-
Small shield	-	+10	5gp	-
Helm	-	+5	2gp	-
Helm	-	-	5gp	75% probability of a vital hit being a vital hit
Full helm	-	-	10gp	50% probability of a vital hit being a vital hit, -4 to attack and ranged

Weapons:

Type:	Range Bonus/Penalty:	Damage Bonus:	Cost:	Special:
Longbow	+10	+10	20gp	Two handed
Composite Longbow	+20	+10	30gp	Two handed

Shortbow	-15	+5	10gp	Two handed
Composite Shortbow	-10	+7	15gp	Two handed
Crossbow	+0	+12	15gp	Two handed fired every other round
Hand Crossbow	-5	+5	10gp	fired every other round
Sling	-20	+3	5gp	-
Javelin	-50	+5	1gp	attack damage (as opposed to ranged damage)
Throwing Dagger	-80	+2	1sp per 5 bought	attack damage (as opposed to ranged damage); vital hit on a 90-100; can throw 2 a round
Throwing Hammer	-60	+5	1gp	attack damage (as opposed to ranged damage); roll three times for damage on vital hits
Scorpion Pot	-20	+1	50gp	Thrown to scatter 10 scorpions on target or target square if hit
Net	-80	-	20gp	Thrown to make a trip attack with your ranged bonus for attack and 70 as its defense
Dragon tooth dagger	-	+8	20gp	1d8 random elemental damage
Dagger	-	+2	2gp	-
Quarterstaff	-	+7	3gp	Two handed; has 10ft reach
Shortsword	-	+8	5gp	-
Broadsword	-	+10	20gp	roll three times for damage on vital hits
Longsword	-	+10	20gp	vital hit on a 90-100
Bastard Sword	-	+15	40gp	-
Greatclub	-	+20	40gp	Two handed
Two-Handed Sword	-	+30	70gp	Two handed
Two-Handed Axe		+32	100gp	Two handed; roll three times for damage on vital hits
Dragon Tooth Sword	-	+10	40gp	1d8 random elemental damage
Whip	-	+1	75gp	40% chance foe is disarmed
Club	-	+2	2gp	-
Falchion	-	+25	80gp	Two-handed; vital hits are on 85-100
Mace	-	+8	10gp	-
Pike	-	+10	20gp	can reach 15ft away; Two handed; may not strike adjacent foes with this.
Warhammer	-	+10	20gp	roll three times for damage on vital hits

Spear	-	+8	10gp	Two handed; has 10ft reach
Halberd	-	+14	50gp	Two handed; has 10ft reach; counts as an axe for the purposes of proficiency; +5 to trip attempts with this
Battleaxe	-	+14	30gp	roll three times for damage on vital hits
Handaxe	-	+9	16gp	Roll three times for damage on vital hits
Flail	-	+12	25gp	Roll three times for damage on vital hits
Rapier	-	+9	15gp	90-100 is a vital hit
Main Gauche	-	+3	10gp	90-100 is a vital hit; considered a type of dagger for proficiency purposes
Scimitar	-	+8	20gp	85-100 is a vital hit
Double Headed War Pick	-	+20	90gp	Roll four times for damage on vital hits; only Death Orcs use this weapon

Potions:

Elixirs vs. Potions:

The difference between elixirs and potions is actually very simple. Elixirs are basically water infused with either a first or second level buffer or healing based spell. On the other hand, potions are alchemical or herbal solutions made to promote health in some way.

Name	Effect	Cost	Special
Minor Herbal Healing Solution	Heals 5hits	5gp	-
Major Herbal Healing Solution	Heals 10hits	10gp	-
Healing Potion	Heals 15hits	15gp	-
Extra Healing Potion	Heals 30hits	30gp	-
Elixir of Healing	Heals 25hits and 15hits the next round	75gp	-
Spirit Essence	+50hits for the rest of the fight (can exceed max hp)	150gp	-
Old King's Savior	Double current hits for 2 hours	10,000gp	Very Rare
Herbal Antidote	70% chance to cure poison + you gain +3 to constitution for 4 rounds	60gp	-

Elixers:

Elixirs vs. Potions:

The difference between elixirs and potions is actually very simple. Elixirs are basically water infused with either a first or second level buffer or healing based spell. On the other hand, potions are alchemical or herbal solutions made to promote health in some way.

Name	Effect	Cost	Level of Spell
Cool Down	Same as spell except targets only user	20gp	1 st
Magic Armor	Same as spell except targets only user	20gp	1 st
Spot	Same as spell except targets only user	20gp	1 st
Warm	Same as spell except targets only user	20gp	1 st
Blessing	Same as spell except targets only user	15gp	1 st
Cause Strength	Same as spell except targets only user	20gp	1 st
Minor Healing	Same as spell except targets only user	15gp	1 st
Endure Hot/Cold	Same as spell except targets only user	20gp	1 st
Predict Weather	Same as spell except targets only user	15gp	1 st
Speak to Animals	Same as spell except targets only user	15gp	1 st
Aid	Same as spell except targets only user	30gp	1 st
Dodge	Same as spell except targets only user	20gp	1 st
Luck	Same as spell except targets only user	20gp	1 st
Greater Magic Armor	Same as spell except targets only user	30gp	2 nd
Mirror Images	Same as spell except targets only user	65gp	2 nd
Greater Blessing	Same as spell except targets only user	25gp	2 nd
Holy Toughness	Same as spell except targets only user	100gp	2 nd
Medium Healing	Same as spell except targets only user	40gp	2 nd
Direct Wind	Same as spell except targets only user	30gp	2 nd
Move Water	Same as spell except targets only user	30gp	2 nd
Grow/Shrink	Same as spell except targets only user	30gp	2 nd
Wisdom Tap	Same as spell except that benefits affect user and drawbacks affect one chosen target (no casting accuracy check required)	45gp	2 nd
Cure Poison	Same as spell except only targets user	50gp	2 nd

Poisons:

One vial is good for one use and takes a move action to apply to a weapon or food. Vials cannot be used to make someone inhale the poison. NOTE: Poison is usually illegal and can therefore usually only be bought on the black market for higher than listed prices.

Name	Cost per vial
Atvoreth's Facial Dissolve	1,300gp
Autumn Crocus	1,300gp
Belladonna	3,000gp

Bittersweet Nightshade	1,500gp
Black Locust Beans	900gp
Henbane	1,000gp
King Cobra Venom	2,300gp
Mask of Blood	2,000gp
Oops	900gp
Shake Juice	1,700gp
Spider's Decay	1,700gp

DC's:

First find your constitution by dividing your hits by 10 and rounding down
Then roll a d20 and add you constitution number
If the total is above the DC check number you succeed.

NOTE: THE DM SHOULD NOT TELL THE PLAYER WHETHER OR NOT THEY SUCCEEDED.

NOTE: UNLESS OTHERWISE NOTED, EACH POISON'S EFFECTS LAST ONE DAY PER 5 IN THE DC CHECK (EXAMPLE: A POISON WITH A DC CHECK OF 20 LASTS 4 DAYS) OR UNTIL CURED.

Atvoreth's Facial Dissolve:

This poison's effects occur in phases. Unless cured, all phases do take place.

DC check: 25

Ingested Incubation Period: 1 hour

Injected or Inhaled Incubation Period: 1 minute (6 rounds)

Phase 1 (rounds 1-6): You are consumed by excruciating pain as your eyes are dissolved from the inside out. You go blind. Roll a 13 on a d20 or above or panic.

Phase 2 (rounds 7-11): To your horror you now realize you have suddenly gone deaf because the bones in your inner ears have also dissolved (50% chance each spell you cast doesn't go off, -5 dodge (minimum of 0), -8 defense). Now roll a 15 on a d20 or above or panic.

Phase 3 (rounds 12-indefinite): To make matters worse, your tongue turns to liquid and you are now unable to speak or cast spells. Now roll a 17 on a d20 or above or panic.

Autumn Crocus:

This poison's symptoms come in phases. Unless cured, all phases eventually happen.

DC check: 21

Incubation: 1 hour

Phase 1:

50% vomiting, if not vomiting then burning throat; 50% possibility of both vomiting and burning throat; this lasts for 10 minutes or until cured

Phase 2:

Kidney failure for 30 minutes to an hour based on how badly the DC check was failed

Phase 3:

Respiratory failure till death or cure

Effects of Symptoms:

Vomiting: see bittersweet nightshade without stomachache

Burning Throat: -2 attack and ranged, 5 defense, 5% chance each spell you cast fails

Kidney Failure: 20 damage every 10 minutes

Respiratory Failure: victim takes 25 damage every round and is helpless

Belladonna:

For this poison, the effects are determined by a roll on a d%.

DC check: 26

Incubation Period: 5-7 hours depending on size of dose, way ingested, and how bad you failed your saving throw

Coma	1-50
Death	51-75
Coma and Death	76-100

Coma: loss of consciousness, make another DC check every week: week 1 DC 23, week 2 DC 24, week DC 25, every week after is DC 26

Death: after incubation period make a DC check 23, failure means death

Coma and Death: undistinguishable from coma to player, make two DC checks each week (one for coma and one for death (death DC is 16)) (DM makes death check DISCRETELY!)

Bittersweet Nightshade:

For this poison, the effects are determined by a roll on a d%. NOTE: some effects come with other effects. This can create a chain reaction of penalties.

Average DC check: 24

Reroll	1-9
Speech difficulty	10-19
Paralysis	20-39
Headache	40-49
Cyanosis	50-52
Reroll twice	53-54
Convulsions	55-59
Sub normal temp.	60-63
Vomiting	64-70
Vertigo	71-74
Stomachache	75-79
Scratchy throat	80-81
Dilated pupils	82-83
Circulatory and respiratory depression	84-94
Death	95-100

Penalties stack if they come from DIFFERENT symptoms

Speech difficulty: 70% chance spells you cast fail, items and services cost 10% more, 30% chance negotiations fail

Paralysis: victim is stunned until cured

Headache: 5% chance spells you cast fail (if from Cyanosis % increases by 2 each round)

Cyanosis: cumulative -10 hide each round, comes with headache

Convulsions: fall to the ground busy with convulsions, treated as prone, take 3d6 damage per round

Sub normal temperatures: +10 damage taken from cold, comes with circulatory and respiratory depression

Vomiting: considered occupied, take 5 damage a round, lasts 3-4 rounds, comes with stomachache, no dodge, -20 defense, no defense from shield

Vertigo: see dizziness (henbane), 40% chance comes with vomiting

Stomachache: -5 on all actions, 50% chance comes with vomiting

Scratchy throat: same as speech difficulty

Dilated pupils: see blurry vision (henbane)

Circulatory and respiratory depression: comes with headache, cyanosis, vertigo, sub normal temperature, 2% death each round (increased by 1% every 2 rounds)

Death: dies from suffocation in two minutes if doesn't make an additional DC check of 25 one minute into the two minutes; regardless of roll this comes with everything else

Black Locust Beans:

This poisons effects are determined by one roll of percentile dice.

DC check: 20

Incubation: 20 minutes

1-33	Nausea
34-66	Vomiting
67-90	Dizziness
91-100	Heartbeat slowed

50% chance an extra symptom shows. Roll until no extra symptom shows or until all symptoms show.

Nausea: -10 on all rolls (except dodge); -10 defense; -10 dodge (cannot be negative)

Vomiting: See "Vomiting" in Bittersweet Nightshade

Dizziness: See "Dizziness" in Henbane

Heartbeat slowed: temporary -50 hits (until cured), see "respiratory and circulatory depression" in Bittersweet Nightshade

Henbane:

For this poison, the effects are determined by a roll on a d%.

DC check : 20

Traditional witches brew ingredient, stinks very badly

1-30	Dizziness
31-45	Blurry Vision
46-70	Delirium
71-96	Stupor

97-100	Death
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Dizziness: -25% defense, reduces dodge to 0, -15 attack, -30 ranged -50% movement
Blurry vision: -8 to search and spot checks, 5% chance to be unable to discern friend from foe, -20ft range, -25 ranged, -10 dodge (minimum of 0)
Delirium: 50% chance to attack friend each round, if doesn't attack friend wanders randomly fighting imaginary things
Stupor: stand there stupefied
Death: DC check 16 vs death

King Cobra Venom:

This poison's effects occur in phases. Unless cured in time, all phases take place.

Ingested or inhaled DC check: 18
Ingested Incubation period: 2 hours
Injected DC check: 20 +1 for every 10 damage dealt
Injected or Inhaled Incubation period: None

Phase 1: -20 defense, -15 ranged, -20 dodge, -50% movement, 40% chance comes with vomiting (see Bittersweet Nightshade), -8 to search and spot checks, 5% chance to be unable to discern friend from foe, 2% chance to be stunned, all for 30 minutes minus 5 minutes (minimum of 5 minutes) for every 4 DC check was failed by.

Phase 2: loss of consciousness for 5 minutes you take 20 damage a round

Phase 3: must make a DC check vs death 26 every round

Mask of Blood:

This poison's effects grow in severity over time. Curing the poison only stops the primary list of effects. In other words you cannot avoid the effects listed after secondary incubation period.

DC check: 27

Ingested Incubation Period: 45 minutes

Injected or Inhaled Incubation Period: 1 round

Rounds 1-5 you start bleeding from every opening in your face including your pores. Make a DC check 15 or take 15 damage a round as you drown in your own blood. Roll a 19 or 20 on a d20 or lose control and panic. Take 15 damage from bleeding per round.

Secondary incubation period: until the end of your next meal

As rounds 1-5 except:

Blood comes from all openings in your entire body including your pores

Take 50 damage per round

Happens until death or cured

Even if cured 5% chance of repeating at end of next meal

Oops:

This poison only has one effect.

DC check: 19

Ingested Incubation Period: 5 minutes

Injected or Inhaled Incubation period: 1 round

Every time you cast a spell there is a 50% chance of casting a random spell of the same level.

Shake Juice:

This poison's effects occur in phases. Unless cured, all phases do take place.

DC check: 28

Phase 1: Your hands start to shake slightly and uncontrollably. You have a -8 ranged with crossbows and a -18 with bows. This phase lasts 1 round.

Phase 2: The shakes spread in every direction every round (this increases the penalty by 5 each round) until your whole body is shaking at round 5 at which point you enter phase 3.

Phase 3: The shakes increase and you drop to the floor flopping. You take 50 damage a round for now, among other problems, you are suffering a heart attack. You panic. Three rounds later your heart stops. You keep flopping. You die next round. You still flop.

Spider's Decay:

This poison's symptoms come in phases. Unless cured, all phases eventually happen.

DC check: 22

Ingested incubation period: 1-3 hours

Injected or Inhaled incubation period: none

Phase 1: Rounds 1-6: You collapse in greater pain than you have ever felt in your life. You take 5 damage the first round, 10 damage the second round, 15 damage the fourth round and so on. Roll a 13 or higher on a d20 each round or lose control and panic.

Phase 2: Rounds 7-indefinite: The pain increases, and you writhe as you feel your vital organs dissolve. You automatically panic and take 40 damage each round.

Wands:

To use a wand you must be able to cast the spell held in the wand. Each wand may cast its spell either three or five times per day. However, the wand is useless after a total of 50 uses. You may spend an extra 1000gp to add damage specialization to the wand when you buy it. Otherwise the spell is cast just as described in the Chapter 6.

Spell Level	Price for 3/day	Price for 5/day
1 st	3,500gp	6,000gp
2 nd	7,000gp	12,000gp
3 rd	15,000gp	25,000gp

Chpt. 5

Magic Items Properties List:

What items can be made magical?

Any listed weapon, suit of armor, shield, or helm may be magical. In addition the following accessories can be magical: rings, necklaces, bracers/bracelets, gloves, gauntlets, belts, boots, and cloaks/capes (magical accessories cost a base of 10gp). Arrows can also be magical.

Can there be other magical effects?

Of course! These are just a starting point.

Spell Holding vs. Spell Storing:

Spell Holding refers to a spell that is to be held in an item. This spell is then cast from the item 1/day just as the spell is described. You must be able to cast the spell on your own in order to use this ability. It is cast as an attack action using your casting accuracy and damage bonuses. Spell Storing, however, channels the spell through the item into something that comes into contact with it. This ability can be done 1/day by anyone wielding the item. Spells that target you can be activated with no action without rolling casting accuracy. Spells that target some other creature can be activated as you attack and go off only if you hit. Spell Storing cannot be used to store an area of effect spell. 5th level spells cannot be stored. Stored spells are always minimum caster level.

Damage Boost of 5 for One Lvl:

This property adds 5 damage to all damage based spells in one level of spells. You can gain this property multiple times and its effects do stack.

Buffer Based Spell Damage Specialization:

This property adds one damage specialization to each of your buffer based spells. This property cannot be gained multiple times.

Property Name	Price Boost	
Spell Holding	Spell Level	Price Boost
	1 st	2,000gp
	2 nd	4,000gp
	3 rd	7,000gp
	4 th	11,000gp
	5 th	16,000gp
Damage Bonus Boost	2,000gp/5	
Attack Bonus Boost	2,000gp/5	
Defense Penalty Reduction	1,500/5	
Defense Bonus Boost	2,000gp/5	
Dodge	1,000gp/1	
Armor Bonus Boost	2,000gp/3	

Range Penalty Reduction	2,000gp/10ft for the first 10ft then 500gp/10ft afterword	
Range Bonus Boost	2,000gp/10ft for the first 10ft then 500gp/10ft afterword	
Speed Bonus	4,000gp/5ft	
5ft Teleportation	Times Per Day	Price Boost
	1/day	6,000gp
	2/day	15,000gp
	3/day	25,000gp
Hits Bonus	2,000gp/10	
Casting Accuracy Bonus	2,000gp/5	
Ranged Bonus	2,000gp/5	
Elemental Resistance (5)	4,000gp	
Elemental Resistance (10)	8,000gp	
Elemental Resistance (15)	12,000gp	
Spell Storing (1 st Lvl)	3,000gp	
Spell Storing (2 nd Lvl)	6,000gp	
Spell Storing (3 rd Lvl)	12,000gp	
Spell Storing (4 th Lvl)	17,000gp	
Trip Bonus	1,500gp/5	
Push Bonus	1,500gp/5	
Elemental Damage	3,000gp/d12 of damage	
Fly Speed	10,000gp/ for 1 st 5ft and 4,000/ 5ft afterword	
Damage Boost of 5 for one spell Lvl	3,000gp for 1 st spell lvl 3,500gp for 2 nd spell lvl 4,500gp for 3 rd spell lvl 6,000gp for 4 th spell lvl 8,000gp for 5 th spell lvl	
Buffer Based Spell Damage Specialization	6,000gp	

Chpt. 6

Spells Available to First Level Spell Casters

Class	1st level spells/day	1 st level spells known
Druid	3	3
Mage	3	3
Paladin	1	2
Priest	4	2

Spell Bases

All spells that change a target's stats either positively or negatively are considered buffer based spells. This includes spells that transform the target into another creature, but this does NOT include spells that stop creatures from acting. If a spell damages the target/targets, it is considered a damage based spell unless it also alters stats. In this case it is considered both a buffer based spell and a damage based spell (however for damage specialization purposes they are just damage based). Spells that deal damage and turn a creature into another creature without altering statistics (such as *Parasite Vine*) are still damage based spells. Spells that heal damage are considered healing based spells unless they change the targets stats as well. In this case it is still a buffer based spell. Spells that summon or create either real or illusionary things count as summon based spells. Unless otherwise noted spells that are based in force, fire, electricity, cold, poison, or acid must also be based in damage.

Spells that deal physical damage are force based. Any damage that does not specify a damage type it is physical. Spells that deal fire damage are fire based. Spells that deal electricity or lightning damage are electricity based. Spells that deal cold damage are cold based. Spells that deal acid damage are acid based. Spells that deal poison damage are poison based. Spells can be based in more than one damage type.

Casting Accuracy Rules

Most of the time when you cast a spell you must first roll a casting accuracy check against the opponent's defense (if the target is friendly or a square, the defense is 50). If a targeting spell misses, nothing happens. If an area of effect spell misses, it goes off 5ft in a random direction away from the intended spot per 10 that the die roll was off by. If you target yourself you don't need to roll to hit. The same is true if you are targeting your square, an adjacent square, or if you are targeting an ally before or after combat (as with healing spells). **NOTE: YOU MUST STILL ROLL TO HIT AN ALLY IN COMBAT WITH A HEALING OR BUFFER SPELL.** If you cast a cone spell, such as breath weapon (cone of fire) or a line spell, such as lightning bolt or breath weapon (line of cold/ line of acid), you do not need to roll to hit. The target square for area of effect spells is the intended center square. Your allies can forfeit their defense for the round if they choose (this also means they have forfeited their defense against enemies). If the range of the spell is not specified, the spell can be used as long as the target or target area is within sight. Spells that require you to touch the target **DO NOT** have special casting accuracy rules since defense only represents trying to deflect the spell with a shield or evading the spell entirely.

Types of Fire:

In the universe Gallipae exists in, fire is an element with characteristics that usually are not associated with elements. The different colors of fire have different powers, rarity, and even alignments. In addition, it is important to understand that fire is neither created nor destroyed. Nor can one color of fire be changed to another (although some fires are just mixes of others). When fire seems to disappear, it is really just going somewhere else. Damage bonuses and special effects of a specific type of fire are already counted into spells that normally deal that type of damage. The types of fire, in order from rarest to most common, are as follows:

Grey fire, the rarest of all fires, is neutral in alignment. Only a handful of immortal beings, such as two of the four most powerful devils, Inferno, and three or four deities, can use grey fire. Even then, the tiny pool of grey fire means that those who can use it can't use it often. In fact, grey fire is the only fire not entrusted to the semi-secret society of magi, the fire masters. Grey fire is by far the most deadly type of fire. All grey fire damage is multiplied by five. Grey fire was created when Klamaz mixed blue and red fire.

Yellow fire is good. It is a mix between the evil, but less powerful, blue fire and the good, but more powerful, white fire. It is used to bring undead back to life. Since this is a difficult task, Klamaz, the maker of yellow fire, decided to create very little of it. Yellow fire damages only undead, and when it kills them they return to life.

Green fire is evil. Many powerful demons can use it as well as a few mortal magi and evil priests. Green fire is often used to summon creatures that dangle on the border between demons and undead (an example would be Death's Servants). This is because green fire is a result of Death mixing black and blue fire. Green fire heals creatures that could be placed under the categories of either demon or undead. In addition it has a tendency to corrupt mortal souls that it comes in contact with (either from damaging them or from them using it).

Orange fire is a chaotic fire created by Inferno as a less willful and rebellious replacement for black fire. It is a neutral mixture of red fire and black fire, caring only about killing. Both black fire and orange fire are identical when it comes to damage except when it comes to demons and devils. While black fire heals fiends, orange fire deals five times normal damage to them. Although orange fire is technically under the supervision of the firemasters, all orange fire is under the control of Inferno at all times.

Black fire is the most evil of all fires. Created by Inferno for the sole purpose of destruction, it rebelled and now heals demons while dealing quadruple damage to most creatures. Black fire is one of the three pure fires, and while only moderately rare, few creatures can control this willful element.

White fire is absolute good. It does triple damage to all those who are not pure of heart, including some good characters. Like black fire, white fire is a pure fire, but unlike black fire it was created by Klamaz. Only the most devoted paladins, good priests, and good gods can use white fire.

Purple fire was created by Klamaz in response to orange fire. It is a holy mixture of white fire and red fire that has the ability to extinguish orange fire on contact. Purple fire is unique in that it cannot damage. It can only cancel out orange fire. Purple fire is used by many good and lawful deities as well as a few powerful, good priests and magi.

Blue fire is the unholy fire of undead. Created by Death it is the third pure fire and the weakest of them. It heals undead, aids in the summoning of certain undead such as spiked spirits, and does double damage to living creatures. Its main purpose, however, is for Death to use it to burn a mortal's Tree of Mortality, at the end of that mortal's life.

Red fire is neutral. It is the average, every day fire used by most creatures. Red fire is a mixture of blue fire, black fire, and white fire, and it has no special abilities. The only unusual thing about it is that anyone can use it.

Important Notes

Spells never stack with themselves although they can stack with similar effects or upgrades (Example: blessing wouldn't stack with blessing but it would stack with cause strength

or greater blessing). Be careful as you pick your spells. You will never be able to trade them in for others.

Unless otherwise noted, the following statements are true:

Area of effect spells deal damage to all within their area including allies.

All spells count as attack actions.

Temporary hits go away first.

All spell damage bypasses armor. Likewise all elemental (including poison) damage dealt by summoned creatures bypasses armor.

All summoned creatures are under the caster's control.

Equipment of summoned creatures always disappears with them.

Illusionary summoned creatures cannot deal damage and disappear if they would be damaged.

Stunned foes still have defense but no dodge.

Frozen foes are hit unless you roll a 10 or under on percentile dice, and they can still be vitaled.

Treat targets without both defense and dodge as if they are frozen when trying to hit them.

Spell List:

Mage Spell List:

1st Level:

Bolster Defense: target gains a bonus to his/her defense number

Burning Grasp: touch deals fire damage

Chill the Air: small % chance fire-based spells targeting chosen area will fail

Cool Down: heals a considerable amount of fire damage

Create Lesser Cold Vulnerability: target takes extra damage from cold damage based spells

Firebolt: a bolt of fire damages target and burns a little the next round

Ghost Sound: create a fake sound that distracts target

Hurt: touch deals considerable physical damage

Icicle Shot: deals a small amount of cold damage and slows target

Illusionary Form (Small Snake): creates illusionary snake that holds off enemies

Lesser Bone Shard Explosion: all adjacent creatures take physical damage and suffer penalties to statistics.

Light: object lights up and grants bonuses to spot

Lightning Ball: deals lightning damage and stuns target

Magic Armor: target gains bonus to armor statistic

Pushing Elemental Blast: blast of chosen element deals damage and knocks target back

Shock: touch deals considerable lightning damage and target loses next action

Sparks: all within 5ft take fire and lightning damage

Spot: grants target a bonus to spot

Stumble: target moves slower

Summon Creature (Rats): summons multiple rats

Target: grants bonuses to hit target

Warm: heals a considerable amount of cold damage

2nd Level:

Acid Splash: deals acid damage and may damage armor

Atvoreth's Minor Drain: deals physical damage and heals you

Become Indestructible**: you are granted a sizable bonus to armor and hits but your spellcasting abilities are impeded severely

Create Greater Cold Vulnerability: target takes extra cold damage from cold damage based spells

Dread Ray*: target takes physical damage and a skeleton is possibly summoned

Electric Bolts: three lightning balls are divided among any number of targets

Ember Winds: you create a scorching wind of embers

Flaming Orb: a rolling ball of fire deals fire damage

Frostburn: deals cold and slows target then deals fire damage the next round

Greater Magic Armor: grants a bonus to the armor statistic

Greater Target: makes it easier to hit target

Icebolt: deals cold damage and slows target

Ignite: sets target creature or item on fire

Illusionary Image (Wolf): creates an illusionary wolf to hold off foes

Magic Weapon: target weapon is granted a bonus to damage

Mirror Images: creates illusionary copies of self that take hits first

Summon Creature (Small Snake): summons a snake under your control

Telekinesis: move items with the power of your mind

Thaw*: cancels slowing or freezing effects from most cold spells

3rd Level:

Alter Person: alters the appearance of target

Atvoreth's Major Drain: deals physical damage to target while healing you

Ball of Burning Shock: deals fire and lightning damage to all within area of effect

Breath Weapon (Line of Cold/Line of Acid): you breathe a line of cold or acid

Fireball: deals fire damage to all within area of effect

Greater Bone Shard Explosion: deals physical damage to adjacent creatures and imposes combat penalties

Greater Sparks: deals fire and electricity damage to all within 10ft of you

Greater Spot: grants target a bonus to spot

Iceblast: deals cold damage and freezes target

Invisibility: grants the target invisibility

Jacque's Little Hut creates a shelter for allies or traps enemies

Levitate: allows you to hover above ground

Lightning Bolt: deals lightning damage to those in a line

Sound Strikes: grants combat bonuses for your next 2 attacks

Touch of Truth: touch forces target to tell the truth

Wall of Fire: creates a wall of fire that deals fire damage to those passing through

Wall of Wind: blocks missile weapons small creatures

Yithrey's Watchful Eye: summons a floating eye to spy with

4th Level:

Breath Weapon (Cone of Fire): you breathe a 50ft cone of fire

Breath Weapon (Cone of Frost): you breathe a 40ft cone of cold

Cause Debilitating Pain*: target is in severe pain and takes combat penalties as well as damage

Create Clockwork Creature**: using a corpse as reference, you create a clockwork creature

Destructive Touch: your touch will probably kill target

Door to Hell*: open a gate to Hell to summon demons

Fire Storm: deal set amount fire damage to all within cylinder

Flame Twister: creates a flaming twister that carries away and burns victim

Fly: you can fly for 1 hour

Freeze Water: you freeze 5 cubic feet of water per level

Ice Storm*: targets within cylinder take cold damage and are slowed

Illusionary Image (Grizzly Bear): summon an illusionary grizzly bear to frighten enemies

Immolation**: willing target is set on fire, deals fire damage to those around it, and leaves a wall of fire in its wake

Magic Staff of Death: summon a magical quarterstaff with multiple deadly abilities

Move Earth or Water: shape, move, or throw earth or water

Orb of Flesh to Stone: gradually turn target to stone

Orb of Stone to Flesh: heal damage dealt by Orb of Flesh to Stone

Perfect Eye: grants a bonus to search and spot as well as allows you to see invisibility

Teleport: you instantly move a long distance

Temporary Clone: creates a fully functional clone for a short while

Temporary Replacement Clone: creates a fully functional temporary clone after you die

5th Level:

Armor of Acid: imbue yourself with armor that grants immunity to acid as well as a variety of acid based powers

Armor of Allnathia: your armor is imbued with a variety of defensive bonuses

Armor of Fire**: imbue yourself with armor that grants immunity to fire as well as a variety of fire based powers

Armor of Ice**: imbue yourself with armor that grants immunity to cold as well as a variety of cold based powers

Armor of Lightning: imbue yourself with armor that grants immunity to lightning as well as a variety of lightning based powers

Ball of Absolute Zero: an area of effect takes massive cold damage and probably is frozen solid

Cause Mass Debilitating Pain*: targets are in severe pain and takes combat penalties as well as damage

Elemental Geyser: create a geyser shooting random elements each round

Enter and Burn**: you enter the soul of your victim and burn it from the inside out

Greater Ball of Burning Shock: deals massive amounts of fire and electricity to area of effect

Greater Starblast: a giant meteor strikes your foes
Greater Starburst: a fireball is centered on yourself and does you no damage
Melt Stone: you turn stone into lava
Steal Spells*: you steal the ability to cast certain spells from a spellcaster
Summon Mage Clan: you summon a group of low-level magi
Summon Small Snake Swarm: you summon a large amount of small snakes
Tidal Wave: shoot out a large wave of water that deals damage and possibly knocks creatures down
Transform†: you turn target into an intelligent version of any creature from the Creatures of Gallipae section
Wondrous Insight*: allows you to foresee the results of multiple friendly rolls just before they are made

Paladin Spell List:

1st Level:

Blessing: grants small bonuses to armor, attack, damage, and defense for three allies
Cause Strength: one target gets bonuses to attack and damage
Minor Healing: heals target 1d20+9
Turn the Unholy: chance to scare away undead

2nd Level:

Destroy the Unholy: chance to deal massive damage to undead
Greater Blessing: as blessing with larger bonuses
Holy Endurance: allows you to keep fighting even after you go below 0 hits
Holy Toughness: adds a sizable bonus to your hits
Medium Healing: heals target 10d4+20 hits

3rd Level:

Holy Avenger*: grants heroic bonuses when a good ally dies
Holy Bolt: either deals damage to undead or demon or heals an ally
Holy Grounds: grants stat bonuses to certain good characters within the area of effect while giving minuses to certain enemies
Holy Smite: your next attack has a large increase in attack and damage
Major Healing: heals target 5d6+5d8+30 hits

Paladins Don't Get Higher Than 3rd Level Spells

Druid Spell List:

1st Level:

Chill the Air: small % chance fire-based spells targeting chosen area will fail
Cool Down: heals a considerable amount of fire damage
Ember Winds: you create a scorching wind of embers

Endure Hot/Cold: you gain either fire or cold resist for one combat
Magic Fruit: creates several pieces of fruit that each heal a small amount
Minor Entanglement*: if outside, vines grow to entangle your enemies
Minor Healing: heals target 1d20+9
Predict Weather: you can predict several days of weather
Speak to Animals: you can speak to animals
Stinging Swarm of Bees: a distracting and damaging swarm of bees fills the area of effect
Summon Creature (Rats): summons several rats that can serve as good cannon fodder
Summon Creature (Small Snake): summons one small, poisonous snake that will attack your enemies
Thaw*: cancels out effects of cold based spells
Turtle Shell: you gain a significant bonus to armor
Warm: heals 10d4+8 cold damage

2nd Level:

Air of Oops: those in target area may be poisoned with the Oops poison (See Poisons section)
Direct Wind*: change the direction of any wind within 5 miles
Entanglement: vines grow to entangle and slow down your enemies even if you are indoors
Hiccalla's Minor Iron Drain: drain iron from your enemy's blood and form the iron into three small ranged weapons
Major Magic Fruit: creates several pieces of fruit that can be eaten to heal 10 hits each
Move Water*: moves water already within 20ft and deals damage to those within path
Mud to Stone: turns an amount of mud based on your level to stone
Sticks to Snakes*: turns a bunch of sticks into small snakes
Stone to Mud: turns an amount of stone based on your level into runny mud
Summon Creature (Scorpion Hoard): summons a hoard of scorpions under your control
Summon Creature (Wolf): summons a wolf under your control
Wall of Wind: blocks missile weapons and small creatures

3rd Level:

Breath Weapon (Cone of Frost): you breathe a cone of deadly frost that slows targets to partial movements
Empower Wind*: strengthens a wind that already exists
Flame Twister: creates a flaming twister that carries away and burns target
Hiccalla's Major Iron Drain: As Hiccalla's minor iron drain except the iron balls last for three attacks each and deal more damage
Ice Storm*: targets within cylinder take cold damage and are slowed
Lightning Strike*: a bolt of lightning from above deals massive damage based on your level to one target
Medium Healing: heals 10d4+20 hits
Move Earth: moves or shapes large amounts of earth but does not deal damage
Orb of Flesh to Stone: slowly turns target to stone
Resilience of the Water Bear: grants resistance to damage and extra hits
Summon Scavenger Vine: summons a vine that eats one corpse a round to heal you

Summon Medium Badger: summons a badger to fight for you

4th Level:

Control Wind*: create, control, or amplify a wind with a variety of powerful effects

Major Healing: heals target 40-100 hits

Melt Stone: turns stone into hot, runny lava

Minor Starblast*: a meteor shoots down from the heavens to deal both fire and physical dmg to all in its path

Minor Starburst: a fireball is centered on you; you do not take any damage from this spell

Part River*: creates a path across a river or stream for short period of time

Shape Change (Grizzly Bear): you turn into a grizzly bear

Summon Bear: summons a bear to fight for you

Summon Eagle: summons an eagle to scout or fight for you

Summon Poison Vine: summons a vine with a deadly poisonous bite

Summon Rhinoceros: summons a rhino to fight for you

Summon Small Snake Swarm: summons a swarm of small snakes

Tidal Wave: shoot out a large wave of water that deals damage and possibly knocks creatures down

Whiteout: creates a mobile storm that deals massive damage, impedes movement, and shortens field of vision

5th Level:

Blast of Icy Death: deals massive cold damage to one target and freezes it for 1d6+2; this spell penetrates immunity, resistance, and toughness

Create Hurricane**: creates a hurricane with a multitude of effects that include hail, lightning, and movement impediment

Create Volcano*: creates a volcano that spews flaming boulders and can trap a target inside

Elemental Geyser: creates a geyser that shoots a random element each round

Flash Freeze: freezes solid 10 cubic feet of anything

Greater Lightning Strike: as lightning strike but does much more damage and possibly stuns

Grow Trees*: instantly grows multiple trees

Parasite Vine*: a vine enters subject, takes over, and either turns it into a tree or warrior on your side

Part Sea*: creates a dry path through any body of water that lasts much longer than part river

Shape Change (Celestial Giant Water Bear): you turn into a holy giant water bear

Shape Change (Mithral Desert Ray Snake)*: you turn into a mithral desert ray snake

Summon Beast of the Earth: summons a great beast of nature in one of three forms

Priest Spell List:

1st Level:

Aid: adds to attack and hits

Blessing: adds to damage, defense, attack, and armor for three targets

Bolster Defense: adds 10 to your defense
Cause Strength: adds to attack and damage
Cause Weakness: subtracts from attack and damage
Command (Sleep)*: target with fewer hits than you must roll higher than you or fall asleep
Cool Down*: heals fire damage
Curse: subtracts from attack, armor, defense, and damage for three targets
Dodge: adds 8 to dodge
Hurt: touched subject takes a large amount of damage
Luck: adds to attack and armor
Magic Armor: adds to armor
Minor Healing: heals 1d20+9 hits
Summon Creature (Rats): summons several rats to hold off enemies
Turn the Unholy: possibly causes demons and undead to flee
Warm*: heals considerable amount of cold damage

2nd Level:

Control the Unholy*: possibly grants control over demons and undead
Destroy the Unholy*: possibly deals massive damage to demons and undead around you
Dread Ray*: deals physical damage to target and possibly summons a skeleton
Greater Blessing: adds 6 to attack, armor, damage, and defense
Greater Bolster Defense: adds 25 to target's defense
Greater Curse: subtracts 6 from attack, armor, damage, and defense
Grow/Shrink: target either goes up or down one size category
Holy Toughness: adds 40 temporary hits to one target
Medium Healing: heals 10d4+20 hits
Cure Poison: stops any poison from dealing any more damage or effects
Sap Life-Force*: target with fewer than 10 hits dies and you gain that many hits plus 10
Summon Creature (Small Snake): summons a small snake to fight for you
Thaw*: cancels most special effects caused by cold damage
Touch of Truth: touch forces target to tell the truth
Wisdom Tap: taps into the mind of one target granting bonuses to you and minuses to the target

3rd Level:

Amplify Healing: target touched creature heals an extra 15 hits from any healing spell or elixir
Constant Healing: target gains regeneration of 25 for 10 rounds
Poison Immunity: grants immunity to poison
Holy Endurance***: grants the ability to temporarily ignore death
Holy Grounds: grants stat bonuses to certain good characters within the area of effect while giving minuses to certain enemies
Jacque's Little Hut: creates a small hut to trap enemies or hide allies
Major Healing: heals target 5d6+5d8+30 hits
Raise Skeleton: creates a friendly skeleton using an enemy corpse

Redeem Spirit**: there is a percent chance target undead creature will come back to life
Sound Strikes: grants combat bonuses for your next two attacks
Summon Celestial Spirit**: summons an angel for one round
Unholy Grounds*: grants stat bonuses to certain evil characters within the area of effect while giving minuses to certain good characters
Yithrey's Watchful Eye: creates a floating eye to do surveillance

4th Level:

Aura of Death*: grants bonuses and healing to undead and certain evil spellcasters as well as minuses and damage to living creatures
Cause Debilitating Pain*: target is in severe pain and takes combat penalties as well as damage
Command (Die): this spell works like "Command (Sleep)" except the opponent dies instead of falling asleep
Cure: the subject is healed up to 200 hits
Deity's Greatest Blessing: six targets get +15 to attack, defense, damage, and armor
Destructive Touch: your touch will probably kill target
Door to Hell*: gateway to hell summons demons of your choice
Fire Storm: deals set amount of fire damage to all within cylinder
Lightning Strike*: a bolt of lightning strikes foe from the sky
Mass Medium Healing: heals six targets 10d4+20 hits
Minor Starblast*: a meteor shoots down from the heavens to deal massive fire and physical damage
Raise Greater Skeleton*: as "Raise Skeleton" except skeletons are more powerful
Revive Life*: brings a corpse back to life
Summon Greater Celestial Spirit**: summons an angel for three rounds
Touch of the Deity: grants multiple combat bonuses for four rounds

5th Level:

Cause Mass Debilitating Pain*: targets are in severe pain and take combat penalties
Command Undead*: grants control over vast quantities of undead
Control Wind*: create, control, or amplify wind with a variety of different effects
Curse of the Badbloods*: damage against subject spawns harpyfolk under your control
Greater Revive Life: as "Revive Life" but with less restrictions
Greater Starblast: a giant meteor strikes your foes
Improved Destroy the Unholy*: as "Destroy the Unholy" except harder to resist and deals more damage
Mass Major Healing: heals up to seven targets 40-100 hits that can go up to 15 above max
Summon Skeleton Squad*: summons 4d4+4 skeletons for the rest of the fight
Summon Small Snake Swarm: summons a swarm of small snakes to fight for you
Transform†: you turn the target into an intelligent version of a multitude of monsters
Improved Constant Healing: target gets regeneration 30
Wondrous Insight*: allows you to foresee the result of multiple friendly rolls just before the happen

Deity Spells:

Klamaz:

Holy Perfection: grants large bonuses to your stats for the rest of the fight

Jet of White Fire: shoots a jet of white fire with a variety of effects

Perfection of Renewed Health: 1d3 subjects get a variety of healing effects

Death:

Jet of Blue Fire: shoots a jet of blue fire with a variety of effects

Summon Creature (Death's Servants): summons friendly Death's Servants

Touch of Death: your touch will probably kill target

The Lord of the Dead:

Drain Life: automatically deals damage to three targets and heals you

Summon Skeleton Squad*: summons multiple skeletons to fight for you

Summon Vampire: summons a vampire to fight for you

Inferno:

Imbuement of Destruction***: increases attack and damage but lowers armor

Jet of Black Fire: shoots a jet of black fire with a variety of effects

Summon Fiendish Spirit***: summons a powerful demon that will attack your party when it is done killing enemies

The Great Wolf:

Call of the Wolf Pack: summons several powerful wolves to fight for you

Great Wolf Shape: you turn into a powerful wolf for 2 minutes

Maul: grants the ability to rip into flesh with your bare hands

Frunk:

Bash: you deal massive damage this round but have a small minus to attack and defense

Incite Great Strength: You get +20 to attack, attack damage, and armor for the rest of the day.

Smash of Fire: your next attack generates a cone of fire with damage dealt the next round

Halba:

Burst of Speed***: grants great speed to you or three herbivores

Grow Temporary Wings: grow a pair of wings for 1 hour

Instant Crops*: instantly grow crops ready to harvest

Allnathia:

Elemental Geyser: create a geyser shooting random elements each round

Greater Armor of Allnathia: grants bonuses to armor, defense, and dodge

Magic Bolts: shoots magical bolts that automatically hit

Eggort:

Maul: grants the ability to rip into flesh with your bare hands

Parasite Vine*: a vine enters subject, takes over, and either turns it into a tree or warrior on your side

Summon Creature (Mithral Desert Ray Snake): summons a mithral desert ray snake to fight for you

Bumpo Thunderpunch:

Fist of Power: allows you to punch with the force of a magical warhammer

Insight of the Thief Prince: subjects gain bonus to spot, listen, defense, dodge, and can see invisibility

Ruggedness of the Dwarf: you gain temporary hits and can possibly ignore death

Lagg:

Double Death Burst: undead around you take massive damage that can't be healed

Imbuement of the "Double Deather": your weapon deals 50 more damage to undead for duration

Immunity of the Double Death King: grants three immunities associated with undeath

Reesta:

Blinding Light: makes a burst of blinding light that damages undead

Grace of the Holy: grants bonus to defense, dodge, and an immunity to two unholy spells

Improved Destroy the Unholy*: as "Destroy the Unholy" except harder to resist and deals more damage

The Executioner:

Incite Great Fear: as *Turn the Unholy* but works on any creature

Incite Great Strength: You get +20 to attack, attack damage, and armor for the rest of the day.

Perfect Execution: you gain three powerful bonuses for your next attack

Lady Moon:

Platinum Blessing***: grants extra armor, hits, and you can't be turned into a werewolf or vampire

Renewed Health: grants a variety of healing effects to one creature

Restore Healing Spells: gain three levels worth of free healing based spells

Yithrey the Firekeeper:

Empower Fire: the party's fire spells deal extra damage and bypass toughness and resistance

Perfected Fire Shield: grants cold resistance and all attackers take fire damage

Yithrey's Fiery Secret: telepathically cause target to burst into flames

Seeznarl:

Armor of Ice***: imbue yourself with armor that grants immunity to cold as well as a variety of cold based powers

Flash Freeze: freezes solid 10 cubic feet of anything

Chilling Death: touch permanently freezes target's soul

MageKill:

Become Arcane Hunter*: grants powerful bonuses that can only be used against magi
Summon Arcane Hunter**: summons powerful melee warrior that attacks all magi starting with the closest possible target
Eliminate Arcane Spells*: eliminates the ability for target mage to cast up to 4 spells

Silnara:

Perfected Agility: provides target with a wide variety of speed and dexterity based bonuses
One with the Whip: provides a large bonus to attack, damage, and % chance to disarm while using a whip
Mass Agility: provides multiple allies with smaller speed and dexterity based bonuses

Allorno:

Perfected Agility: provides target with a variety of speed and dexterity bonuses
Incite Great Strength: You get +20 to attack, attack damage, and armor for the rest of the day.
Renewed Health: grants a variety of healing effects to one creature

Gaussoron:

Armor of Lightning: imbue yourself with armor that grants immunity to lightning as well as a variety of lightning based powers
Create Hurricane**: creates a hurricane with a multitude of effects that include hail, lightning, and movement impediment
Lightning Spray: 5 bolts of lightning shoot out from your square

Slithouslon:

Drain Life: automatically deals damage to three targets and heals you
Cheat Death*: come back to life with 20 hits after being killed
Cloud of Painful Death: all creatures, in the area, are poisoned with either spider's decay or shake juice (see Poisons section)

Abaiati:

Cause Drowning*: chance that target will automatically drown
Empower Breath Weapon: increase damage dealt by your deity power
Waterwalk: walk on water as though it were solid

* There are restrictions for this spell

**this spell has special drawback features

† This spell has restrictions and drawback features

Descriptions

Acid Splash (2nd Lvl Mage Spell): This spell deals 4-32 (4d8) acid damage to the intended target. If the opponent has armor this damages the armor first. Armor has at all times the same amount of hits as bonus to the armor stat. Thus, if a suit of armor is reduced in hits it is also reduced in armor bonus. If the armor reaches 0 hits the remaining damage is dealt to the opponent. Armor with 0 hits left no longer imposes any penalty on defense. Armor with reduced hits can be repaired, but it costs 2g.p. for each 1 point of armor restored. To repair

armor, you must bring it to town. This can only damage armor bought or found (it has no effect on your armor statistic listed under “Classes and Races”).

Aid (1st Lvl Priest Spell): The chosen target creature gains +15 to hits and +5 to attack for the rest of the fight. You must touch the target to cast this spell.

Air of Oops (2nd Lvl Druid Spell): All creatures within 10ft of the target square must roll a dice check vs. the poison Oops (see Poisons section). SPECIAL: You cannot gain damage specialization in this spell.

Alter Person (3rd Lvl Mage Spell): This spell changes a person’s hair, eye, and skin color as well as can add feathers, fur, or scales for 3 hours +1 hour per three levels. If the creature already has fur, feathers, or scales, the fur, feathers, or scales can be changed to something else or taken away completely. SPECIAL: When specializing in damage in this spell, the duration is increased by 1 hour.

Alter Reality (Canine of Altering Spell): A target within 40ft slowly starts to disappear from the current plane of existence over 2 rounds. The first round both attack and ranged damages are reduced by 50%. Dodge rises to a flat 50 (this is a special exception to the usual max for dodge) and both armor and defense rise 50%. At the end of the second round the target disappears from the current plane and inhabits a special plane devoid of any other life. From this plane the target can use spells to attack the original plane, but that is all it can do. After 2 rounds the target reappears anywhere it wants as long as it is within 4 times its highest speed.

Amplify Healing (3rd level Priest Spell): Your touch causes the target to heal more efficiently. For the next 5 minutes, the target heals an extra 15 hits every time a healing spell is cast on them or when they take an elixir that heals. NOTE: the potion called elixir of healing is not actually an elixir. It is a potion and therefore does not count for this spell.

Armor of Acid (5th Level Mage Spell): You gain the following bonuses and powers for 1 minute per level. You and your equipment gain immunity to acid. You can cast acid splash 2 times during the duration of the spell. Any time anyone attacks you with a physical attack all creatures within 5ft of you take 10d4+16 acid damage. You can dissolve one cubic foot of stone per 2 rounds by spending your entire round doing so. You must be able to touch the stone to dissolve it. SPECIAL: When you gain damage specialization in this spell it adds to any damage dealt by any power from this spell.

Armor of Allnathia (5th Lvl Mage Spell): This spell grants +40 to armor, +15 to defense, and +8 dodge for. This spell lasts 1 minute per level.

**Armor of Fire (5th Lvl Mage Spell): You gain the following bonuses and powers for 1 minute per level. You gain immunity to fire. You can cast “Flaming Orb” 2 times during the duration of the spell. Any creature that attacks you with a physical attack takes 10d4+19 fire damage immediately and 2d4 damage on your next turn (even if your next turn is in the same round). Your touch ignites any flammable surface (this ability can be suppressed instantly at any time) by taking an attack action to do so. Burning creatures take 6d6 fire damage a round for 3d4 rounds. Burning objects take no damage. “Armor of Fire” replaces “Armor of Ice”. SPECIAL: When you gain damage specialization in this spell it adds to any damage dealt by any power from this spell.

**Armor of Ice (5th Lvl Mage Spell/ (5th Lvl Seeznarl Spell)): You gain the following bonuses and powers for 1 minute per level. You gain immunity to cold. You can cast “Iceblast” 2 times during the duration of the spell. Any creature that hits you in melee takes 10d4+16 cold damage and has a 60% chance of freezing the attacker in place for 2 rounds. The damage taken from “Armor of Ice” overcomes toughness, cold resistance, and cold immunity. “Armor of Ice”

replaces “Armor of Fire”. SPECIAL: When you gain damage specialization in this spell it adds to any damage dealt by any power from this spell.

Armor of Lightning (5th Lvl Mage Spell/ (5th Lvl Gaussoron)): You gain the following bonuses and powers for 1 minute per level. You gain immunity to lightning. You can cast electric bolts 2 times during the duration of the spell. Any creature that attacks you in melee takes 5d12 lightning damage. You gain a fly speed of 55ft. When using this fly speed you turn into a lightning bolt and do 5d12 to all creatures you pass through, but you must travel in a straight line. Using the fly speed is a full round action. SPECIAL: When you gain damage specialization in this spell it adds to any damage dealt by any power from this spell.

Atvoreth’s Major Drain (3rd Lvl Mage Spell): This spell drains 10d6+10 (20-70) points of damage from an opponent and you gain the same amount of hits. This is only a damage based spell.

Atvoreth’s Minor Drain (2nd Lvl Mage Spell): This spell deals 1d20+8 damage. You gain same amount of hits. This is only a damage based spell.

*Aura of Death (4th Lvl Priest Spell): All necromancers and evil clerics within 20ft of you have a +10 to all stats and heal 8 hits per round. All undead gain +14 to all stats and heal 10 hits a round. All good clerics and paladins get -14 to all statistics and take 10 damage a round. All living creatures not already mentioned get a -10 to all stats and take 8 damage per round. This aura lasts one round per level. This effect ends instantly if the caster dies. SPECIAL: You must be evil to cast this spell.

Ball of Absolute Zero (5th Lvl Mage Spell): This spell acts as fireball except that it does cold damage and also has a 75% chance to freeze each of the affected creatures solid for 5 minutes. SPECIAL: this spell bypasses toughness and cold resistance/ immunity.

Ball of Burning Shock (3rd Lvl Mage Spell): This spell deals 1d10/ Lvl of fire and 1d10/ Lvl of electricity (maximum of 10d10 damage each) to all within 10ft of target or target square.

Bash (5th Lvl Frunk Spell): This spell can be cast without using an action. You gain +50 to damage if you hit in melee this round. However, you also get a minus 5 to defense and attack for 1 round.

*Become Arcane Hunter (5th Lvl Magekill Spell): You gain a +20 to attack, damage, and defense. You also gain a +15 to dodge, a +30ft speed, and a +40 to hits. All these bonuses last for 2 minutes or until there are no more magi on the field. You may only attack magi during the duration of the spell.

**Become Indestructible (2nd Lvl Mage Spell): You gain +15 to armor and +30 hits but can only cast spells that are at least 1 level lower than the top level of spells you can normally cast. This spell lasts 3 rounds

Blast of Icy Death (5th Lvl Druid Spell): This spell unleashes a blast of cold that deals 20d12+75 cold damage to the target. In addition it freezes the target in place for 1 hour. This spell overcomes cold resistance, immunity, and toughness. SPECIAL: Every time you spend points in damage for this spell, whether in general or specialized you gain one more d6 to damage than is normal. This is a damage based spell.

Blessing (1st Lvl Paladin Spell/ (1st Lvl Priest Spell)): Three targets gets +3 to armor +3 to attack +3 to damage and +3 to defense for 4+1round/level.

Blinding Light (5th Lvl Reesta Spell): All living creatures in a 15ft radius from the target square are blinded for 2 rounds. In addition, all undead creatures in the area of effect take 50 damage. All blinded creatures take a -80 defense and any creature that they attack is treated as if it has 50 dodge (cannot be increased past 70 dodge by damage specialization). No blinded

creature can cast any spells that target anything other than itself or its own square.

Bolster Defense (1st Lvl Mage Spell/ (1st Lvl Priest Spell)): Target gains plus 10 to his/her defense for 1 hour.

Breath Weapon (Cone of Fire) (4th Lvl Mage Spell): A 50ft cone deals 12d12+15 fire damage to all within range.

Breath Weapon (Cone of Frost) (4th Lvl Mage Spell/ (3rd Lvl Druid Spell)): A 40ft cone deals 12d8+8 cold damage to all within. The targets can only take either an attack action or a move action for 2 rounds. This spell is a damage based spell.

Breath Weapon (Line of Cold/Line of Acid) (3rd Lvl Mage Spell): A 30ft line five feet in diameter does 10d6 points of either acid or cold to all caught in the line. The damage type is chosen when cast. This spell is both acid and cold based as well as damage based.

Burning Grasp (1st Lvl Mage Spell): your touch deals 2d20+10 fire damage

**Burst of Speed (5th Lvl Halba Spell): You or up to 5 herbivores (the herbivores must be natural animals) have a doubled land speed, can attack twice, and gain a dodge of 25 for 3 rounds. After that the subject(s) take a -5 speed and -10 defense.

Call of the Wolf Pack (5th Lvl The Great Wolf spell): This spell summons 3d6+3 wolves for 3d6 rounds with the following statistics:

Size: medium

Attack: 58

Defense: 105

Speed: 50ft

Armor: 15

Dodge: 30

Attack#2: 45

Damage: 4d10+10 (14-50)

Damage#2: 2d20 (2-40)

Hits: 150

*Cause Debilitating Pain (4th Lvl Mage Spell/ (4th Lvl Priest Spell)): One target is afflicted with terrible a pain that gives them a -25 to attack and defense, a -20 to damage, deals 10 damage, and only allows them to take one action each round. The pain lasts for 4 rounds. A priest may only cast this spell if he/she is evil. No restrictions apply to magi.

*Cause Drowning (5th Lvl Abaiati Spell): There is a 75% chance that target will drown.
NOTE: this spell may only be used against those targets that are swimming.

*Cause Mass Debilitating Pain (5th Lvl Mage Spell/ (5th Lvl Priest Spell)): This spell acts the same as Cause Debilitating Pain except that it affects 2d4 targets within sight of the caster.

Cause Strength (1st Lvl Paladin Spell/ (1st Lvl Priest Spell)): The chosen target gets +6 to attack and damage for 4+1round/level.

Cause Weakness (1st Lvl Priest Spell): The chosen target gets -6 to attack and damage for 4+1round/level.

*Cheat Death (5th Lvl Slithouslon Spell): If you die within the next two minutes (12 rounds) you are immediately re-animated with 20 hits left. You may only use this spell once per two encounters.

Chilling Death (5th Lvl Seeznarl Spell): Your touch has a 75% chance to freeze target's soul thus destroying it. Target cannot be raised from the dead or turned into an undead creature.

Chill the Air (1st Lvl Mage Spell/ (1st Lvl Druid Spell): For the next 2 rounds there is a 15% chance that any fire based spell targeting any chosen 5ft square, item in chosen 5ft square,

or creature in chosen 5ft square will fail. Special: this is a buffer based spell; when a spellcaster specializes in damage in this spell, either the percent chance fire-based spells will fail by goes up by 3 or the duration goes up by 1 round (caster's choice at time of specialization)

Cloud of Painful Death (5th Lvl Slithouslon Spell): Roll a d%. If the roll is 01-40 all the creatures within the area of effect must make a DICE check vs. spider's decay every round for the duration of the spell. If the roll is 41-80 all creatures within the area of effect must make a DICE check vs. shake juice every round for the duration of the spell. If the roll is 81-100 then all creatures within the area of effect must make a DICE check vs. shake juice every round and spider's decay every round for the duration of the spell (see Poisons section for the effects of each poison). SPECIAL: this is a damage based spell. If you specialize in damage with this spell, the dice check of the poison goes up by one.

*Command (Die) (4th Lvl Priest Spell): This spell works as Command (Sleep except that the target dies if you win the roll. You cannot specialize in damage in this spell.

*Command (Sleep) (1st Lvl Priest Spell): Roll a d20. Have your opponent roll a d20. The higher number wins. If you win the target falls asleep for 10-20 rounds. If they win nothing happens. The target's hits may not exceed your own.

*Command Undead (5th Lvl Priest spell): This spell allows you to control any number of undead whose total hits may not exceed your own for 1d4+2 rounds. You must be either evil or chaotic aligned to cast this spell.

Constant Healing (3rd Lvl Priest Spell): The chosen subject regenerates 25 hits each round for 10 rounds. You must touch the target of this spell.

*Control the Unholy (2nd Lvl Priest Spell): Roll a d20. Have each demon or undead within 10 ft/ level (max 50ft) of you roll a d20. The higher number wins. If you win, the opponent is under your control for 2 rounds. If the opponent wins nothing happens. You must be evil or chaotic aligned to cast this spell. You may only control creatures with a current total of twice your hits. You choose which demons or undead you control as long as they failed their roll.

*Control Wind (4th Lvl Druid Spell/ 5th Lvl Priest Spell): You can create or amplify a wind in any direction that can stop medium creatures, knock down small creatures, or push back tiny creatures 40ft. Flight is impossible in the area of effect and any who are flying when you cast the spell are knocked back 100ft. The area of effect is 100³ft. SPECIAL: YOU MUST BE OUTSIDE TO USE THIS SPELL.

Cool Down (1st Lvl Mage Spell/ 1st Lvl Druid Spell/ (1st Lvl Priest Spell)): This spell heals up to 10-40 (10d4) hits that were lost due to fire effects. SPECIAL: this spell is cold based and healing based but **not** damage based.

**Create Clockwork Creature (4th Lvl Mage Spell): This spell allows you to build a construct that mimics any monster, other than bugs, undead, and demons, that you have killed in battle. To cast this spell you must have a fully intact body of a creature to base your creation off of. You must also spend 2x (attack number + the defense number + the armor number + the hits + the minimum damage number (add up all minimum damages listed) + the dodge number + (1/2 speed)) gold pieces and experience equal to their hits. You may choose to amplify the hits and armor by up to 20 thus decreasing the defense by 1/2 the added armor and 1/2 the added hits. However, should you choose to do this you must take these changes into account when figuring out the cost. WITHOUT changing cost the following changes are always acquired:

+5 armor

-10 defense

+10 hits

-15 speed

Loss of all spells and special attributes as well as spot and listen

Immunity to cold, fire, vital hits, and backstabs

Takes double damage from electricity

SPECIAL: casting accuracy is not used by this spell; you may only have one clockwork creature at a time; if speed is reduced to 0 the clockwork creature can't move or attack.

Create Greater Cold Vulnerability (2nd Lvl Mage Spell): For the next 3 rounds, the target of this spell takes an extra 3d12+5 cold damage from spells that are cold and damage based.

SPECIAL: This spell is both cold and buffer based but **not** damage based. Specializing in damage in this spell adds one round to the duration of the spell for every two times specialized in this spell.

*Create Hurricane (5th Lvl Druid Spell/ (5th Lvl Gaussoron Spell)): This spell creates a hurricane centered on the caster for 2d4+3 rounds. The hurricane always follows the caster. The hurricane itself does no actual damage but reduces visibility to 15ft, reduces movement to ¼ normal speed rounded to the nearest five feet (so a 45ft speed would be 10ft). There is also a 30% chance each round for each enemy in the area of effect to take 4d10 damage from lightning, as well as a 13% chance all friendly characters in the area of effect will take 5d6 damage from lightning (since the caster is always in the eye of the storm, he/she cannot take lightning damage from it). All attempts at physical ranged attacks fail. Flying within the area of effect is impossible and all creatures that were flying when the hurricane hits them will shoot out 80ft to the creatures' left. Every round there is a 50% chance of hail that does 1d20 damage per level past 16th (minimum of no damage). All small or smaller creatures caught in the area of effect are blown down to the ground and must roll a 19 or 20 on a d20 to get up each round. The Hurricane's area of effect is the 40ft around the caster.

*Create Lesser Cold Vulnerability (1st Lvl Mage Spell): for the next four rounds, the target of this spell takes an extra 2d12 cold damage from spells that are cold based and damage based. SPECIAL: this spell is cold and buffer based but **not** damage based. You cannot gain damage specialization in this spell.

*Create Volcano (5th Lvl Druid Spell): This spell creates a small volcano 10ft in diameter at the base and 20ft high. Any creature standing where the volcano was created (no matter the size) takes 200 fire damage each round as it is now in the pocket under the volcano. The creature can break free by dealing the volcano 200 damage (the creature can hit automatically), but must roll a 15 at least on a d20 to get in a position suitable for attacking and cannot use a two-handed weapon. In addition to this, every round, the volcano has a 70% chance to spew a flaming boulder 5 multiplied by 1d6 feet in a random direction. The boulder has an attack equal to your casting accuracy and always attacks any creature that is in the square it lands in. The boulder is 5ft in diameter and deals 10d10 fire damage, 10d10+75 physical damage, and 5d6+2 fire damage the next round. Any item (other than creatures) struck by a flaming boulder in a place thinner than five feet for wood, four feet for stone, or two feet for metal, breaks. Any item (other than a creature) that is struck by a flaming boulder, starts to burn. This spell must be cast outside.

Cure (4th Lvl Priest Spell): The subject of this spell is healed up to 200 hits.

Cure Poison (2nd Lvl Priest Spell): This spell stops any future damage due to any poison that is already in your body.

Curse (1st Lvl Priest Spell): Three targets get -3 to armor, -3 to attack, -3 to damage, and -3 to defense for 4+1round/level.

*Curse of the Badbloods (5th Lvl Priest Spell): Whenever the target takes 30 or more damage, a harpyfolk is summoned in the closest square with hits equal to double the amount of damage dealt. The harpyfolk are otherwise identical to those in the Creatures of Gallipae section. The harpyfolk are under the control of the caster. This spell's duration is 5 rounds. You must be a priest of an evil god other than Frunk to cast this spell. This is a summoning based spell.

Deity's Greatest Blessing (4th Lvl Priest Spell): Six targets get +15 to armor, attack, defense, and damage for the rest of the combat.

*Destroy the Unholy (2nd Lvl Paladin Spell/ (2nd Lvl Priest Spell)): Roll a d20 and add 1 for every 4 levels of priest that you have. Have each demon or undead within 10 ft/ level (max 50ft) of you roll a d20. The higher number wins. If you win, the opponent takes 1d10 damage/level. If the opponent wins nothing happens. You must be good, lawful, or neutral aligned to cast this spell.

Destructive Touch (4th Lvl Mage Spell/ (4th Lvl Priest Spell)): Your touch kills target living creature if they don't roll a 17 or higher on a 20 sided die.

*Direct Wind (2nd Lvl Druid Spell): any wind within 5 miles is under your control as far as directions are concerned. SPECIAL: you must be outside to cast this spell. Note: you cannot create wind with this spell. You can only change the direction of wind.

Dodge (1st Lvl Priest Spell): The target of this spell gets +8 to dodge for 4+1round/level.

*Door to Hell (4th Lvl Mage Spell/ (4th Lvl Priest Spell)): You summon 1 Lagamto, 2 Mettu, 3 Nicckts, or 1d4+5 imps; you must be evil to cast this spell. SPECIAL: you may only have 1 lagamto, 2 mettu, 3 nicckts, or 9 imps at one time. You may not have more than one type of demon at a time. The demons are allies but not under your control.

Double Death Burst (5th Lvl Lagg Spell): All undead within 30ft of you take 100 damage that cannot be healed.

Drain Life (5th Lvl Lord of the Dead Spell/ 5th Lvl Slithouslon Spell): Three targets take 50 damage. You heal 90 hits. You do not need to roll casting accuracy for this spell.

*Dread Ray (2nd Lvl Mage Spell/ (2nd Lvl Priest Spell)): The target takes 20 damage and a skeleton is animated in a random adjacent square if there is one free. If there is no free adjacent square then no skeleton is animated. You must be evil to cast this spell.

Electric Bolts (2nd Lvl Mage Spell): This spell acts as lightning ball only there are 3 balls.

Elemental Geyser (5th Lvl Mage Spell/ (5th Lvl Allnathia Spell/ 5th Lvl Druid Spell): This spell creates a fountain of a random element that deals 70-75 (1d6+69) damage each round to all in its path. The fountain is 5ft in diameter and shoots a jet 50ft in the air (It does stop if it hits a barrier). The geyser fires every round on the caster's turn for 4 rounds. Each round the random element has a chance to change.

Eliminate Arcane Spells (5th Lvl Magekill Spell): This spell causes a mage to lose the ability to cast 4 spells of your choice for the rest of the day. NOTE: This spell can only affect magi.

Ember Winds (2nd Lvl Mage Spell/ (1st Lvl Druid Spell)): You create a wind full of burning embers and sparks. It fills an area of 20 cubic feet in front of you and deals 4d6 to everything in its path.

Empower Breath Weapon (5th Lvl Abaiati Spell): Your breath weapon that you get from your deity now can reach 20ft, now deals 4d20+4d12, and knocks target back up to 50ft. If the target cannot be knocked back 50ft, it takes an extra 50 damage.

Empower Fire (5th Lvl Yithrey the Firekeeper Spell): All fire spells cast by your party deal an extra 50% damage for 2 full rounds. In addition, this spell grants all fire spells cast by your party the ability to bypass toughness and fire resistance (but not fire immunity).

*Empower Wind (3rd Lvl Druid Spell): You can turn a slight breeze into a surge that will knock down small creatures or blow tiny or miniscule creatures back 40ft. Flight is impossible in the area of effect and all who were flying in the area when the spell was cast are blown 50ft back. The area of effect is 50³ft. If a creature is blown into an object it takes 1d6 damage for each size category above miniscule (see “Creatures of Gallipae” for size categories) There must be some sort of wind where you cast this spell.

Endure Hot/Cold (1st Lvl Druid Spell): You gain 10 fire or cold resistance for one combat.

Energy Bolt (Imp Spell): The victim can cast one less spell per day of their highest level. If they are out of their highest level of spells the spell drains one from the next highest level. This spell has no effect if the target is out of spells completely. This spell does not have any effect on spells known from the feature “Magically Gifted” (see Features section), deities (See Deities Powers and Requirements section), or abilities gained by specialty classes (see Specialty Classes section).

Entanglement (2nd Lvl Druid Spell): This spell works as minor entanglement except as mentioned here. Entanglement works indoors, works on 1d8 creatures per round, and instead of adding your casting accuracy number to your roll to determine if a creature is entangled, you add 8 + your casting accuracy + your level.

**Enter and Burn (5th Level Mage Spell): Upon casting this spell you become a being purely comprised of fire. You leap into the eyes of the target and start burning him from inside his soul. You deal 4d20+60 fire damage a round for 2 rounds +1d3 optional rounds, but you yourself take 10 physical damage per round in your victim. At the end of the spell you exit the victim in your normal form. You are spit the same distance you traveled to enter the targets body in a random direction. Even if the target dies before the duration is up, you stay in the body and take damage. However if the body is for some reason completely destroyed, you are spit out and stunned for one round.

Fireball (3rd Lvl Mage Spell): This spell deals 1d20 fire damage per level to all within 10ft of target or target square.

Firebolt (1st Lvl Mage Spell): This spell does 10-30 (4d6+6) fire damage and 1-8 fire the next round.

Fire Storm (4th Lvl Mage Spell/ (4th Lvl Priest Spell)): 90 fire damage is dealt to all targets in a 20ft radius cylinder the first round and 30 fire damage the second round.

Fist of Power (5th Lvl Bumpo Thunderpunch Spell): Your fist deals damage as a warhammer that deals an additional +20 physical damage (total of +30) and 20 lightning damage. This does allow you to roll your normal armed attack damage dice. This spell lasts 4 rounds +1 round per level above 13th level.

Flame Twister (4th Lvl Mage Spell/ (3rd Lvl Druid Spell)): you create a twister of fire around one medium or smaller sized creature. This twister picks up the target and carries it in a path of random spaces for 3 rounds. It moves at a speed of 40ft on the caster’s turn and deals 12d6 fire damage each round. The twister is capable of jumping one 5ft square each round that it moves, but always sticks close to the ground. After 3 rounds of movement, the target is dropped (taking no falling damage) and the twister dissipates.

Flaming Orb (2nd Lvl Mage Spell): A 5ft diameter ball of fire rolls 30ft in a straight line dealing 15-40 (5d6+10) to everything in its path

Flash Freeze (5th Lvl Druid Spell/ (5th Lvl Seeznarl Spell)): You freeze solid everything in a 10 cubic foot area. All creatures in the area take 10d4 damage per round frozen. In addition they are considered helpless and may be hit automatically until they are no longer frozen. Each round they may attempt to take the entire round to break free by rolling a 75 or higher on a percentile die. All surfaces within the area slow movement by half for the duration of the spell. "Flash Freeze" puts out and overcomes any fires in the area of effect. The spell lasts 3 rounds.

Fly (4th Lvl Mage Spell): You have a fly speed of 50ft+5ft/2 levels after 10th for 1 hour.

Freeze Water (4th Lvl Mage Spell): You freeze solid 5 cubic feet per level of water. All creatures have a percent chance of falling equal to the number of feet they move while on the ice (maximum of 90% chance of falling). All fallen creatures get -15 attack and defense (cannot be negative). Any creature caught completely in the water when it freezes takes 20 damage per round (10 from cold and 10 from suffocation). The suffocation damage is negated if the creature can still breathe due to not being completely submerged. Any fire based spell melts 5 cubic feet of water per 10 fire damage dealt but deals normal damage to all creatures caught in its area of effect. This spell lasts 2 minutes.

Frostburn (2nd Lvl Mage Spell): Your touch deals 4d6 cold and slows target by 5ft (minimum of 20ft speed) and does 5d4 fire damage the next round. SPECIAL: both ice magi and fire magi can learn this spell.

Ghost Sound (1st Lvl Mage Spell): This spell creates an illusionary sound that only the target hears; the target also gets a -5 to listen.

Grace of the Holy (5th Lvl Reesta Spell): You gain +40 defense, +5 dodge, and immunity to both "Unholy Grounds" and "Aura of Death". This spell lasts 4 rounds.

Great Wolf Shape (5th Lvl The Great Wolfe spell): The caster turns into a powerful wolf with the following statistics for 2 minutes:

Size: medium

Attack: 110

Defense: 130

Speed: 70ft

Armor: 30

Dodge: 35

Attack#2: 60

Damage: 4d10+50 (54-90)

Damage#2: 2d20+35 (37-75)

Hits: 630

Greater Armor of Allnathia (5th Lvl Allnathia Spell): This spell grants +20 to your armor as well as +15 to defense and +10 dodge (dodge can exceed 35 due to this spell).

Greater Ball of Burning Shock (5rd Lvl Mage Spell): This spell deals 1d12/ Lvl +15 of fire and 1d12/ Lvl +15 of electricity (maximum of 20d12 damage each) to all within 10ft of target or target square. In addition this spell has a 25% chance to stun each target for 4 rounds.

Greater Blessing (2nd Lvl Paladin Spell/ (2nd Lvl Priest Spell)): Five targets get +6 to armor +6 to attack +6 to damage +6 to defense for 4rounds+1 round/level.

Greater Bolster Defense (2nd Lvl Priest Spell): This spell adds 25 to targets defense for 2 hours.

Greater Bone Shard Explosion (3rd Lvl Mage Spell): This spell deals 40 damage to all

creatures within 5ft of the caster. It also reduces the defense and attack of those damaged by it by 20. Finally, it reduces the damage they deal by 10 (to a minimum of 1). All the changes to abilities last 3 rounds.

Greater Curse (2nd Lvl Priest Spell): Five targets get -6 to armor, -6 to attack, -6 to damage, -6 to defense for 4+1 round/level.

Greater Lightning Strike (5th Lvl Druid Spell): This spell strikes the foe with lightning from above for 2d20/level and starting at 17th level stuns the foe for 1d4 rounds.

Greater Magic Armor (2nd Lvl Mage Spell): This spell grants a +10 to the targets armor for 1 hour.

Greater Revive Life (5th Lvl Priest Spell): This spell is identical to “Revive Life” except that you have 96 hours to cast the spell, it can revive the corpse of what was once an undead creature, and it heals half of the target’s hits.

Greater Sparks (3rd Lvl Mage Spell): This spell deals 30 fire and 30 electricity damage to all within ten feet of the caster.

Greater Spot (3rd Lvl Mage Spell): This spell grants the target +20 to spot, and the target can see invisibility for 1 minute.

*Greater Starblast (5th Lvl Mage Spell/ (5th Lvl Priest Spell)): This spell creates a 40ft diameter cylinder 100ft high that deals 15d12 (15-180) fire damage and 6d10 physical damage.

Greater Starburst (5th Lvl Mage Spell): This spell acts as “Minor Starburst” except that the fireball deals an additional 30 damage.

Greater Target (2nd Lvl Mage Spell): Subject in target 5ft square takes a -15 penalty to defense for 1d4+4 rounds.

Grow/Shrink (2nd Lvl Priest Spell): Grow— the subject grows to the minimum necessary size to go up one size category; he/she adds 15 to damage, adds 20 to hits, adds 5 to armor and subtracts 8 from defense.

Shrink— the subject shrinks to the maximum of one lower size category; its defense and dodge go up 15; its damage goes down 10; the target also effectively has a +10ft speed to see who goes first in an encounter.

Regardless of the choice, the spell lasts 2 hours. SPECIAL: caster must choose one option when they cast this spell.

Grow Temporary Wings (5th Lvl Halba Spell): You grow a pair of eagle wings that grant you a fly speed of 130ft. They last 1 hour.

*Grow Trees (5th Lvl Druid Spell): 1d4+2 trees that are 5ft wide and 30ft tall instantly grow in any desired square within 20ft of you. You must be in a place that gets sunlight at some portion of the day to cast this spell.

Hiccalla’s Major Iron Drain (3rd Lvl Druid Spell): this spell acts as Hiccalla’s minor iron drain except that the balls each last for 3 attacks. In addition, both the initial drains and the attacks with the projectiles deal +8 damage instead of +3. You may still only use 3 attacks at one time.

Hiccalla’s Minor Iron Drain (2nd Lvl Druid Spell): This spell deals (3d6+3) damage three separate times to one target as you drain iron from his or her blood. Now you have three iron balls that act as projectiles dealing as much damage as they did being formed. To attack you use your base range for spells (sight) and your casting accuracy to hit. You cannot drain iron from undead. The iron balls disappear after their first attack. You may use all three attacks in one round or you may choose to orbit the balls around you as long as you wish before attacking.

*Holy Avenger (3rd Lvl Paladin Spell): This spell grants a +15 bonus to all of your stats,

except hit points, for the rest of the fight. You gain 60 hits that can exceed maximum for the rest of the fight. SPECIAL: this spell can only be cast if a good member of your party has died and only once for each good member dead.

Holy Bolt (3rd Lvl Paladin Spell): This spell gives you the choice to either deal 70 damage to an undead creature or demon or heal 60 hits of damage for an ally.

†Holy Endurance (2nd Lvl Paladin Spell/ (3rd Lvl Priest Spell)): You gain the ability to live for 1d3 rounds after your death (only works once per day). Even if you are healed to above 0 hits during the duration of the spell you die at the end of the spell's duration. You must be good to cast this spell.

*Holy Grounds (3rd Lvl Paladin Spell/ (3rd Lvl Priest Spell)): All paladins and good clerics within a designated area with no more than a 40ft radius get +10 to all statistics, (armor, casting accuracy, attack, damage...) as long as they are in the area. All undead and demons get a -8 on all their statistics as long as they are within the area. This aura lasts for four rounds. SPECIAL: you may not specialize in this spell. You must be good to cast this spell.

Holy Perfection (5th Lvl Klamaz Spell): This spell grants +20 to all your statistics except for hits for the rest of the fight. You gain +85 hits that can exceed your normal maximum for the rest of the fight. This spell also imbues your weapon to deal an extra 10 damage to undead and 15 extra damage to demons.

Holy Smite (3rd Lvl Paladin Spell): Your next attack has +20 to attack and does +20 damage.

Holy Toughness (2nd Lvl Paladin Spell/ (2nd Lvl Priest Spell)): This spell adds 40 temporary hit points for the rest of the fight.

Hurt (1st Lvl Mage Spell)/ (1st Lvl Priest Spell): Your touch does 4-40 (4d10) damage.

Iceblast (3rd Lvl Mage Spell): This spell does 10d6 cold damage +2 per level and freezes the target in place for 2 rounds. SPECIAL: if a mage specializes in damage in this spell the rounds that the target is frozen increases by 1 (max of +1) in addition to the damage increase.

Icebolt (2nd Lvl Mage Spell): This spell deals 10-24 cold damage (2d8+8) and the target is slowed for 4 rounds (for the purposes of this spell, this means they may only take either a move or attack action each round).

*Ice Storm (4th Lvl Mage Spell/ (3rd Lvl Druid Spell)): 50 cold damage is dealt to all creatures in a 20ft radius cylinder. Targets also get a -10ft to speed for 1d4+1 rounds. You must be outside for this spell to work.

Icicle Shot (1st Lvl Mage Spell): This spell deals 2d6+2 cold damage and target is slowed by 10ft (minimum of 5 feet) for 1 round.

Ignite (2nd Lvl Mage Spell): you set the target on fire with merely your touch. The target takes 15 damage a round for 3 rounds, and the flames illuminate a 35ft radius. The target is allowed a roll on the percentile dice every round (to succeed they must roll over 70) to negate any further burns. If the target is inanimate it burns anyway (regardless of the material), illuminates a 35ft radius and grants a +20 to spot anything in the radius. If the target is inanimate the flames are heatless.

Illusionary Image (Grizzly Bear) (4th Lvl Mage Spell): One illusionary grizzly bear (size category large) is summoned and controlled by the caster for 4 rounds +1 round per level.

Illusionary Form (small snake) (1st Lvl Mage Spell): One illusionary snake (size category small) appears in the designated area. It is controlled by caster for 4 rounds +1 round per level.

Illusionary Image (wolf) (2nd Lvl Mage Spell): This spell creates an illusionary wolf that does your bidding for 4 rounds +1 round per level.

****Imbuement of Destruction (5th Lvl Inferno Spell):** This spell increases your attack and damage by 35 but decreases your armor by 10. This spell lasts 2 hours.

Imbuement of the “Double Deather” (5th Lvl Lagg Spell): Your weapon deals an extra 50 damage to undead. This imbuement lasts 3 rounds.

****Immolation (4th Lvl Mage Spell):** One willing target takes 1d20+1 fire damage per round but all within 20ft him/her take 5d10 fire damage per round. In addition a wall of fire, that deals damage as the spell, is left behind the target as he/she moves. This spell lasts 1d4+1 rounds

Immunity of the Double Death King (5th Lvl Lagg Spell): You are granted three immunities. You are immune to a vampire’s bite, the effects of “Unholy Grounds”, and the effects of “Aura of Death”. These effects last for 4 rounds.

***Improved constant healing (5th Lvl Priest Spell):** The subject of this spell regenerates 30 hits each round for 20 rounds.

***Improved Destroy the Unholy (5th Lvl Priest Spell/ (5th Lvl Reesta Spell):** This spell works like “Destroy the Unholy” except that you add an additional 4 to your d20 roll and 40 to your damage roll.

Incite Great Fear (5th Lvl The Executioner Spell): This spell functions as Turn the Unholy except it works on all targets within 20ft.

Incite Great Strength (5th Lvl Frunk Spell/ (5th Lvl The Executioner Spell)/ (5th Lvl Allorno Spell): You get +20 to attack, attack damage, and armor for the rest of the day.

Insight of the Thief Prince (5th Lvl Bumpo Thunderpunch Spell): Target gains +30 to spot and listen, can see invisible creatures, gains +15 to defense, and +10 dodge for 4 hours. This spell can put the subjects dodge over 35.

***Instant Crops (5th Lvl Halba Spell):** up to 4 acres suddenly sprout crops ready to harvest. The crop may be any one type that you choose. You must be outside to cast this spell. This spell takes 3 hours to cast.

Invisibility (3rd Lvl Mage Spell): The subject is invisible for 30 minutes or until he/she attacks. If applicable, subject gets backstab bonus to damage on the first attack, if it hits, after the spell is cast.

Jacque’s Little Hut (3rd Lvl Mage Spell/ (3rd Lvl Priest Spell): This spell traps or hides 2 medium size creatures, 1 large creature, 4 small creatures, 8 tiny creatures, or 16 miniscule creatures in a wooden semi-sphere for as long as you concentrate. The wood has a 25 armor stat.

Jet of Black Fire (5th Lvl Inferno Spell): This spell creates a jet of black flames that stretches 30ft from you, in one direction, with a variety of effects. Demons caught in its path are healed up to 25 hits. Most creatures take 70 points of fire damage. Good and lawful creatures other than angels take 180 fire damage. Angels take 250 fire damage. This bypasses toughness, fire resistance/immunity, and fire vulnerabilities.

Jet of Blue Fire (5th Lvl Death Spell): This spell creates a 40ft jet of blue flames that deals 150 fire damage to everything but angels. Angels take 230 fire damage. The damage dealt by this spell bypasses toughness, fire resistance/immunity, and fire vulnerabilities. Anybody killed by this spell has a 50% chance of coming back as Death’s Servant under Death’s control.

Jet of White Fire (5th Lvl Klamaz Spell): This spell creates a jet of white flames that stretches 40ft from you, in one direction, with a variety of effects. Good and lawful creatures caught in its path are healed up to 45 hits. Neutral creatures are unaffected. Evil and chaotic creatures other than demons and undead take 130 fire damage. Demons and undead take 210 fire damage. This bypasses toughness, fire resistance/immunity, and fire vulnerabilities.

Lesser Bone Shard Explosion (1st Lvl Mage Spell): This spell deals 25 damage to all within 5 ft of caster and inflicts a -10 penalty to attack as well as a -5 penalty to damage for 2 rounds.

Levitate (3rd Lvl Mage Spell): You may hover 10ft/level above the ground for 5 rounds per level (max 50 rounds). CLARIFICATION: this spell does not allow the caster to fly but merely to hover in place.

Light (1st Lvl Mage Spell): This spell lights up an object no more than 5ft in diameter to illuminate a 15ft radius that grants a +15 to spot to all within the illuminated area.

Lightning Ball (1st Lvl Mage Spell): This spell deals 1-30 (4d6+1d10-4) damage stunned for 1 round.

Lightning Bolt (3rd Lvl Mage Spell): This spell deals 1d20 per level lightning to all targets in a straight line until interrupted by a door, wall, or other solid, inanimate object. A mirror will reflect the bolt.

Lightning Spray (5th Lvl Gaussoron Spell): Five bolts of lightning that each act as a *lightning bolt* shoot out from your square in five different directions.

*Lightning Strike (3rd Lvl Druid Spell/ (4th Lvl Priest Spell)): A bolt of lightning strikes the target from the sky dealing 1d20/level +1d6/2 levels. This spell only works outside.

Luck (1st Lvl Priest Spell): The target gets +6 to attack and +6 to armor for 4+1round/level.

Magic Armor (1st Lvl Mage Spell/ (1st Lvl Priest Spell)): This spell gives +5 to your or an ally's armor for 1 hour.

Magic Bolts (5th Lvl Allnathia Spell): 2d6+2 bolts shoot forth and deal 10d8 physical damage to their target. You do not need to roll to hit with these bolts. All the bolts may be used at the same time or they may be saved for a later time.

Magic Fruit (1st Lvl Druid Spell): You create four pieces of fruit that cure five hits each.

Magic Staff of Death (4th Lvl Mage Spell): Your weapon is now a staff with +10 to attack and attack damage, 15ft reach, +20 to casting accuracy, +25 to spell damage, and can hold 1 fireball. This spell lasts for 1combat.

Magic Weapon (2nd Lvl Mage Spell): The target weapon deals an additional +8 damage for 5 rounds.

Major Healing (3rd Lvl Paladin Spell/ (3rd Lvl Priest Spell)/ (4th Lvl Druid Spell)): Your touch heals 40-100 (5d6+5d8+30) hits of damage up to the subject's normal maximum hits.

Major Magic Fruit (2nd Lvl Druid Spell): Four pieces of fruit appear and can be eaten to cure 10 hits each.

Mass Agility (5th Lvl Silnara Spell): 5 targets within 40ft of you get +10ft speed, as well as +10 to attack, defense, ranged and ranged damage.

Mass Major Healing (5th Lvl Priest Spell): This spell heals up to seven targets 40-100 (5d6+5d8+30) hits of damage all of whom must be within 60ft of you. The targets can be healed up to 15 hits above maximum.

Mass Medium Healing (4th Lvl Priest Spell): This spell heals up to six targets 30-60 (10d4 +20 hits), all of whom must be within 60ft of you. The maximum the targets can be healed to is their normal maximum hits.

Maul (5th Lvl Eggort Spell/ (5th Lvl The Great Wolf Spell)): This spell allows you to deal damage as a longsword with your fists. In addition, on your next attack, you may choose to hold on to your opponent. If you do you hit automatically the next round, and on both rounds you deal 25 extra damage.

Medium Healing (2nd Lvl Paladin Spell/ (3rd Lvl Druid Spell)/ (2nd Lvl Priest Spell)): Your touch heals 30-60 (10d4+20) hits up to the target's normal maximum hits.

Melt Stone (5th Lvl Mage Spell)/ (4th Lvl Druid Spell): Up to 10ft³ of stone within 30ft of you is melted into lava. The lava deals 65 fire damage to any armor and shield it touches (the lava touches any armor that any affected creatures are wearing and has a % chance of touching any affected creatures' shields equal to the shield's defense bonus) and deals 100-150 +5/level fire damage to any creature that comes into contact with the lava. Any melted stone that can fall, (such as that on a ceiling, wall, or stairway) does fall, dealing normal damage to those in its way (although only 5ft away from the wall is affected and 25ft of stairway).

*Minor Entanglement (1st Lvl Druid Spell): Vines grow and entangle 1d4 creatures within a 15ft radius. The creatures may attempt to break the vines. For them to do this you must roll a percentile die and add your casting accuracy number. Then they must each roll a percentile die and add their attack number. If they have a higher number they are freed but move at half speed until they are out of the area of effect. Every round the vines attempt to grapple 1d4 new creatures in the area of effect. You must roll the d4 every round. You never choose the targets. This spell lasts for 2d4+1 rounds. This spell only works outside.

Minor Healing (1st Lvl Paladin Spell/ (1st Lvl Druid Spell)/ (1st Lvl Priest Spell)): Your touch heals 10-29 (1d20+9) lost hits up to the target's normal maximum hits.

*Minor Starblast (4th Lvl Druid Spell/ (4th Lvl Priest Spell)): In a 15ft radius column, 100ft high, all targets take 10d10+20 fire+7d6 physical damage. You must be outside to cast this spell.

Minor Starburst (4th Lvl Druid Spell): This spell centers a fireball on you without damaging you.

Mirror Images (2nd Lvl Mage Spell): Four illusionary copies of you appear and must be hit before you are. The copies move with you and appear to fight but do nothing.

Move Earth (3rd Lvl Druid Spell): This spell shapes, twists, or moves 10ft³/level of dirt, sand, or clay any way you want. The earth that you move can be moved up to 30ft. This does not allow you to hurl the dirt, sand, or clay hard enough to damage opponents.

Move Earth or Water (4th Lvl Mage Spell): This spell allows you to lift, depress, or shape 5 cubic feet of earth, stone, ice or water for as long as you concentrate. As an alternative use you may throw 5 cubic feet of earth, stone, ice or water up to 100ft for 12d10+15 damage.

*Move Water (2nd Lvl Druid Spell): This spell moves 5cubic feet/level up to 100ft ft in distance. The water deals 1d10 damage per ten cubic ft moved to all in its path; there must be an adequate amount of water within 20 ft (may come from an underground source as long as it is within 20ft).

Mud to Stone (2nd Lvl Druid Spell): This spell turns 20ft³ of mud into stone

One with the Whip (5th Level Silnara Spell): You gain +30 to attack, +25 to attack damage, and +20% chance to disarm while using a whip. This spell lasts 1 combat or until you stop using a whip.

Orb of Flesh to Stone (4th Lvl Mage Spell/ (3rd Lvl Druid Spell)): If you hit, the opponent takes 50-70 (4d6+46) damage each round for 3 rounds as his or her flesh turns to stone. At 50 damage the targets speed is decreased to 10ft, and at 70 damage the target cannot walk or run. At 70 the targets attack and defense are decreased by 15 (attack can be negative but defense can't), and at 120 damage the target can't move. If the target cannot move he/she is considered helpless and defense can be ignored with an attack action.

Orb of Stone to Flesh (4th Lvl Mage Spell): When touched the target heals 70 damage a round for three rounds. NOTE: THIS ONLY APPLIES TO DAMAGE DONE BY "ORB OF FLESH TO STONE"

*Parasite Vine (5th Lvl Druid Spell/ (5th Lvl Eggort Spell)): A vine grows with lightning speed from the ground, wall, or ceiling and enters the body of the victim. The vine then branches out inside the victim's body, replacing the insides of the body with wood and dealing 51-60 (1d10+50) damage a round. When the vine kills its victim the skin falls off, and the body of wood wanders around until it finds sunlight. It then takes root as an oak tree. If it is already in the sun at the start of the spell, it becomes a warrior under the control of the caster with the same statistics as the creature it killed. Only one of these creatures may be under the control of the caster at a time. For this spell to work target must be within 5ft of earth or stone. Cure poison immediately kills the parasite vine at any point in its life excluding its tree form (but including the warrior form). Creatures killed by this spell cannot be brought back to life in any way.

*Part River (4th Lvl Druid Spell): You create a straight, dry path across any river or stream. The path is 10ft wide and lasts 1 minute per level. There must be a river or stream no more than 15ft in front of you to cast this spell.

*Part Sea (5th Lvl Druid Spell): You create a straight, dry path across any body of water. The path is 20ft wide, up to 5 miles per level long and lasts one day per level. There must be a body of water no more than 20ft in front of you to cast this spell. At any point during this spell you may choose to end the effect.

Perfect Execution (5th Lvl The Executioner Spell): You gain three bonuses to your next attack. You gain an additional 30 to your attack. Your chance to roll a vital hit doubles. Finally, you can add 25 to your damage (although this is only added once for a vital hit).

Perfect Eye (4th Lvl Mage Spell): The target gets +30 to spot and search as well as can see invisibility for 1 minute/level.

Perfected Agility (5th Lvl Silnara Spell/ (5th Lvl Allorno Spell): Target gains one extra attack, +20ft speed, +20 attack (or +25 ranged for archers), +20 defense, and +8 dodge. Archers also get +10 to ranged damage. This spell lasts for 3 rounds.

Perfected Fire Shield (5th Lvl Yithrey the Firekeeper Spell): Anyone who attacks you while this spell is active (including ranged attackers) takes 3d10+20 fire damage and 2d8+1 fire damage the next round. This spell also grants 10 cold resist. The duration is 1 minute/level.

Perfection of Renewed Health (5th Lvl Klamaz Spell): This spell heals 1d3 subjects up to 145 hits and cures any poison. It also increases the toughness and durability of all subjects by 10 for 2 rounds. This spell kills a parasite vine in any form other than tree form.

**Platinum Blessing (5th Lvl Lady Moon Spell): You gain 10 armor, 80 hits and are immune to both a vampire's ability to turn you into a vampire and a werewolf's ability to turn you into a werewolf. This spell lasts until the next sunrise but may only be cast once every 48 hours.

Poison: Your touch poisons subject dealing 10-52 (4d12+6) each round for 3 rounds.

Poison Immunity (3rd Lvl Priest Spell): This spell grants the subject immunity to poisons for 2 hours.

Predict Weather (1st Lvl Druid Spell): You have the ability to instantly know what the weather for the next 1d4 days will be.

Pushing Elemental Blast (1st Lvl Mage Spell): When you pick this spell, you must also pick an element. That element is always the element used in this spell. When you cast Pushing

Elemental Blast, a ray of your chosen element knocks the target back up to 20ft and deals 3d6+7 damage of the chosen element. If you commit to never picking a specialty class, you may learn this spell multiple times and pick different elements. This spell cannot push a creature into the square occupied by any object or creature.

*Raise Greater Skeleton (4th Lvl Priest Spell): This spell acts the same as raise skeleton except your skeleton has 50% more in attack, defense, hits, armor, and damage. You may still only have two skeletons at one time (the skeletons from Raise Skeleton DO count against this limit).

*Raise Skeleton (3rd Lvl Priest Spell): From a corpse in an adjacent square, you raise a skeleton to serve you with the same statistics as in the Creatures of Gallipae section. It uses the same weapon as it did in life. You may have up to 2 skeletons at a time. The skeletons serve you until they are destroyed. You may not raise a skeleton from a skeleton (either friend or foe).

**Redeem Spirit (3rd Lvl Priest Spell): There is a 30% chance target undead is brought back from undeath to life. There is a 50% chance it will be friendly in its living state. The DM decides the new statistics of the target.

Renewed Health (5th Lvl Lady Moon Spell/ (5th Lvl Allorno Spell)): This spell acts as “Perfection of Renewed Health” except that it only affects one creature.

Resilience of the Water Bear (3rd Lvl Druid Spell): You gain +10 resistance to all forms of damage and +20 hit points for 4 hours.

Restore Healing Spells (5th Lvl Lady Moon Spell): This spell lets you use up to 3 levels of healing based spells without using any spell slots. If you don't use these healing based spells within 1 hour of casting “Restore Healing Spells” they start using up spell slots again.

*Revive Life (4th Lvl Priest Spell): Your touch brings a corpse back to life. The corpse cannot have been dead more than 24 hours. No matter what, the corpse comes back with the same alignment it had before it died. Any creature that has become undead is forever beyond the help of this spell. When a creature comes back to life it has hits equal to ¼ (rounded down) of their max hits.

Ruggedness of the Dwarf (5th Lvl Bumpo Thunderpunch Spell): You gain 60 hits (can exceed maximum) for the rest of the fight. In addition, if you die during this fight, you can ignore that fact and keep fighting for 1d4+1 rounds. If you are healed back to above 0 hits before the end of the second effect's duration, you are not considered to have died.

*Sap Life-force (2nd Lvl Priest Spell): The target creature with ten hits or less left dies and you gain that many hits +10 (the hits last for the rest of the encounter). You must be evil to cast this spell.

Shape Change (Grizzly Bear) (4th Lvl Druid Spell): You turn into a grizzly bear, with the following adjustments to your statistics, for up to 3 hours:

+20 attack

+20 damage

-15 defense (cannot be negative)

+30 current and max hits

+3 armor

Cannot cast spells

You heal 30 hits (up to new max hits) when you change to the bear form and the same thing happens when you change back.

Shape Change (Celestial Giant Water Bear) (5th Lvl Druid Spell): You can turn into a divinely enhanced giant water bear for 1 hour with the following statistics:

Large (8ft long; 6ft tall at shoulder)

Attack: 60

Attack2: 50

Defense: 65

Armor: 88

Hits: 330

Damage: 22-52 (1d20+1d12+20)

Damage: 12-42 (1d20+1d12+10)

Speed: 25

Special: State of Suspended Animation (+40 elemental resist, +25 armor, immunity to poison); 18 resist to all elements; takes up a 10ft square

*Shape Change (Mithral Desert Ray Snake) (5th Lvl Druid Spell): You can turn into an extra powerful mithral desert ray snake for 1 hour. You must be in a sandy environment to cast this spell. When you cast this spell you have the following statistics:

Huge (18 feet long)

Attack: 110

Defense: 130

Armor: 75

Hits: 400

Dodge: 20

Damage: 42-80 (2d20+40) +3d20 poison each following round for 3

rounds

Speed: 90ft digging in sandy environment or 35ft above ground

Hide: 120

Move Silent: always silent

Shock (1st Lvl Mage Spell): Your touch does 2-40 damage (2d20), opponent loses next action.

Smash of Fire (5th Lvl Frunk Spell): Your next successful strike sends forth a 15ft cone of fire that deals 40 fire damage to all within it. In addition, the round after that, you deal 20 fire damage that bypasses toughness.

Sound Strikes (3rd Lvl Mage Spell/ (3rd Lvl Priest Spell)): Your next two attacks get +50 to attack and you get a damage bonus of +15.

Sparks (1st Lvl Mage Spell): This spell deals 20 fire and 20 electricity damage to all within five feet of the caster.

Speak to Animals (1st Lvl Druid Spell): You can speak with any natural animals for 1 hour/level.

Spot (1st Lvl Mage Spell): The target gets +10 to spot for 1d3 hours.

*Steal Spells (5th Lvl Mage Spell): When you cast this spell on the target, it loses up to 6 levels of spells of your choice. You then gain the ability to cast those spells as if you were the target. For example, if your target is a Lagamto with the typical spells it has the following spells: 1st: 8 per day (Firebolt, Lesser Bone Shard Explosion, Magic Armor, Lightning Ball, Hurt, Sparks) 2nd: 7 per day (Dread Ray, Atvoreth's Minor Drain, Mirror Images, Flaming Orb, Frostburn) 3rd: 3 per day (Fireball, Ball of Burning Shock). You may decide to steal two Atvoreth's Minor Drains and two Firebolts. You may then cast Atvoreth's Minor Drain twice and Firebolt twice without counting these spells against your daily limit. All stolen spells are cast as if by the creature you stole them from. Therefore, the Atvoreth's minor drain would deal

1d20+14d6+8 and heal you the same amount while the Firebolt would deal 20d6+6 the first round and 1d8 the next round. In addition, the Lagamto can now only cast six first level spells and five second level spells. SPECIAL: When you specialize in damage in this spell the effect is that you can steal one more level of spells; you may only specialize in damage in this spell up to 3 times; this is considered to be a buffer based spell.

*Sticks to Snakes (2nd Lvl Druid Spell): This spell turns up to 10 sticks in a 5ft square into small snakes with statistics equal to the snakes mentioned in *Summon Creature (Small Snake)*. The only difference is that these snakes can all fit in one 5ft square. However, you may not create any more snakes than there are sticks. Each snake lasts one hour or until it is killed. This is considered a summon based spell.

Stinging Swarm of Bees (1st Lvl Druid Spell): All targets in a 10ft square take 5 damage a round and suffer a -4 to attack, ranged, casting accuracy, and defense for 3 rounds.

Stone to Mud (2nd Lvl Druid Spell): This spell turns 20ft³ of stone into soft, runny mud.

Stumble: This spell causes one running person to go at half their listed land speed for 1 round.

**Summon Arcane Hunter (5th Lvl Magekill Spell): You summon a powerful humanoid fighter that mindlessly attacks all magi starting with the closest one. The creature lasts 1d4+2 rounds or until killed.

Size: medium

Speed: 60ft land or 100ft fly

Attack: 100

Defense: 190

Dodge: 28

Hits: 700

Armor: 20

Toughness: 70

Damage: 2d20+1d10+5d6+30

Special: can charge in straight line at double land speed; darkvision

Summon Bear (4th Lvl Druid Spell): You summon a bear with the following statistics for 2 rounds/level.

Size: large

Speed: 40ft

Attack: 80

Attack2: 70

Attack3: 70

Defense: 52

Hits: 240

Armor: 15

Damage: (1)> 2d20+5, (2,3)>3d20+20

Summon Beast of the Earth (5th Lvl Druid Spell): A creature made of wood, earth, and stone is summoned for 1d6+3 rounds or until it is killed. At the time the spell is cast you choose one of three forms for the creature to take.

Form 1 (quadruped):

Size: medium (5ft long)

Speed: 50ft

Attack: 120

Attack2: 110

Defense: 180

Dodge: 20

Hits: 240

Armor: 15

Toughness: 30

Damage: (1)> 2d20+5d6+10 (17-80), (2)>5d12+10 (15-70)

Special: Darkvision, heals 10 hits per round until killed, once per summoning can have 80ft speed for 1 round

Form 2 (biped):

Size: large (10ft tall)

Speed: 30ft

Attack: 200

Attack2: 150

Defense: 80

Hits: 500

Armor: 30

Toughness: 40

Damage: (1,2)> 5d12+25 (30-85)

Special: Darkvision, heals 10 hits per round until killed

Form 3 (winged beast)

Size: small

Speed: 20ft (land), 90ft (flying)

Attack: 150

Defense: 170

Dodge: 30

Hits: 140

Armor: 5

Toughness: 10

Damage: 2d20+3d6+5 (10-63)

Special: Darkvision, heals 10 hits per round until killed

**Summon Celestial Spirit (3rd Lvl Priest Spell): An angel with the following abilities is summoned and attacks any evil creature OR PLAYER for 1 round. Its actions are determined by the DM.

Attack: 70

Defense: 110

Hits: 200

Dodge: 25

Casting accuracy: 30

Spells: 1/day Destroy Unholy, Blessing, Holy Grounds, Redeem Spirit, Holy Avenger

Armor: 20

Speed: 80ft (flying)

Damage: 14-90 (4d20+10)

Special: counts as a paladin for Holy grounds, can cast holy avenger and attack in the same round; vital hits against it have ¼ chance of being normal hits.

Summon Creature (Death's Servants) (5th Lvl Death Spell): This spell summons 1d4+2 Death's Servants as described in the Creatures of Gallipae section. The Death's Servants will be under the control of Death but will not attack the party.

Summon Creature (Mithral Desert Ray Snake) (5th Lvl Eggort Spell): This spell summons a mithral desert ray snake with stats identical to those listed in the Creatures of Gallipae. It last for 1d6+2 rounds.

Summon Creature (Rats) (1st Lvl Mage Spell/ (1st Lvl Druid Spell)/ (1st Lvl Priest Spell)): This spell summons five rats with the following statistics for 2d4 rounds:

Size: miniscule

Attack: special

Defense: 60

Speed: 35

Hits: 4

Dodge: 30

Damage: 1-2

Special: 10 can fit in a 5ft square; must crawl onto people to attack; hits automatically; up to three can be pushed 5ft away automatically by small or larger creatures as an attack action; 50% chance attack won't work at all

Summon Creature (Scorpion Hoard) (2nd Lvl Druid Spell): This spell summons a hoard of 20 scorpions with the same statistics as in the "Animals of Gallipae" section. The summoned scorpions remain until they are killed or until 6 rounds are up.

Summon Creature (Small Snake) (2nd Lvl Mage Spell/ (1st Lvl Druid Spell)/ (2nd Lvl Priest Spell)): This spell summons a snake with the following statistics for 2d4 rounds:

Size: small

Attack: 45

Armor: 5

Defense: 80

Speed: 30ft

Hits: 12

Dodge: 35

Damage: 1-8

Special: damage continues for 2 rounds at ½ damage as poison

Summon Creature (Small Spider): This spell summons a spider with the following statistics for 2d4 rounds:

Size: small

Attack: 45

Armor: 5

Defense: 60

Speed: 45ft

Hits: 20

Dodge: 25

Damage: 5d8

Special: damage continues for 2 rounds as poison

Summon Creature (Wolf) (2nd Lvl Druid Spell): This spell summons one wolf for 1d4 rounds with the following statistics:

Size: medium

Attack: 38

Defense: 85

Speed: 40ft

Armor: 5

Dodge: 25

Attack#2: 20

Damage: 5-25 (4d6+1)

Damage#2:1-10

Hits: 100

Summon Eagle (4th Lvl Druid Spell): You summon an eagle with the following statistics for 1 hour:

Size: tiny

Speed: fly: 80ft

Attack: 40

Defense: 100

Dodge: 35

Hits: 30

Damage: 1d10+5 (6-15)

You may see through the eagle's eyes.

**Summon Fiendish Spirit (5th Lvl Inferno Spell): This spell summons a demon for 4 rounds or until killed. If the demon runs out of enemies before its duration is over, it starts to attack a random member of the party. The demon's Statistics are as follows:

Attack: 70

Attack2: 70

Armor: 20

Defense: 130

Dodge: 5

Damage: 4d12+1d20+30 (35-98)

Damage2: 3d12+2d20+30 (35-88)

Hits: 250

Special: immunity to fire and poison

Summon Fire Mouse (Imp Spell): This spell summons 1d3 flaming mice. Each round that the flaming mice are attacking, the opponents suffer 1-5 (2d3-1) fire damage. The mice have the following statistics:

Size: tiny

Attack: 1/3 caster rounded up

Armor: 10

Defense: 90

Damage: 1/10 caster rounded down + 2-12 (2d6) fire

Dodge: 30

Hits: 1/8 caster rounded down

Special: four can fit in one 5ft square

**Summon Greater Celestial Spirit (4th Lvl Priest Spell): This spell is the same as Summon Celestial Spirit except lasts for 3 rounds

Summon Mage Clan (5th Lvl Mage Spell): You summon 2d4 magi that are each 4th level. You may not have more than 8 magi summoned at any one time. Each mage lasts for 1 hour or until it dies and has the following statistics:

Race: human

Individuality number: 4

Appearance: 1

Toughness: 1

Durability: 1

Features: magically gifted (lightning ball), arcane armor wearer (large shield, breastplate armor, studded leather armor)

Attack: 11

Armor: 30

Defense: 77

Hits: 116

Casting accuracy: 43

Spells:

1st: 6 per day (lightning ball, magic armor, sparks)

2nd: 3 per day (Atvoreth's minor drain, Mirror Images)

Damage: (attack=3-22 (1d20+2)) (spell=as spell +4d6 (due to specialization total for lightning ball is 1d10+16d6-4+stunned) (due to specialization total for sparks is 20 fire+6d6 fire+20 electricity))

Speed: 35ft

Spot: 2

Listen: 2

Items:

Breastplate (10 defense penalty reduction)

Large Shield

Club (spell holding (sparks))

Crossbow

Summon Medium Badger (3rd Lvl Druid Spell): You summon a badger with the following statistics for 2 rounds per level or until it is killed:

Size: medium

Speed: 40ft

Attack: 30

Defense: 90

Damage: (1)>2d20+1d12+1d6 (2,3)>2d12

Attack 2: 20

Attack 3: 20

Dodge: 5

Hit points: 100

Summon Poison Vine (4th Lvl Druid Spell): You summon a poisonous vine for 8 hours with the following statistics:

Size: huge

Speed: burrow: 30ft

Attack: 60

Defense: 120

Dodge: 10

Armor: 10

Hits: 290

Damage: 4d20 poison damage each round for 4 rounds

SPECIAL: you may not have both a poison and a scavenger vine at the same time

Summon Rhinoceros (4th Lvl Druid Spell): This spell summons a rhino for 1 round per level. The rhino has the following statistics:

Attack: 75

Attack option2: 75

Defense: 60

Armor: 55

Hits: 350

Damage: 2d20+40

Damage option2: 2d20+50

Special: gains +15 armor against blunt weapons; attack option2 can only be used on a charge

Summon Scavenger Vine (3rd Lvl Druid Spell): This spell summons a vine that will eat corpses. It takes it 1 round to devour a corpse. After the first, each corpse eaten restores 8 of your hit points up to your maximum hit points. No eaten corpses may be raised from the dead or animated as undead. This vine lasts 8 hours. Only one vine may exist at any given time. The vine cannot be attacked. SPECIAL: You may not have both a poison and a scavenger vine at one time.

Summon Skeleton Squad (5th Lvl Lord of the Dead Spell/ (5th Priest Spell)): This spell summons 4d4+4 skeletons with the same stats as in the Creatures of Gallipae section. The skeletons last till the end of the fight or until they die.

Summon Small Snake Swarm (5th Lvl Priest Spell/ (4th Lvl Druid Spell)/ (5th Lvl Mage Spell)): Summons a swarm of small snakes that has the following statistics:

Size: large

Attack: 120

Armor: 5

Defense: 60

Speed: 30ft

Hits: 300

Dodge: 25

Damage: 10d8 (10-80)

Special: damage continues for 2 rounds at ½ damage as poison

Swarm takes only ½ damage from physical attacks (before armor)

Summon Vampire (5th Lvl Lord of the Dead Spell): This spell summons one average vampire for 3 rounds or until it dies whichever comes first. The vampire has the same statistics as seen in the "Undead" section.

Target (1st Lvl Mage Spell): Subject in target 5ft square takes a -8 penalty to defense for 1d4+2 rounds.

Telekinesis (2nd Lvl Mage Spell): You can mentally move up to 5lbs. per level up to 50ft. This spell does not allow you to throw things in order to deal damage (however you can drop things on a target). If you attempt to drop an item on someone you use your casting accuracy to

hit and deal damage according to the Falling Items section.

Teleport (4th Lvl Mage Spell): You teleport 100ft+20ft/level.

Temporary Clone (4th Lvl Mage Spell): Target is cloned. The clone is fully functional and lasts for 2 rounds

Temporary Replacement Clone (4th Lvl Mage Spell): This spell, cast at most 3 rounds before target's death allows a replacement of the target to pop up immediately after death. The clone is fully functional and lasts 1d6+3 rounds.

*Thaw (2nd Lvl Mage Spell/ (1st Lvl Druid Spell)/ (2nd Lvl Priest Spell)): This spell immediately cancels out any effects, caused by cold based spells, that impede movement in any way (this includes being frozen solid). This spell works by warming the target so it does not work against "Whiteout". That spell's effects are due to high winds and lack of visibility—not cold damage.

Tidal Wave (5th Lvl Mage Spell/ (4th Lvl Druid Spell)): A 10ft³ wave of water shoots out 100ft in front of you dealing 11d12+10 (21-142) to all in its path. All small or smaller creatures are carried to the end of the wave and knocked prone (see Trip Attempts under Special Attack Rules). Medium creatures are knocked back 5ft and fall prone. Large creatures are knocked back 5ft. Creatures larger than large are not moved but take 20 more damage than normal.

**Touch of Death (5th Lvl Death Spell): Your next touch attack has an 85% chance to kill target. If the target does die, it comes back as a Death's Servant in 1 hour. The Death's Servant is under the control of Death.

Touch of the Deity (4th Lvl Priest Spell): Your touch heals 60 hits and grants +12 defense, attack, and damage as well as +10 to speed. The effects last 4 rounds.

Touch of Truth (3rd Lvl Mage Spell/ (2nd Lvl Priest Spell)): Your touch forces one creature to answer truthfully one question per level. The creature must be alive to answer the question.

†Transform (5th Lvl Mage Spell)/ (5th Lvl Priest Spell)): You transform the target to any creature in the Creatures of Gallipae section that is any size from tiny to huge. The target retains all intelligence and ability to talk but otherwise is limited to the exact statistics of the creature that they are transformed into. This spell lasts 1 hour and may only be cast once each day.

Turn the Unholy (1st Lvl Paladin Spell/ (1st Lvl Priest Spell)): You roll a d20. You have each demon or undead within 10 ft/ level (max 50ft) roll a d20. The higher number wins. If you win, the opponent runs away. If the opponent wins nothing happens.

Turtle Shell (1st Lvl Druid Spell): You get +10 armor for 1 combat.

*Unholy Grounds (3rd Lvl Priest Spell): All evil priests, undead, necromancers, and demons within 40ft of a designated spot gain +10 to all statistics as long as they are within the area of effect. All paladins and good clerics get -8 on all their statistics as long as they are within the area of effect. This aura lasts 4 rounds. SPECIAL: YOU MUST BE EVIL TO CAST THIS SPELL; YOU MAY NOT SPECIALIZE IN THIS SPELL.

Wall of Fire (3rd Lvl Mage Spell): This spell creates a wall of fire up to 40ft wide, 10ft high, and five feet deep. It does 13d6+20 points of fire damage the first round and 5d8 fire damage the next round to all passing through it.

Wall of Wind (3rd Lvl Mage Spell) (2nd Lvl Druid Spell): 50ft³ are filled with a strong wind that repels creatures sizes small and smaller as well as missile weapons. Medium creatures are reduced to ½ of their original speed.

Warm (1st Lvl Mage Spell/ (1st Lvl Druid Spell)/ (1st Lvl Priest Spell)): This spell heals up to 18-48 (10d4+8) hits lost due to cold effects. SPECIAL: THIS SPELL IS FIRE AND

HEALING BASED BUT **NOT** DAMAGE BASED.

Waterwalk (5th Lvl Abaiati Spell): you can walk on water as if it were solid for up to 1 hour per 2 levels.

Whiteout (4th Lvl Druid Spell): This spell creates a 30ft radius cylinder that can move 10ft per round and lasts 2 rounds. It deals 55-100 (5d10+50) cold damage. Those caught in area of effect move at ¼ of their original speed, cannot fly, and cannot see more than 5ft in front of them.

Wisdom Tap (2nd Lvl Priest Spell): This spell taps into the mind of the target giving you a +4 to attack, damage, defense, casting accuracy, and dodge against that opponent while giving the opponent a -4 on all those things mentioned above.

*Wondrous Insight (5th Lvl Mage Spell/ (5th Lvl Priest Spell)): This spell allows you to see the result of any 3d4 friendly rolls in one encounter. These can be rolls for any ally within sight. Only you see the results, although you can communicate them to the ally before they act. You can cast this spell at any time during the combat but you choose the rolls to predict immediately before the roll. You may only cast this spell once every two encounters.

Yithrey's Fiery Secret (5th Lvl Yithrey the Firekeeper Spell): You telepathically whisper ancient arcane words in the target's head that cause him/her to burst into flames. The flames deal 70 damage per round for 4 rounds and cannot be extinguished before the duration of the spell is over. This spell automatically hits and bypasses fire resistance and immunity (but not toughness).

Yithrey's Watchful Eye (3rd Lvl Mage Spell/ (3rd Lvl Priest Spell)): An eye is summoned and floats around allowing you to see through it at will for 1 hour per level. It has the following stats:

Size: Miniscule (1" diameter)

Hits: 200

Defense: 50

Armor: 0

Dodge: 20

Search: 40

Spot: 20

Speed: Fly: 40ft

Chpt. 7

Town Expenses:

Room and board: You must spend a minimum of 3 gp per person per level of that person per night spent in town.

Healing:

For healing under 50 hits total among all the characters healing costs 200 gp.

For healing 51-100 hits total among all the characters healing costs 400 gp.

For healing under 101-150 hits total among all the characters healing costs 600 gp.

For healing under 151-200 hits total among all the characters healing costs 800 gp.

For one *Revive Life* spell the town priests charge 2,000gp per level of the character that the spell is cast on plus 1,000gp.

The town residents will not heal the characters more than 200 hits total.

The town priests cannot cast fifth level spells and therefore “Revive Life” is the only spell they will cast to bring someone back to life.

Armor repair costs 2gp for every point of armor bonus restored.

Shield repair costs 2gp for every point of defense bonus restored.

Brawling rules (in general):

All in combat is the same except for the following:

-If not using armor your armor stat consists only of the points you have spent in armor while leveling up (this includes first level customization) and any armor bonus from your race or specialization class.

-Weapons are not counted

-No ranged allowed

- If not using armor defense goes up 10 and defense penalties from armor are not counted any more.

-If you normally use a shield but are not during the brawl then be sure to subtract the shield's defense bonus from your defense stat.

-Damage is halved (after armor if any is subtracted) (round down)

-Hits are doubled

-Original hits (before they were doubled) are base hits

-3/4 hits down and you fall down unable to get up

-At 0 hits left you are unconscious

-To determine how long in the negative hits you have before you die divide your base hits by 10 and round down

-If you are attacked with a weapon while damaged with non-lethal damage, your hits left remain as if brawling. However, if your base hits drop to 0 by way of a weapon, you die. If your hits are dropped to 0 by way of a fist or foot you go unconscious.

Brawling match rules (In official tournaments):

No armor!

No spells!

50% chance opponent is a martial artist (this percentage can change depending on the town you're in)

You fight until you are unconscious.

Magic keeps you up until the fight is over.

There are five levels. A new opponent is fought at each level.

Healing is provided at the end of every level.

When you lose a level, you're out.

If you win any levels, you win the amount you wagered multiplied by the levels you won.

Martial artists (specifics up to the DM):

Have the armor statistic but no armor

Base hits tend to be less

Two weak attacks or one strong one (differs by choice as a permanent rule or on a round to round bases)

If chosen as a permanent rule attack damage is increased by an additional 1d6

Drinking Contest Rules

Drinks (con.=constitution=1/10 current hits rounded down):

Orc's Garrum: 50% alcohol 50% garrum
Prestige 6/10
Points 70
DC 17
Special 10% illness

Everdeath: magically enhanced to be 110% Alcohol w/secret herbs and spices; goes down smooth but kicks real hard
Prestige 10/10
Points 100
DC 22
Special 5% illness 10% take 1 con.

Sweet Mysterious: secret elven blend of absinth and mushroom tea
Prestige 9/10
Points 100
DC 20
Special 3% illness 5% hallucination 10% if hallucinating lose the contest

Dwarven Standard Stout: strong and rough ale
Prestige 3/10
Points 50
DC 15
Special 4% illness

Goblin Glug: 34% pig blood, 33% water, and 33% alcohol
Prestige 4/10
Points 60
DC 17
Special 8% illness

Burner: diffused alchemist fire, volcanic mud, and everdeath
Prestige 8/10
Points 70
DC 18
Special 2% illness 60% 1d8 fire damage

Volcanic Mud: potion of firebreath with crushed obsidian and alcohol
Prestige 6/10
Points 60
DC 16

Special 2% illness 60% 1d12 damage

Interracial Mess: 25% orc's garrum, 25% sweet mysterious, 25% standard dwarven stout, 25% goblin glug

Prestige 8/10

Points 90

DC 19

Special 10% illness 1% hallucination

Winnie's Special Wine: 95% strong red wine and 5% human blood

Prestige 9/10 before discovery of ingredients; 1/10 after discovery of ingredients

Points 40

DC 13

Special 6% illness

Mead

Prestige 2/10

Points 35

DC 11

Special 2% illness

Beer

Prestige 1/10

Points 30

DC 10

Special 1% illness

Green Blue Wine: Wine made from blueberries that were still green

Prestige 7/10

Points: 65

DC: 13

Special 8% illness 10% -1 con

Rules:

Each person chooses his/her own drink

Each round order is determined randomly

Each time you take a drink roll a check vs. listed DC check on a d20 (adding 1 for every 2 points of constitution)

If you fail you must roll against the special properties listed for your drink

Should you fail by five or more you take a -1 on DC checks from then on

For every -2 to your saving throws you get a -1 to con.

Should you roll a 1 you take 1 con. dmg as well

However should you roll a natural 20 you automatically pass the DC check and gain 1 con. and 1 to DC checks

When a person becomes "ill" and throws up three times, two times in a row, passes out, or is

dropped due to a special property they are out of the contest but may still win if they have the most points at the end

After you take half of your con. you drop 1d12+2 hits for each failure of a DCcheck by three or more

To pass out you must lose half of your con. and drop to 0 hits

Winner is the one with the most points when there is only one person left standing

Last one standing gets a bonus 200 points

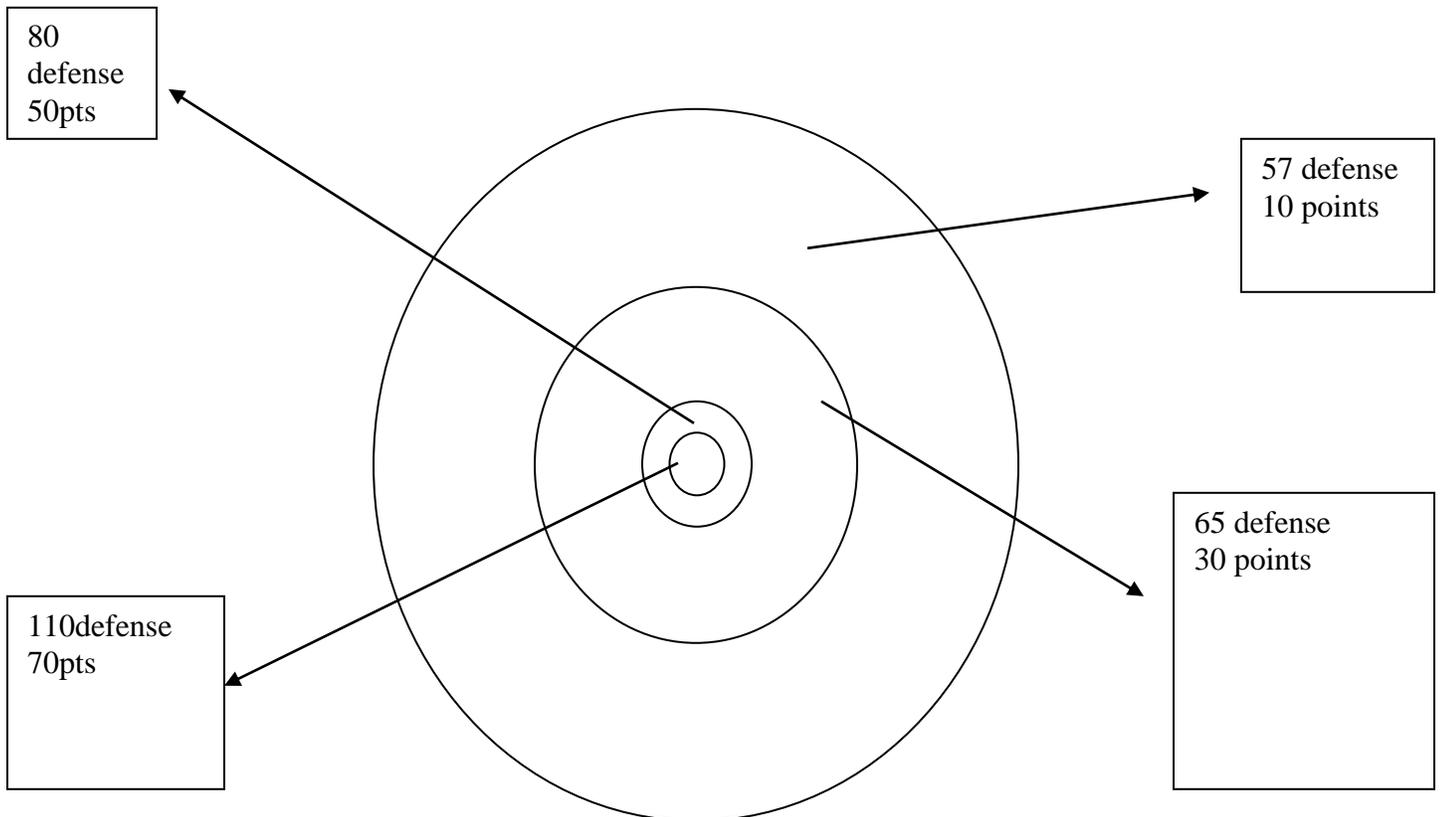
Points are earned by drinking NOT by a successful DC check

If you win you win s.p. equal to your total points plus the quantity of 5 times the number of opponents

All contestants must pay 50g.p. to enter

NOTE: PRESTIGE RATING ONLY MATTERS TO DETERMINE ATTITUDE OF OTHERS AND THE AVAILABILITY OF DRINKS IN A PARTICULAR PLACE. ALSO NOTE THAT HIGH PRESTIGE RATING DOES NOT ALWAYS MEAN IT IS RESPECTED. HIGH MEANS HIGH SOCIETY!

Dart and Archery Contests



For dart and archery contests you get 5 shots and whoever has the most points wins. If you win, you get gold equal to your points plus the quantity of 10 multiplied by the number of opponents. All contestants must pay 75g.p. to enter. If the player wins too often, the DM can reserve the right to change the difficulty level of the contests. The values shown are only a starting point.

Creatures of Gallipae

Chpt. 1

Treasure and possessions are determined by the DM. If the DM decides to give the monster equipment, they should NOT add the damage bonuses, armor bonuses, or defense bonuses/penalties (they are already factored in). There are two exceptions to this rule. Any additional bonuses granted by magic items are not already factored in. Also any weapon that does not normally add a damage bonus does not do any damage. NOTE: Any special quality from weapons or armor is still counted in. Elemental, including poison, damage overcomes armor. Unless otherwise noted all creatures listed are evil. Unless otherwise noted, any monster with more than one attack can use all their attacks each round (if the attacks are called “attack options” the monster may only choose one option). Unless otherwise noted all monsters that are medium size have no hide or move silent bonus (although they can still try to hide or try to move silently). All other monsters have the following bonus. For each size category smaller than medium that the monster is, the monster gets +5 to hide and move silent. For each size category larger than medium that the monster is, the monster gets -5 to hide and move silent. This rule does not apply to monsters with class levels. DM’s decide rules for morale.

*attack and damage for monsters apply to ranged as well unless ranged is specified

Creature Sizes

Miniscule (11” and under)
Tiny (1’0”-1’11”)
Small (2’0”-3’11”)
Medium (4’0”-7’11”)
Large (8’0”-15’11”)
Huge (16’0”-31’11”)
Gigantic (32’0”-63’11”)
Enormous (64’0” and up)

Chpt. 2

To decide how much experience a fight is worth, add up the experience value of each monster killed by any party member or ally. Then subtract what the experience value would be of each ally that survived the fight (NOTE: actual party members don't lose the party any experience). The two determining factors for the experience value of any given enemy or ally are the character's level (or Lvl) and the enemy's or ally's EL (or Experience Level). This relationship is shown in the three *Experience Values* charts. When determining experience for a party with characters at two or more different levels, deal with each group of character levels as separate parties. Remember that druids gain experience as one level higher. The maximum amount of levels a character can go up from one fight is two levels. NOTE: EL is only there to determine experience value. It is **not** there to determine what level characters should be fighting the monsters.

Experience values:

Character Lvl	EL 0.5	EL 1	EL 1.5	EL 2	EL 2.5	EL 3	EL 3.5	EL 4	EL 4.5	EL 5	EL 5.5	EL 6	EL 6.5	EL 7	EL 7.5	EL 8
1	15	30	45	180	225	405	473	810	912	1520	1673	2735	2964	4787	5130	8202
2	13	27	40	120	150	270	315	540	608	1013	1115	1823	1976	3191	3420	5478
3	12	24	36	108	135	180	210	360	405	675	743	1215	1317	2127	2280	3645
4	11	22	32	97	121	162	189	240	270	450	495	810	878	1418	1520	2430
5	10	20	29	87	109	146	170	216	243	300	330	540	585	945	1013	1620
6	9	18	26	78	98	131	153	194	219	270	297	360	390	630	675	1080
7	8	16	23	70	88	118	138	175	197	243	267	324	351	420	450	720
8	7	14	21	63	79	106	125	157	177	219	240	292	316	378	405	480
9	6	13	19	57	71	95	112	141	159	197	216	263	284	340	364	432
10	5	12	17	51	64	85	101	127	143	177	194	237	256	306	328	389
11	4	11	15	46	58	76	91	114	129	159	175	213	230	275	295	350
12	3	10	13	41	52	68	82	103	117	143	157	192	207	247	265	315
13	2	9	12	37	47	61	74	93	105	129	141	173	186	222	238	283
14	1	8	11	33	42	55	67	84	94	117	127	156	167	200	214	255
15	1	7	10	30	38	49	60	76	85	105	114	140	150	180	193	229
16	1	6	9	27	34	44	54	68	76	94	103	126	135	162	174	206

Character Lvl	EL 8.5	EL 9	EL 9.5	EL 10	EL 10.5	EL 11	EL 11.5	EL 12
1	8720	13850	14621	23072	24237	38070	39819	62288
2	5813	9233	9747	15381	16158	25380	26546	41525
3	3875	6155	6498	10254	10772	16920	17697	27683
4	2583	4103	4332	6836	7181	11280	11798	18455
5	1722	2735	2888	4557	4787	7520	7865	12303
6	1148	1823	1925	3038	3191	5013	5243	8202
7	765	1215	1283	2025	2127	3342	3495	5468

8	510	810	855	1350	1418	2228	2330	3645
9	459	540	570	900	945	1485	1553	2430
10	413	486	513	600	630	990	1035	1620
11	372	437	462	540	567	660	690	1080
12	335	393	416	486	510	594	621	720
13	301	354	374	437	459	535	559	648
14	271	319	337	393	413	481	503	583
15	244	287	303	354	372	433	453	525
16	220	258	273	319	335	390	408	472

Character Lvl	EL 12.5	EL 13	EL 13.5	EL 14	EL 14.5	EL 15	EL 15.5	EL 16
1	64899	101241	105177	163520	169398	262805	271625	420408
2	43266	67494	70118	109013	112932	175203	181083	280272
3	28844	44996	46745	72675	75288	116802	120722	186848
4	19229	29997	31163	48450	50192	77868	80481	124565
5	12819	19998	20775	32300	33461	51912	53654	83043
6	8546	13332	13850	21533	22307	34608	35769	55362
7	5697	8888	9233	14355	14871	23072	23846	36908
8	3798	5925	6155	9570	9914	15381	15897	24605
9	2532	3950	4103	6380	6609	10254	10598	16403
10	1688	2633	2735	4253	4406	6836	7065	10935
11	1125	1755	1823	2835	2937	4557	4710	7290
12	750	1170	1215	1890	1958	3038	3140	4860
13	675	780	810	1260	1305	2025	2093	3240
14	607	702	729	840	870	1350	1395	2160
15	546	632	656	756	783	900	930	1440
16	491	569	599	680	705	810	837	960

Chpt. 3

Player Races:

Bonuses for characters in this section are all described in the “Classes and Races” section.

Barbaric Human: medium (6ft 6 inches tall)

Armor: 7

Attack: 25

Damage: 3d10+5 (8-38)

Defense: 65

EL: 0.5

Hide: 8

Hits: 35

Listen: 4

Move Silent: 8

Speed: 40ft

Spot: 4

Boarfolk: medium (5ft 4 inches tall)



Armor: 10

Attack: 25

Damage: 2d20 (2-40)

Defense: 60

EL: 1

Hide: 10
Hits: 45
Listen: 15
Move Silent: -8
Speed: 35ft
Spot: 0

Dwarf: medium (4ft tall)

Armor: 12
Attack: 30
Damage: 2d20 (2-40)
Defense: 60
EL: 1
Hits: 40
Move Silent: -3
Special: cannot use bows or slings; darkvision
Speed: 20ft

Elf: medium (6ft 5 inches tall)

Armor: 6
Attack Damage: 2d12+3 (5-27)
Attack: 15
Defense: 75
EL: 1
Hide: 8
Hits: 20
Listen: 15
Move Silent: 10
Ranged Damage: 2d20 (2-40)
Ranged: 35
Speed: 35ft
Spot: 5

Gnome: small (3ft 5 inches tall)

Armor: 3
Attack: 18
Damage: 2d12+8 (10-32)
Defense: 60
EL: 0.5
Hits: 40
Listen: 5
Speed: 20ft
Spot: 5

Half Black Scorpion Orc: medium (6ft 8 inches)

Armor: 8

Attack: 28
Damage: 2d20+5 (7-45)
Defense: 60
EL: 1
Hits: 40
Special: Darkvision
Speed: 35ft

Half-elf: medium (6ft 2 inches)

Armor: 10
Attack: 20
Damage: 3d10+1d4 (4-34)
Defense: 70
EL: 1
Hide: 4
Hits: 30
Listen: 5
Move Silent: 4
Speed: 30ft
Spot: 5

Half-goblin: medium (5ft 6 inches)

Armor: 5
Attack: 20
Damage: 3d10 (3-30)
Defense: 70
EL: 0.5
Hide: 10
Hits: 30
Listen: 4
Move Silent: 10
Speed: 30ft

Halfling: small (3ft 4 inches)

Armor: 5
Attack Damage: 2d10 (2-20)
Attack: 15
Defense: 70
EL: 1
Hide: 12
Hits: 25
Move Silent: 8
Ranged Damage: 1d20+1d12+2 (4-34)
Ranged: 30
Speed: 35ft

Human: medium (6ft tall)

Armor: 4

Attack Damage: 2d20 (2-40)

Attack: 20

EL: 0.5

Defense: 65

Hits: 30

Listen: 2

Speed: 30ft

Spot: 2

Chpt. 4
Monster Races:

Bugbear: medium (6ft 6inches)

Armor: 27
Attack: 37
Damage: 40-65 (5d6+35)
Defense: 72
Dodge: 15
EL: 2.5
Hits: 90
Listen: 15
Special: Darkvision
Speed: 30ft
Spot: 10

DESCRIPTION: Bugbears are relatives of orcs named for a key leader who served as a general in the house troll, Darsh's army. They are big bulky creatures with sand colored skin and orange eyes. Bugbears are sneaky, dexterous and intelligent mammals that can be found throughout the underground areas of Gallipae.

COMBAT: Bugbears use a combination of goblin and kobold tactics. They will lure characters through sophisticated traps to soften them up, and then attack from multiple directions in large numbers.

CHARACTERS:

1. Attack: +6
2. Defense: +8
3. Dodge: +13
4. Hits: +10
5. Special: Darkvision

Cat Creature: medium (6ft tall)

Armor: 20
Attack1 (claws): 64
Attack2 (bite): 50
Damage1: 2d20+13 (15-53)
Damage2: 2d20+23 (25-63)
Defense: 130
Dodge: 32
EL: 5
Hide: 70
Hits: 125
Listen: 23
Move Silent: 75
Special: Darkvision; deals extra 2d12+12 on charge; can jump 30ft as part of charge; +10

to trip attempts; +10 to attack2 if attack1 hits
Speed: 65ft
Spot: 20

DESCRIPTION: Cat creatures are humanoid, panther-like creatures. The originals were created long ago by an evil mage. Since his death, the cat creatures multiplied and have become a major problem for the natives of South America's jungles. At one point the Council of power stepped in to deal with the issue, but the council has since abandoned the poor natives.

COMBAT: Generally speaking, cat creatures attack in small groups by jumping on their surprised victims and mauling them to death. They are very intelligent however and, valuing their own life above all else, will run or even not attack if they think they don't have the upper hand.

CHARACTERS:

1. Attack: +8
2. Attack Damage: +15
3. Attack2: 50
4. Armor: +5
5. Defense: +10
6. Dodge: +10
7. Hits: +25
8. Cannot use weapons
9. Same special as normal cat creatures
10. Speed: 65
11. Hide: +50
12. Move Silent: +40

Clockwork Knight: medium (6ft 4 inches tall)



Armor: 45

Attack: 45

Damage: 2d20+1d10+5d6 (8-80)

Defense: 65

EL: 3.5

Hide: 80

Hits: 200

Move Silent: -20

Special: immune to electricity, poison, and fire; 50% resist to cold; 25% resist to acid; immune to fear and sleep effects

Speed: 30ft

DESCRIPTION: A Clockwork Knight is a mechanical knight that appears to be just another suite of armor sitting in a castle hallway. There is a small amount of magical sentience in each knight (but only enough so that the creator can control them). They usually carry a longsword and large shield.

COMBAT: Clockwork knights usually try to take their foes by surprise. They will wait until a fight is over and their opponent is either searching for treasure or about to heal, whichever comes first. Then they will strike either from behind or by surrounding each opponent.

CHARACTERS: Clockwork Knights cannot have character levels, although some clockwork knights are better made than others and will thus have better statistics.

Dog Fiend: medium (5ft long)

Armor: 10

Attack option2 (breath weapon): special

Attack: 50

Attack2: 48

Damage (option 2): 4d8+10 fire in 15ft cone

Damage: 2d20+3d6+20 (25-78)

Damage2: 2d20+1d10+3d6+22 (28-90)

Defense: 108

Dodge: 30

EL: 4.5

Hits: 80

Special: can run 4x speed or charge 2x speed; attack option 2 is 15ft cone of fire that always hits (can only be used 1/day); immune to fire

Speed: 60

DESCRIPTION: Dog fiends were created by an evil priest as a tribute to Inferno. Contrary to popular belief, they are not demons. A dog fiend looks like a big orange wolf with particularly nasty claws and teeth. They also have a set of horns positioned just behind the ears and pointing diagonally up and forward.

COMBAT: A dog fiend will rush blindly into combat and open with its breath weapon. Then it will claw and bite any enemy that gets in its way. They do not fear death or know anything about tactics. Usually you will find them in groups of five or so.

CHARACTERS: Dog fiends cannot gain character levels. In addition it is extremely rare to find an unusually powerful dog fiend.

Draco: medium (6ft tall)

Alignment: lawful

Armor: 65

Attack: 70

Attack Option 2 (Breath Weapon): always hits

Damage: 7d6+40 (48-82)

Damage Option 2: 8d12 (8-96)

Defense: 100

EL: 4.5

Hits: 250

Listen: 35

Special: Darkvision; 15ft cone of fire breath weapon

Speed: 45ft/ 70ft fly

Spot: 60

Toughness: 15

DESCRIPTION: Dracos are powerfully built dragon-like humanoids. Unlike leather dragons they do have wings and a tail. Dracos can be found with any color scales. They are probably the

most intelligent and cultured monster in this section. Their system of government is an advanced republic. Some scholars even believe that primitive dracos were the first creatures on Gallipae and that all creatures including dragons and the current version of dracos evolved from them.

COMBAT: While dracos are always ready for combat, they prefer to avoid it through compromise. They are accomplished linguists and can usually speak to any creature they find in its own language. However, if negotiation fails, they are great strategists. Dracos usually fight with a battleaxe and, due to a monopoly on the stashes of ancient dragon scales, never seem to run out of dragon scale shields. However they do not wear armor so as to keep their defense high.

CHARACTERS:

1. Armor: +30
2. Attack: +20
3. Breath Weapon: same as average draco
4. Attack Damage: +15
5. Defense: +15
6. Hits: +50
7. Listen: +35
8. Same special abilities as average draco
9. Speed: +5ft/ 70ft fly
10. Spot: +60
11. Toughness: +8

Drow: medium (5ft 6inches tall)

Armor: 20

Attack Damage: 2d20+2d12+11 (15-65) and 2d8 (2-16) poison the next round

Attack: 45

Defense: 85

Dodge: 20

EL: 2.5

Hide: 18

Hits: 85

Listen: 5

Move Silent: 20

Range: 60ft

Ranged Damage: 1d20+4d4+50 (55-91) and 2d4+1 (3-9) poison the next round

Ranged: 30

Special: can use ranged as well as attack if they are within range; only females are Priests

Speed: 45ft

Spot: 5

DESCRIPTION: A drow is a short, evil elf with dark grey skin and white hair. Drow worship spiders and love poison. Virtually all manufactured poisons come from these inhabitants of the deep underground recesses of Gallipae.

COMBAT: As mentioned above, drow make good use of very deadly poisons. They also enjoy a good ambush complete with the use of magic, ranged weapons, and elegant melee weapons. They are extremely intelligent and should be treated as such. Typical weapons for a drow warrior are a rapier in one hand and a hand crossbow in the other.

CHARACTERS:

1. Attack: +5
2. Defense: +5
3. Dodge: +5
4. Ranged: +8
5. Casting Accuracy: +4
6. +1 spells known at each level
7. Only females can be priests

Efreeti: large (15ft tall)

Armor: 40

Attack: 90

Attack Damage: 6d6+90 (76-126) physical +2d20 (2-40) fire

Casting Accuracy: 70

Defense: 120

EL: 8

Hits: 600

Special: all within 15ft take 1d20+1d12 fire damage each round (toughness cannot reduce this below 5); immune to fire; takes an extra 2d12 from cold; takes up a 10ft square

Speed: 70ft flying

Spell Damage: as spell +3d6

Spells: all fire based mage spells of up to 3rd level (can cast each 3/day; as an 8th level mage)

DESCRIPTION: Efreeti are big bulky humanoids with burning red skin and bright orange eyes. Even though they are only slightly less intelligent than genies, efreeti are far less adept at casting spells. However, they try to make up for it in physical combat. Like genies, nobody knows how long efreeti can live or if they reproduce. Efreeti are extremely rare and usually make their homes in volcanoes and pits of fire or lava.

COMBAT: As mentioned above, efreeti are best at physical melee. This does not mean that, if they think it will work, they will not use spells from a distance to kill. They just don't hesitate to close ranks and dispatch of enemies with their falchions. They have extensive knowledge of tactics and manipulation. If they meet a friendly party they will usually use this knowledge of manipulation to get even with their personal genie enemy (almost every efreeti has at least one specific genie that they hate above all else).

CHARACTERS: As with genies, efreeti usually are too arrogant to gain character levels, but they are also often tougher than the base statistics listed.

Fire Giant: Large (13ft tall)

Armor: 30

Attack: 70

Damage: 2d12+6d6+38 (46-98) physical +2d10 (2-20) fire

Defense: 50

EL: 7

Hits: 480

Special: immune to fire; all within 10ft take 1d20 fire damage each round (toughness cannot reduce this below 3); takes a 10ft square

Speed: 35ft

DESCRIPTION: Fire giants are built like oversized dwarves complete with fire red beards and hair. Typically wearing heavy armor and thick, fireproof trench coats, they are covered in flames that deal damage to everything around them. Fire giants are not particularly adept at learning arcane magic but are excellent tacticians. One fire giant king has put together a reasonably sized group dedicated to killing the natural enemy of all fire based creatures, frost giants. These fire giants are credited with the destruction of at least two bands of frost giants recently, and are welcome in many cities even if the government's alignment differs.

COMBAT: Fire giants like using fiery traps if they can, luring weakened victims to an easy death. However, if they can't, they resort to brute force for skirmishes and advanced formations and strategies for a full battle.

CHARACTERS:

1. Armor: +8
2. Defense: -10
3. Attack: +20
4. Hits: +100
5. Special: same as normal fire giant
6. -1 first level mage spells cast day
7. +1 first level priest spells cast per day

Frost Giant: Large (17ft tall)



Armor: 35

Attack: 75

Damage: 2d12+6d8+38 (46-110) physical +2d12 (2-24) cold

Defense: 70

EL: 8.5

Hits: 500

Special: immune to cold; heals 10 hits every round until heart is shattered; all within 10ft take 1d20 cold damage each round (toughness cannot reduce this below 3); takes up a 10ft square, plants within 5ft are frozen solid and can be shattered by the frost giant as part of the giant's move action

Speed: 45ft

DESCRIPTION: Tall and imposing, these so called giants look more like roughly chiseled, humanoid ice sculptures. Cold energy radiates from the only object of flesh in the creature, a frozen human heart. This cold energy constantly heals the creature and keeps it from melting even in the hottest climate. Frost Giants are mindless haters of any warmth. Created by a foolish but powerful Ice Mage long ago, the abominations rebelled and killed their creator as well as every warm-blooded inhabitant they came across in the city. With an unlimited life span and the power to heal themselves, they have been a scourge, even if an uncommon one, on most civilized

life ever since.

COMBAT: Frost giants travel in a few small bands (three or four at most) and will attack any heat source that they are able to quench. Their freezing aura and tendency to shatter trees in their way make them easy to track, although most creatures would prefer to stay out of their way.

CHARACTERS: Frost giants cannot gain character levels due to a lack of a brain, but it is rumored that there is one frost giant alive that was made much bigger, and stronger than the others.

Genie: medium (7ft tall)

Alignment: good

Armor: 45

Attack Damage: 6d6+50 (46-86)

Attack: 60

Casting Accuracy: 110

Defense: 140

EL: 14

Hits: 700

Special: immune to cold; controls movement of all liquids within 10ft; takes an extra 1d20 from fire

Speed: 90ft flying

Spell Damage: as spell +6d6

Spells: all mage spells that are not fire based (can cast each 5/day)

DESCRIPTION: A genie is a tall gaunt humanoid with powerful innate magical abilities. They have pale blue skin and their eyes are solid white orbs. Due to their incredible intelligence that almost matches even that of the dragons of Gallipae they are sought out for advice and information about the past. However they are extremely hard to find as they are both rare and live in the harshest, most remote regions of cold. It is unknown if genies die of old age or if they even reproduce.

COMBAT: Genies tend to use their spells over physical melee if at all possible, but they are quite capable of using their favored weapon, the falchion, to kill even the strongest of opponents. Their knowledge of tactics is almost without equal and when they do fight up close they generally buff themselves with spells first. Their main weakness is that they are generally found alone.

CHARACTERS: Genies feel no need to gain character levels but often vary in their abilities. The abilities listed above are just a bases to go on.

Goblin: medium (5ft 2inches tall)



Armor: 10
Attack: 25
Damage: 11-40 (1d20+2d6+8)
Defense: 60
EL: 1.5
Hits: 35
Listen: 5
Special: Darkvision
Speed: 40ft

DESCRIPTION: Goblins look like short, ugly, reptilian elves with pointed teeth. Their skin varies widely in color. Goblins have been known to be red, grey, brown, green, black, or pale blue. They stand a little more than 5 feet tall.

COMBAT: Goblins come in huge numbers due to an incredibly high reproduction rate and fast growth rate. This makes them perfect for rushing opponents in large numbers from many angles. They are used to taking heavy casualties—they just figure that just means more food and shiny stuff for the rest of them. However, goblins are far from organized or disciplined and will retreat at the first sign of defeat, often going to get reinforcements.

CHARACTERS:

1. Attack and attack damage: -6

2. Listen: +5
3. Speed: +5 feet
4. Darkvision
5. Casting accuracy and ranged: +4
6. Hit Points: -20
7. Appearance: -2
8. Toughness: +2

Goblin Cannonball: medium (4ft tall)

Armor: 20
Attack 2: 25
Attack: 35
Damage 2: 3-32 (2d12+1d8)
Damage: 13-42 (2d12+1d8+10)
Defense: 48
EL: 1.5
Fall Attack: 35
Fall damage: 3-30
Hide: 20
Hits: 65
Listen: 15
Move silent: -5
Special: Darkvision
Speed: 20ft
Spot: 15

DESCRIPTION: Goblin cannonballs are specially engineered goblins for a specific purpose. They are fat, bloated, and short.

COMBAT: Goblin cannonballs have very different tactics from normal goblins. They attack in small numbers by waiting above a hallway until the middle of a group is underneath, and then they jump on their heads and beat them with both fists. A goblin cannonball can only use its fall attack if it is trying to fall on someone.

CHARACTERS:

1. Attack and attack damage: +5
2. Armor: +8
3. Listen: 15
4. Spot: 15
5. Speed: -5 feet
6. Darkvision
7. Hit Points: +20
8. Casting accuracy: -8
9. Spells known and spells per day: -1

Half-Ogre: medium (7ft tall)

Armor: 10
Attack: 35
Damage: 5d6+25 (30+55)
Defense: 65
EL: 1.5
Hide: -15
Hits: 90
Speed: 35ft

DESCRIPTION: Half-ogres are a strange hybrid between humans and, of course, ogres. Usually they have an ogre father and human mother for—let's just say—forced reasons. As a result they tend to have troubled childhoods and grow up to have even bigger anger issues than their fathers. Fortunately for their foes, half-ogres tend to inherit their ogre parent's brains.

COMBAT: As mentioned earlier, half-ogres tend to be quick to anger and slow in the head. Therefore, their tactics, or lack thereof, are to simply rush in to battle and try to kill whoever got on their bad side. Their favored weapons vary, although they tend to be simple and based on brute force.

CHARACTERS: Half-ogres don't usually gain character levels, but if they do they usually take levels as fighters.

1. Attack: +8
2. Attack Damage: +8
3. Defense: -4
4. Hits: +20
5. -1 spells known in each level
6. -2 level up points at first level

Harpyfolk: medium (4ft 5inches tall)



Armor: 10
Attack1 (talons): 50
Attack2 (beak): 20
Casting Accuracy: 20
Damage1: 30-60 (10d4+20)
Damage2: 10-20 (2d6+8)
Defense: 90
EL: 2.5
Hits: 95
Listen: 5
Speed: 15ft (fly: 55ft)
Spells: 1/day (curse)
Spot: 23

DESCRIPTION: Harpyfolk are an ugly cross between a human and a vulture. They have the body of a human, with the wings, feet, and head of a vulture. Although inherently magical, they are relatively dim-witted for spellcasters.

COMBAT: Harpyfolk enjoy tearing into their prey with their talons and beak. However, they will usually cast curse on a victim before attacking, if they can. They usually fight from the air, and will retreat to the skies if the battle is not favoring them.

CHARACTERS: Although they are intelligent enough to gain character levels, harpyfolk are generally too disorganized to do so.

Hobgoblin: medium (6ft tall)

Armor: 15

Attack: 33

Damage: 20-47 (3d10+17)

Defense: 70

Dodge: 10

EL: 2

Hits: 74

Listen: 5

Special: Darkvision

Speed: 30ft

Spot: 5

DESCRIPTION: Hobgoblins look like larger goblins, usually with brownish-orange skin and green eyes. They are only a little bit more intelligent than goblins, but due to their larger size and strength, they are much braver than goblins.

COMBAT: Just like goblins, hobgoblins prefer to swarm from multiple directions and with massive numbers. They usually prefer swords, light armor, and a shield.

CHARACTERS:

1. Attack: +3
2. Ranged: +3
3. Defense: +8
4. Dodge: +5
5. Darkvision

Horn Head Giant: Huge (20ft 8inches tall)



Armor: 65

Attack: 75

Damage: 10d6+40 (50-100)

Defense: 130

EL: 6.5

Hits: 400

Special: Darkvision; can charge at 2x speed; deals an extra 5d6 per 25ft traveled on charge (round up); typically wears lots of armor and carries 2 shields

Speed: 35ft

DESCRIPTION: Horn head giants are fierce, brutal opponents. They are big, muscular giants with a humanoid shape except for their rhinoceros heads. Their skin color is red and the horn, that protrudes 7ft from their head, is white (although it is often bloodstained). A little known fact is that it was originally the worship of these creatures that led to the appearance of Warriors of the Rhino Clan (although few if any worship the horn head giants anymore). Horn head giants are typically solitary monsters but can be, on rare occasions, found in pairs.

COMBAT: The horn head giant usually charges straight into combat with little to no thought. They are more intelligent than most people give them credit for, but are fiercely territorial and have a very bad temper. Typically a horn head giant wears heavy armor, carries two tower shields, and fights with its horn.

CHARACTERS: Horn head giants lack the organized communities needed to develop character

levels.

House Troll: Huge (31ft tall)

Armor: 70

Attack: 70

Damage: 8d10+80 (88-160)

Defense: 40

EL: 7.5

Hits: 480

Move Silent: -25

Special: heals 20 hits per round until dead and burned; darkvision; has a 10ft reach; takes up a 15ft square

Speed: 15

DESCRIPTION: A house troll is a particularly large, dumb, and tough troll. They take lots of hits, deal lots of damage, and regenerate quickly. House trolls have thick black skin, although, with the armor they wear, it is rarely visible.

COMBAT: House trolls meander their way into battle trusting in their armor and regeneration to keep them alive. They typically wear full plate mail, carry a two-handed axe in one hand, and a large shield in the other. Their tactics are simple: get there and kill things.

CHARACTERS: House trolls can only become fighters

1. Cannot gain ranged or dodge
2. Attack: +30
3. Attack Damage: +30
4. Armor: +20
5. Defense: -10
6. Cannot cast spells (even from features or deities)
7. Hits: +300
8. Move Silent: -25
9. Speed: -10ft
10. Special: same as average house troll

Kobold: small (3ft tall)



Armor: 8
Attack: 15
Damage: 2d10+8 (10-28)
Defense: 65
EL: 1
Hits: 20
Listen: 5
Ranged: 30
Special: Darkvision
Speed: 35ft
Spot: 5

DESCRIPTION:

The next step up from mites in physical prowess, kobolds stand 3 feet tall and weigh very little. Their head is the shape of a small alligator, and their scaly skin is sand colored. These creatures

are almost never confident, but are experts with traps and tricks.

COMBAT: Like goblins, kobolds don't fight fair. Unlike goblins, however, they tip the scales in their favor with things like traps, nets, and thrown containers of poisonous bugs. They almost never rush their opponents in masses even if they can surround the opponents. They just generally don't have the numbers needed.

CHARACTERS:

1. Attack and attack damage: -8
2. Spot: 5
3. Listen: 5
4. Hide & move silent: +4
5. Darkvision
6. Hit points: -30
7. Knows 1 more spell than normal at first level

Leather Dragon: medium (6ft 6 inches tall)

Armor: 20

Attack (claw): 40

Attack2 (claw): 38

Damage: 1d20+30 (31-50)

Damage2: 1d20+20 (21-40)

Defense: 70

EL: 3.5

Hits: 60

Listen: 20

Special: deals 4d12 fire damage to everything within 10ft when dies, immune to fire, darkvision

Speed: 30ft

Spot: 45

DESCRIPTION: A Leather Dragon is a tall, thin, dragon-like humanoid. Unlike Dracos, Leather Dragons have no wings or tails. They are sandy brown in color to blend in with their natural habitat, the deserts of Africa. However the most notable feature of a Leather Dragon is their 5 inch claws.

COMBAT: Leather Dragons are not intelligent enough to grasp the concept of tactics. Barely smart enough to create semi-organized tribes, they simply know to rush into battle and tear apart possible enemies or prey. Despite having a mouth full of sharp teeth, they never bite in battle, leaving scholars to believe the force of their bite is weak.

CHARACTERS: Leather Dragons are not intelligent enough to gain character levels, although they are known to have champions. These champions can be stronger in numerous ways, but never cast spells.

Mite: tiny (1ft 6inches tall)

Armor: 1
Attack: 2
Damage: 1-6 (1d6)
Defense: 70
Dodge: 20
EL: 0.5
Hide: 20
Hits: 10
Listen: 10
Move silent: 25
Special: Darkvision; four fit in a 5ft square
Speed: 45ft
Spot: 10

DESCRIPTION:

Mites are the ultimate cowards and weaklings. They look like little goblins that stand only one and a half feet tall. They make their homes in walls of castles and caves. In these castles and caves they scavenge for dead meat. Mites have a strong urge to make fun of adventurers and steal shiny or magical items. However, remember that they are cowardly and no action should be bold.

COMBAT: These little creatures are so pathetic that they don't even have a word for combat. However, if a small character is looking particularly weak and alone an extremely brave mite would perhaps rally about twelve of his/her peers to finish the character off. They will be tactical and sneaky about it, trying to get any possible advantage. When the combat turns slightly against them, they will run away quickly.

CHARACTERS:

1. Dodge: +5
2. Attack and attack damage: -16
3. Spot: 10
4. Listen: 10
5. Hide & move silent: +4
6. Darkvision
7. Speed: +5 ft
8. Hit points: -40
9. Special: maximum hit point added on when leveling up is +10

Ogre: large (9ft tall)

Armor: 15
Attack: 40
Damage: 55-80 (5d6+50)
Defense: 48
EL: 2.5
Hide: -15
Hits: 150

Move Silent: -10
Special: takes up a 10ft square
Speed: 40ft

DESCRIPTION: An ogre is like a big, lumbering, ugly human with low intelligence and a foul stench. They reside in small, tribal societies throughout Gallipae. Their leaders tend to be warrior leaders, although they often have spiritual leaders with spells similar to druid spells.

COMBAT: Ogres know little of tactics. Instead they rush in using brute force to smash their opponents with greatclubs. An ogre will typically go for the strongest opponent first.

CHARACTERS: Ogres tend to become fighters if they gain character levels.

1. Attack: +6
2. Attack Damage: +7
3. Defense: -8
4. Hide: -15
5. Hits: +30
6. Move Silent: -10
7. Special: takes up a 10ft square
8. Speed: +5ft

Plague Snake: large (15ft long)

Armor: 28
Attack (Claws): 40
Attack2 (Bite): 80
Casting Accuracy: 75
Damage: 2d20+2d6+28 (32-80)
Damage2:3d20+5 (8-68) poison for 3 rounds
Defense: 95
Dodge: 20
EL: 7.5
Hits: 180
Special: Darkvision; takes up a 10ft square; immune to poison and disease
Speed: 60ft
Spells: 2nd (acid splash (4/day))

DESCRIPTION: A plague snake is a cobra with two arms whose hands end in nasty 3 inch claws. Their incredibly potent venom is the origin of their name. Highly advanced and developed tribes of these creatures always follow breakouts of disease, leading to speculation among scholars that they are not following these breakouts, but instead that they are carriers to a multitude of illnesses. Their scales are typically green and they have blood red claws and fangs.

COMBAT: For all their intelligence, plague snakes really have only two strategies. They either sit back casting acid splash, or they charge into battle clawing and biting.

CHARACTERS:

1. Gets two attacks
2. Attack2 is same as average plague snake
3. Attack2 damage is same as average plague snake and can't be changed
4. Armor: +15
5. Casting Accuracy: +10
6. Defense: +10
7. Dodge: +15
8. Special: same as average plague snake
9. Speed: +20ft

Toad Creature: medium (5ft tall)

Armor: 3

Attack Option2: 50

Attack: 40

Damage Attack Option2: special

Damage: 10d6 (10-60)

Defense: 60

EL: 4

Hide: 40

Hits: 80

Move Silent: -10

Special: immune to poison, Attack Option2 is the ability to swallow any medium or smaller creature dealing 4d10 acid damage every round until they die or roll a 15-20 on a d20 (if they succeed in rolling a 15-20, they cut their way out of the toad creature, killing it)

Speed: jump 40ft

Spot: 10

DESCRIPTION: Toad creatures are giant toads with a variety of appearances. Some have no front legs while others do. Another feature often seen on toad creatures is small horns that have no function. There is much debate on where these toads originated from. A few scholars say they are descendants from extinct toad demons, while others say a mage created the first toad creatures by warping the bodies of normal toads. Toad creatures inhabit the jungles and thicker forests of Asia, Europe, and Africa.

COMBAT: Toad creatures are extremely dim-witted and simply hop up to an enemy and attempt to swallow it. If the enemy is too big to be swallowed, the toad will either flee or, if forced to, bite the opponent.

CHARACTERS: Toad creatures cannot gain character levels. They simply aren't intelligent enough.

Trig: medium (7ft tall)

Armor: 11

Attack: 38

Attack2: 30

Damage 1&2: 13-40 (3d10+10)

Defense: 90
Dodge: 35
EL: 2
Hits: 98
Listen: 10
Special: Darkvision
Speed: 50ft

DESCRIPTION: Trigs look like green, reptilian humanoids with vertically elongated heads that seem to wrap up over and between their shoulders. All their facial features are located low on their face giving the appearance of a very large brain. Despite all of this, they are incredibly stupid with a wild, berserk temperament. Trigs can be found throughout just about any forested area or, often, in goblin or kobold dungeons. Keep in mind, however, that trigs are fiercely territorial and will fight either captors or other trigs as readily as they will fight intruders in dungeons.

COMBAT: Trigs rush into combat usually swinging wildly with two clubs. They are quick and talented at evading attacks, but lack the strength of most creatures their size.

CHARACTERS: Trigs don't care enough to gain character levels, even if they had the brains.

Troll: large (10ft tall)

Armor: 20
Attack: 50
EL: 4.5
Damage: 7d6+50 (57-92)
Defense: 55
Hits: 190

Special: Heals 10 hits per round until killed and burned; Darkvision; takes up a ten foot square, if a troll looks up it deals 10 damage to them as their horn pierces the back of their neck
Speed: 45ft

DESCRIPTION: Trolls look like big ogres—or at least they would if they didn't have a giant backward-curved horn coming out of their forehead. This horn extends over their head and in some older trolls' cases growing down to pierce the back of their necks. It is because of this horn that nobody knows if trolls can die of old age. All trolls that don't die in battle end up severing their spine with their own horn. Filing back or breaking off their horn is futile as it grows back in a matter of seconds. As far as intelligence goes, trolls are slightly smarter than ogres.

COMBAT: Trolls use moderately advanced tactics in battle. Rather than rushing into combat with blind bloodlust like ogres do, trolls attempt to use ranged minions to take out spellcasters, have more lackeys engage the flanks in melee, while they attempt to hack down more powerful foes with their crude axes.

CHARACTERS: The only class a troll can gain levels in is fighter. As fighters they usually

focus in armor and damage.

Attack: +25

Attack Damage: +25

Hits: +110

Defense: -10

Armor: +15

Speed: +10ft

-2 level up points at first level

Werewolf (Beast Form): medium (6ft 8 inches tall)

Armor: +10

Attack1: +30

Attack2: +35

Attack3: +35

Damage1: +1d20+1d12

Damage2-3: +1d20+4

Defense: +25%

EL: +2.5

Hits: +20%

Listen: +20

Special: 50% chance unaffected by poison; howl to summon 1d4 wolves for 1 fight with statistics as those summoned by the spell Summon Creature (Wolf) (usable 2/day), living creatures that are dealt a wound of at least 25 damage by a werewolf in his beast form have a 25% chance to become a werewolf, always attacks closest living creature (that is not a werewolf or canine) in a berserk rage, in natural light a werewolf turns back into base creature

Speed: +15ft

Spot: same

DESCRIPTION: The first werewolves were created long ago by the devil, Balshtak the Brutal. Since then, most of these ancient, and now powerful, creatures have been hunted down and killed. Each werewolf in existence was once an average living being of some sort or another. Then, after being severely mauled by either Balshtak or a werewolf, a terrible disease took over, and every night from midnight till dawn they turn into a horrifying beast. In beast form, they appear as a giant, wolf with reddish-brown fur and jagged claws and teeth. The disease also has the side effect of eliminating the effects of age on the afflicted creature. It is for this reason as well as the immense power associated with the beast form that some creatures seek out werewolves not to kill them, but to join them. However, these individuals are usually encountered only in the company of those that they do not uncontrollably attack in their beast form.

COMBAT: There is little rhyme or reason that goes into a werewolf's battle strategy if they are in beast form. They just attack the nearest living, non-canine, creature that isn't a werewolf.

The fun comes in deciding what they're with. Many roam alone, while others surround themselves with wolves that they can easily dominate at night. Some tire of what they consider lower life forms and only stand the company of others with their disease, or privilege as they see

it. Still others prefer undead that follow their every command without question.

When in their natural forms, these creatures revert to the tactics they used before becoming werewolves.

CHARACTERS: Werewolves do not gain character levels. Instead, characters become werewolves. Thus, there are no extra bonuses in this section.

Chpt. 5
Orc Clans:

Black Scorpion Orc: medium (6ft 10inches tall)

Armor: 18
Attack: 30
Damage: 22-60 (2d20+20)
Defense: 65
EL: 2
Hits: 75
Special: Darkvision
Speed: 30ft

DESCRIPTION: Black Scorpion Orcs, also called Black Widow Orcs are the orc's idea of moderation. They are much taller and heavier than humans although not excessively big. They are much less intelligent than a human but are much wittier than some orcs such as the Orcs of the Purple Claw. Black Scorpion Orcs are tough and strong but again not to the extent of others. They have black skin, white or black hair, and 1 inch gray teeth. Some of the orcs with white hair, (usually the bigger ones, will dye their hair red with blood to intimidate others (thus the name of Black Widow Orcs).

COMBAT: Though not at all clever and not particularly sneaky any Black Scorpion Orc will usually open combat with some sort of advantage. Usually this means large numbers of orcs coming from many directions. Unlike goblins however these creatures don't easily give up even when it should be clear to them that they have failed or will fail. When they use missile weapons the missile weapons are usually crossbows.

CHARACTERS:

1. Hit Points: +20
2. Attack and Attack Damage: +8
3. -1 level up point at first level
4. -1 spell known and -1 spell per day
5. -8 casting accuracy

Blue Tusk Orc: medium (7ft 10inches tall)

Armor: 24
Attack: 45
Damage: 54-91 (5d6+4d4+45)
Defense: 60
EL: 3
Hits: 125
Special: Darkvision; cold resist 5
Speed: 30ft

CHARACTERS:

1. Attack: +11

2. Attack Damage: +10
3. Armor: +3
4. -1 level up points at first level
5. -1 spell known
6. -5 casting accuracy

DESCRIPTION: These slightly smaller and smarter cousins of the Orcs of the Purple Claw were long ago pushed to the far North where they quickly started to dominate over the barbaric humans and Jagged Tusk Clan Orcs. Soon they started pushing back south, eager for more and better land. Recently they have been giving the Purple Orcs a run for their money.

Even though they are smaller than the Orcs of the Purple Claw, the Blue Tusk Orcs are still much bigger and stronger than Black Widow Orcs. They have blue skin that's shade of blue is directly related to how big the individual is, blue tusks, white hair, and white eyes.

COMBAT: Blue Tusk Orcs generally open a fight by throwing a volley of heavy javelins. Then they charge in loose formation, in big numbers, and from multiple directions.

Death Orc: medium (6ft 6inches tall)

Armor: 25

Attack: 38

Damage: 49-86 (5d6+4d4+40)

Defense: 68

EL: 2

Hits: 70

Special: Darkvision

Speed: 30ft

DESCRIPTION: Death orcs are a strange clan of orcs that worship Death. They tend to take the view that they only need to keep themselves alive long enough to kill off others. They are most famous for their weapons which are even more deadly than weapons made by torture orcs. All death orcs are terrible to behold. They smell of decay and their pale flesh appears to be rotting (although it isn't). A death orc's eyes are grey orbs filled with maggots. Unfortunately for their enemies death orcs still have perfect vision.

COMBAT: Death orcs take every chance they get to inflict casualties upon the other side even if this means they will lose massive amounts of troops in the process. They are almost always seen in metal armor while carrying a double headed war pick and large shield.

CHARACTERS:

1. Attack: +5
2. Attack Damage: +10
3. -5hits
4. +1 spell known and
5. +4 casting accuracy

Jagged Tusk Clan Orc: medium (6ft tall)

Armor: 22
Attack: 30
Damage: 20-38 (2d20+18)
Defense: 85
EL: 2
Hits: 65
Range: 135ft
Ranged: 45
Special: Darkvision
Speed: 35ft
Spot: 8

DESCRIPTION: Jagged Tusk Clan orcs are slightly larger than torture orcs. Their most notable features are their pig-like noses and goat legs. However they are named for their jagged tusks that almost appear broken. Their bodies are furrier than most orcs to deal with the cold climate they live in. Where their skin does show, it is brownish green.

COMBAT: Jagged Tusk Clan orcs are known for their cunning tactics (at least for orcs) and their exceptional bows and spears. They really aren't better at making bows. In reality the quality of the bows comes from the special trees that are the only trees growing as far north as these orcs live.

CHARACTERS:

1. Attack: +2
2. Attack Damage: +2
3. +2 level up points at first level
4. +10 ranged
5. +5ft range
6. +6 ranged damage

Orc of the Purple Claw: large (8ft 8inches tall)

Armor: 18
Attack: 48
Damage: 59-96 (5d6+4d4+50)
Defense: 54
EL: 3
Hide: -10
Hits: 125
Move silent: -15
Special: Darkvision; 10ft reach; takes up a 10ft square
Speed: 40ft

DESCRIPTION: Also known simply as the Purple Orcs, this is the most chaotic and crude of all the orc clans. While only the biggest are purple, they are all dangerous. They are known for their

incredible stupidity, numbers, and size. Their brute strength rivals that of ogre's, and their lack of intelligence far exceeds that of an ogre. Oddly enough the Orcs of the Purple Claw have had more success than any other clan and can be found throughout most of Gallipae.

COMBAT: A Purple orc's idea of a ranged weapon is a pike. Their tactics are simple. Run in with lots of orcs and bash as many skulls in as possible.

CHARACTERS:

1. Attack: +12
2. Attack Damage: +12
3. -3 level up points at first level
4. Cannot cast spells
5. -4 ranged
6. +20 hits

Red Horn Orc: medium (7ft 4 inches tall)

Armor: 10

Attack: 30

Attack Damage: 2d20+10 (12-50)

Casting Accuracy: 40

Defense: 60

EL: 2.5

Hits: 50

Special: fire resist: 5; takes an extra 1d12 from cold

Speed: 35ft

Spell Damage: as spell +5

Spells: 1st (5/day): blessing, firebolt, light, sparks 2nd (3/day): become indestructible, ember winds

DESCRIPTION: Red Horn Orcs are tall, intelligent and slender spellcaster orcs. Even though they don't have bulky muscles, these orcs tend to be stronger than a human would be. The Red Horn Orcs have black skin splashed with red and get their name from their signature, single red horn coming out of their forehead. They typically wear red robes and carry a quarterstaff.

COMBAT: Typically Red Horn Orcs fight in two coordinated teams. One smaller team will rush in and either cast sparks or attack physically while the others stand back and fling ranged spells. When they are out of spells they will either retreat or charge into melee. However, these orcs are definitely smart enough to alter their strategy to fit the fight and even to fit the specific moment.

CHARACTERS:

1. +4 to armor
2. +5 to all damage types
3. Fire resist 5
4. Takes an extra d12 from cold
5. +5 casting accuracy
6. +1 spells per day in each level

7. -4 to attack

Torture Orc: medium (5ft 8inches tall)

Armor: 25

Attack: 25

Damage: 31-60 (4d6+1d10+26)

Defense: 65

EL: 1.5

Hits: 60

Special: Darkvision

Speed: 30ft

DESCRIPTION: Torture orcs are small and weak but extremely intelligent. They have black skin, wet with mucus. They are known for incredibly efficient weapons and torture techniques. They are usually found running the torture chambers of anyone who can afford to hire them (of any alignment other than good). Torture orcs are among the most feared races in Gallipae and therefore do not often have to fight.

COMBAT: Torture orcs rush in small numbers from multiple directions with reach weapons and composite shortbows that act like composite longbows. They place a high value on tactics and are intelligent enough to know when they are beaten.

CHARACTERS:

1. Attack: -5
2. Attack Damage: +8 (due to exceptionally brutal weapons; if without own weapons this drops to -5)
3. +2 level up points at first level
4. +1 spell known and +1 spell per day
5. -8 casting accuracy

Chpt. 6

Demons:

Boomer: medium (4ft tall)

Armor: 2

Attack Damage: 1d20+5 (6-25)

Attack: 35

Casting Accuracy: 68

Defense: 45

EL: 2.5

Hits: 20

Listen: 2

Special: teleport 1/day; explodes when dies dealing 5d12 fire damage to all within 5ft

Speed: 70ft

Spot: 2

DESCRIPTION: Boomers are grotesque demons that look like short Jagged Tusk Clan orcs covered in cysts. These sores are filled with a chemical that ignites when exposed to oxygen. Boomers are colored bright red and blue.

COMBAT: Boomers rush in to combat with the intention of dying. The reason for this is that when they die, their cysts explode, spraying the flaming chemical everywhere.

CHARACTERS: Boomers cannot gain character levels. It would be pointless for their masters to waist training on these mindless and suicidal creatures.

Canine of Altering: Size: large (9ft tall at the shoulder)

Armor: 30

Attack1: 75

Attack2: 80

Attack3: 80

Casting Accuracy: 85

Damage1: 4d10+30 (34-70)

Damage2&3: 4d12+35 (39-83)

Defense: 160

Dodge: 35

EL: 10

Hide: 85

Hits: 700

Listen: 100

Move silent: 75

Special: immune to physical damage from spells, can cast a spell at the same time as attacking with attack1 (but NOT while doing all three attacks)

Speed: 80ft

Spells: Alter Reality (3/day), Telekinesis (at will (as 10th level)), Mirror Images (1/day)

Spot: 25

DESCRIPTION:

Canines of Altering are an amazingly dangerous breed of demonic dogs created by the same dark priests that created Inferno. They now roam the dimly lit halls of Inferno's castles and a few have even been captured and are used by powerful creatures such as ancient vampires. They appear to be colossal canine-shaped clouds of black smoke with red, beady eyes. Their mouths are full of jagged 4 inch steel fangs, and they are equipped with 8 inch steel claws. A Canine of Altering's tail ends in a human hand used for casting spells. They are extremely intelligent and use their superior intellect to their advantage. Canines of altering are never found in groups. They are willful, arrogant fiends that take another of their kind as an insult to their capability.

COMBAT:

A canine of altering is constantly listening for threats. If they anticipate a fight, they cast mirror images and often use telekinesis to startle or distract an opponent. They are also not above using their powers of telekinesis to drop a heavy item on an opponent's head. Typically a canine of altering will use its Alter Reality spell on the two opponents it sees as the most dangerous and saves the last use for escape.

CHARACTERS: Canines of Altering consider themselves above the character classes of most creatures, but some have been known to be more powerful than others. The most common area of improvement is in the area of spellcasting.

Flea Spawn: small: 3ft tall, 3ft long

Armor: 5

Attack (Bite): 30

Damage: 5d4 (5-20) physical +2d20 (2-40) poison damage every round for 3 rounds

Defense: 110

EL: 2

Hide: 60

Hits: 20

Move Silent: -10

Special: 1/day attack can be infused with "Spider's Decay" (see Poisons section); can walk on walls and ceilings; darkvision

Speed: 45ft

Spot: 25

DESCRIPTION: Flea spawn seem like a mixture between kobolds and spiders. They have an elongated lower body parallel to the ground with four spider legs, a kobolds upper body with four arms, a spider's head with eight eyes, and a hard, glossy black exoskeleton. Like, spiders they have the ability to have a poisonous bite. Flea spawn are intelligent and devious as well as being one of the few creatures respected by drow.

COMBAT: Flea spawn use the same types of tactics as kobolds, although the details are generally more advanced. Often flea spawn will be seen as scouts with drow.

CHARACTERS:

1. -5 armor (minimum of 0)
2. -2 attack
3. -5 attack damage
4. +10 ranged
5. +15 defense
6. +1 1st level spells known per day
7. Gains bite attack as: Attack2: 30
8. Damage Attack2: 5d4 physical +2d20 poison damage every round for 3 rounds
9. Same special as normal flea spawn
10. +20 hide
11. -8 move silent
12. +10 spot
13. +5ft speed

Gatecrasher Demon: Huge (30ft tall)

Armor: 60

Attack (Claw): 75

Attack2 (Claw): 70

Attack Option2: 80

Damage: 5d6+80 (85-110)

Damage2: 5d6+80 (85-110)

Damage Option2: 5d6+100 (105-130)

Defense: 20

EL: 12

Hits: 600

Special: immune to fire; subtract 20 extra damage from ranged weapons before armor; attack option2 is a trample attack and only works on medium or smaller creatures

Speed: 40ft

DESCRIPTION: These demonic battering rams are used by warring demons and devils not only for bashing down gates, but also for terrorizing armies. They have the lower body of a millipede, a humanoid upper body, and the claws and the head of a praying mantis. Their entire body is colored completely black.

COMBAT: Gatecrasher Demons trample and crush anything small enough, while stabbing larger opponents with their powerful claws.

CHARACTERS: These demons are all but mindless and cannot gain character classes.

Imp: small (2ft tall)

Armor: 5

Attack: 15

Casting accuracy: 40

Damage: 9-28 (1d20+8)

Defense: 57

EL: 0.5

Hits: 20

Special: Fire immunity; Takes 1d10 extra damage from cold

Speed: 40ft land/50ft flying

Spells: 5/day: Curse, Summon Fire Mouse, Energy Bolt

DESCRIPTION: Imps look like large rats with a bat's ears and wings. Their fur is white with streaks of grey. Imps never wear armor or carry weapons.

COMBAT: Imps are intelligent but cowardly demons who shy away from any sort of physical strain or challenge until cornered. Instead they summon creatures or use tricks to weaken opponents that bigger demons will fight. Often imps are seen under the command of a Werdsly. If this is the case the imps will be braver and more organized.

CHARACTERS:

1. Armor: -2
2. Attack: -10
3. Attack Damage: -5
4. Casting Accuracy: +10
5. +1 spell known in each level
6. +1 spell per day in each level
7. +10ft speed
8. Fire immunity
9. Takes 1d10 extra damage from cold
10. -20 hits

Inferno's Hoardling: medium (6ft 4inches tall)

Armor: 25

Attack Option2 (acid spray): always hits

Attack (claws): 40

Casting Accuracy: 40

Damage Option2: 5d8 acid

Damage: 20-65 (5d10+15)

Defense: 80

Dodge: 5

EL: 3.5

Hits: 100

Special: can cast spells and attack with either attack option at the same time; acid spray deals first 10 damage each time to armor of opponent if opponent wears armor (if it doesn't deal 10 damage then all damage goes to opponent's armor); acid spray only works 1/day

Speed: 35ft

Spells: 3/day: pushing elemental blast (fire), pushing elemental blast (acid), pushing elemental blast (electricity)

DESCRIPTION: These are one of the strangest of all demons. Imagine a creature with the body of a praying mantis, but with only four legs. On the head there should be one giant eye instead of two. Then replace the spike claws on the end of the front two legs with a crab's pincers and

put an eagle's talons on the ends of the two legs holding the creature upright. Add a human arm and hand coming out of the center of the demon's back (this is used to cast spells). Finally add a tail that ends in a spiked ball. The purpose of this abomination was originally just as an experiment and pastime for Inferno, but as their numbers grew, he started using them as the main portion of his army. Since they are unable to survive in the Mortal Plane for more than a week, they are rarely found there. Inferno's Hoardlings are all but mindless.

COMBAT: Inferno's Hoardlings charge into melee with little regard for tactics or their safety. Even if encountered on the Mortal Plane they are usually in large numbers. These demons do not use equipment of any kind and have no use for gold.

CHARACTERS: Inferno's Hoardlings are too dimwitted to gain character levels but are often found with mutations.

Lagamto: medium (6ft 8inches tall)



Armor: 18

Attack Damage: 8-40 (3d10+1d6+4)

Attack: 25

Casting Accuracy: 100

Defense: 65

EL: 10

Hits: 300

Special: Fire immunity; Cold immunity; Lightning resist: 20; Necromancer Abilities: Control undead^, Create bone armor^, Decaying touch^, Life drain^, Wilt^, Greater animate

dead^, Greater wilt^

Speed 30ft

Spell Damage: as spell+6d6 (total firebolt damage 20d6 and 1d8 the second round) (total lightning ball damage 1d20+8d6+stunned) (total Atvoreth's minor drain damage (1d20+14d6+8 and healing) (total fireball damage 8d20+8d6))

Spells: as a 8th level mage 5th level necromancer

Typical Spells: 1st: 8 per day (firebolt, lesser bone shard explosion, magic armor, lightning ball, hurt, sparks) 2nd: 7 per day (dread ray, Atvoreth's minor drain, mirror images, flaming orb, frostburn) 3rd: 3 per day (fireball, ball of burning shock)

DESCRIPTION: Lagamto are tall, thin, and intelligent demon spellcasters. Apart from their three heads, they appear to be well groomed humans. One brain can only remember, while another can only think in the present. The third brain is only capable of taking what the other two say and putting it together for a clear purpose. Due a Lagamto's constant need to exchange information, the first two heads are constantly talking at a very high rate and only other Lagamto can understand the first two heads. Usually a Lagamto wears robes and carries a quarterstaff.

COMBAT: Highly refined and intelligent, a Lagamto's preferred method of combat is to get other demons and undead to do their hand to hand fighting while the Lagamto stands back and casts spells. Lagamto always choose their spells carefully to fit the situation and rarely team up with more than one or two others of their kind.

CHARACTERS: Treat all Lagamto as being 8th level magi/5th level necromancers to start with. When they go up a level they should just level up as normal. For calculating experience gained by killing a Lagamto, take the EL and only count the added character levels as character levels.

Mettu: large (9ft tall)

Armor: 42

Attack: 70

Damage: 60-103 (4d10+1d8+55)

Defense: 20

EL: 5.5

Hits: 260

Special: Fire resist: 90%; Lightning resist: 20; takes up a 10ft square

Speed: 30ft

DESCRIPTION: Metti are big, hulking, humanoid demons that used to be ogres but were transformed into their current form when their head and hands were replaced with giant obsidian blades. They can sense where things are but that's about the extent of their intelligence.

COMBAT: Metti flail around with their blade hands attacking the closest thing they sense to be alive. For this reason, they are usually brought in by cage and released by a demon pawn such as a boomer or imp.

CHARACTERS: Metti have no brain and therefore can't gain character levels. However, if the

ogre a Mettu used to be was more powerful than most, the Mettu will also be more powerful.

Nicckt: large (8ft 6inches tall)

Armor: 15

Attack: 40

Casting accuracy: 20

Damage: 49-85 (4d10+45)

Defense: 90

EL: 2

Hits: 78

Special: Fire resist: 30; takes up a 10ft square

Speed: 45ft

Spells: 1 per fight: firebolt

DESCRIPTION: A Nicckt looks like a red stag, standing upright, with human hands. They wear light armor and carry a scimitar and shield. Traditionally Nicckts have been used as low ranking officers, although occasionally one can be seen pursuing its own ambitious goals.

COMBAT: Nicckts are brilliant strategists and they know it. Oddly enough it is their great ambitions that keep them low on the totem pole. No other demon wants them to gain power. Thus they are prone to treachery.

CHARACTERS: Nicckts are rarely permitted to gain character levels, but they often try to anyway

1. Attack: +8
2. Defense: +10
3. Attack Damage: +4
4. Casting Accuracy: +4
5. Ranged: +8
6. Speed: +5ft
7. Fire Resist: 30
8. Takes up a 10ft square

Werdslly: tiny (1ft tall)



Armor: 50

Attack: 55

Casting Accuracy: 80

Damage: Attack > 3-60 (3d20)

Defense: 80

EL: 6

Hits: 60

Special: a werdsly's armor stat is not bypassed by spells, four can fit in a 5ft square, darkvision, immunity to fire: Fire Mage Abilities: Fire spell damage bonus^, Fire resistance^, Minor fire shield^, Heat liquid^, Extra fire spells (firebolt, sparks)^

Speed: 60ft

Spell Damage: as spell +6d6 (total damage for firebolt is 16d6+16 and 1d8+10 the next round) (total damage for sparks is 6d6+30 fire damage and 20 electricity damage to all within 5ft) (total damage for ignite is 6d6+35 fire damage the first round and 35 fire damage the next 2 rounds)

Spells: as 5th level mage and 2nd level fire mage

Typical Spells: 1st: 7 per day (magic armor, pushing elemental blast (fire), target, hurt,

lightning ball) 2nd: 4 per day (mirror images, Atvoreth's minor drain, electric bolts, ignite)

DESCRIPTION: Werdslyes are Inferno's answer to the fact that imps are mischievous and unruly. Their chief purpose is to be an overseer to a group of 10-15 imps. Though smaller than imps, the rat-like demons respect and fear their werdsly master. A werdsly has a truly odd mix of physical traits. Four spider-like legs hold up its humanoid body. The arms of a werdsly are tentacles ending in long, thin hands. Its head comes equipped with insect-like eyes and a bony crest running down from the center of the top of its head down to the base of its neck.

COMBAT: Even though a werdsly has tough skin and nasty claws it prefers to stay back and throw spells at its enemies. When it must enter melee, a werdsly usually rides one of the imps it is overseeing into combat. Werdslyes are harshly punished if their imps misbehave so they should be played as having complete control over their minions. Any imp that disobeys its werdsly master is killed (often by the werdsly itself). Werdslyes are incredibly intelligent although they do not study battle tactics as extensively as most intelligent demons.

CHARACTERS: Werdslyes are not given the opportunity to train for character levels.

Chpt. 7

Arch Devils:

Inferno and Death, the only two arch devils, are not really meant to be fought by any characters. Both are quite capable of killing gods, and both arch devils have done so in the past. Thus there is no given EL or level for either. The only reason they are even in here is to give an idea of their fighting prowess. The descriptions and combat tendencies of arch devils are listed in Deities section as they are technically deities of some sort or another.

Death: huge (28ft tall)

Armor: 50

Attack1 claw: 600

Attack2 claw: 600

Attack3 claw: 600

Attack4 claw: 600

Attack5 claw: 600

Attack6 claw: 600

Attack7 tail sting: 480

Damage 1-6: 8d20+500 (508-660)

Damage 7: automatic kill

Defense: 800

Dodge: 35

Hits: special

Special: cannot die (can only submit); can teleport 45ft at will without using an action; can raise any humanoid creature Death killed as Death's chosen with no action

Speed: 90ft

Inferno: gigantic (45ft tall)

Armor: 250

Attack1 (warhammer): 580

Attack2 (sword): 580

Attack3 (tail): 600

Attack1 Damage: 15d6 + 500 (515-590) + special

Attack2 Damage: 15d8 + 550 (565-670) + special

Attack3 Damage: 10d6 + 100 physical + 15d12 fire (110-160 physical + 15-180 fire)

Casting Accuracy: 600

Defense: 80

Hits: 10,000

Special: All non-demons or devils within 40ft take 6d10 black fire damage every round that bypasses resistance and immunity; All demons or devils within 40ft of Inferno heal 20 hits every round; Darkvision; Can cast spells while fighting with other attack methods; when a target is hit by Inferno's warhammer, all foes within 15ft get a -5 to attack, ranged, casting accuracy, defense, armor, and all types of damage (cannot be negative and minimum damage cannot be below 1); all foes hit with Inferno's sword have a 50% chance of getting a -5 to armor (minimum of 0); those killed by Inferno rise as servants in 1 hour with exact same stats as in life

Speed: 40ft/ 80ft flying

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Spell Damage: as spell +15d6

Spells: all mage spells; each level 8/day; cast as if 30th level

Chpt. 8

Undead Creatures:

Undead usually have certain immunities and vulnerabilities. They are as follows: Immunity to cold, electricity, vital hits, fear, sleep effects, and backstabs as well as takes an extra 1d12 from fire and acid.

Death's Chosen: medium (5ft 8inches tall)

Armor: 5

Attack: 40

Damage: 4-80 (4d20) fire damage (Attack) 3-30 (3d10) cold damage + 30% chance stunned for 3 rounds (ranged)

Defense: 120

Dodge: 35

EL: 4.5

Hide: 30

Hits: 100

Move Silent: 40

Range: 100ft

Ranged: 40

Special: Undead Immunities, Undead Vulnerabilities, no morale, damage dealt by these creatures bypasses armor stat, Death's Chosen deal average damage on a vital hit

Speed: 45ft flying

Spot: 20

DESCRIPTION: Death's Chosen appear as smoky apparitions of humanoid shape. Their only real features are eyes of blue fire, and their weapons. These weapons are usually a sword made of fire and a hand crossbow made of cold energy. Something to keep in mind is that Death's Chosen are not truly undead. Really, they are on the border between undead and demonic. The reason they are in the "Undead" section is that they are most often seen accompanying undead in battle.

COMBAT: Death's Chosen are mindless but controlled by an all seeing and incredibly intelligent entity—Death. Although Death prefers ambushes, the tactics of all its puppets depend completely on numbers and other circumstances of the encounter. However, Death's Chosen never retreat. Death knows if it loses its forces it can always gain more.

CHARACTERS: As mindless shells of their former selves, Death's Chosen never have character levels. However, Death has been known to imbue some of these undead/demons with extra powers.

Grim Enforcer: Large (9ft 8 inches tall)

Armor: 45

Attack: 90

Damage: 2d20+2d12+30 (34-94)

Defense: 70
EL: 5
Hits: 220
Speed: 50ft

DESCRIPTION: Grim enforcers were created by the infamous, and very powerful, necromancer Atvoreth as elite enforcers of his dominance over his demon slaves and certain intelligent undead. During Atvoreth's life, all of these undead taskmasters were imprisoned with him and under his complete control. He even had the ability to see and hear through them. However, after the death of the great mage, all his undead and demon slaves were set free. His grim enforcers struggled with this and most still try to hold on to their power over their assigned minions. Grim enforcers are big, bulky, grey humanoids with heavy armor and a large shield fused to their flesh. They always wield heavy iron warhammers.

COMBAT: Grim enforcers treat all creatures that were not once Atvoreth's minions to be intruders and order their minions to attack. As for themselves, the brutes try to make their way to any spellcasters, whom they have a particular hatred for.

CHARACTERS: As grim enforcers were designed specifically for the purpose of ensuring control, there is no such thing as individualized grim enforcers. If they need more power, they seek out another grim enforcer.

Headless Executioner: Medium (7ft 2 inches)

Armor: 30

Attack: 70

Casting Accuracy: 10

Damage: 2d20+1d10+50 (52-100)

Defense: 50

EL: 5

Hits: 240

Special: undead immunities, undead vulnerabilities, no morale, can sense exact location of life

Speed: 30ft

Spells: 3rd: Unholy Grounds (1/day), Sound Strikes (1/day)

DESCRIPTION: As the semi-mindless elite in the armies of both lagamto and several powerful vampires, headless executioners play the important role of using brute force aided by buffer based spells to overpower things such as enemy champions or kings. They are tall, powerfully built beings that were created by removing a human's head in a very specific magical way.

COMBAT: Headless executioners start combat by casting sound strikes on themselves and swinging a two-handed axe at the most powerful living creature near them. They don't stop swinging until either they or their opponents are dead. One strange feature of this type of undead is that they never seem to take orders. Headless executioners only cast unholy grounds if they deem that they really need to.

CHARACTERS: Headless executioners do not have the mental capability to gain character levels, although a few have been known to be more powerful than others. However, as with zombies, this is usually a sign of a powerful necromancer nearby.

Headless Soldier: Medium (5ft 8 inches tall)

Armor: 20

Attack Damage: 4d12+20 (24-68)

Attack: 40

Casting Accuracy: 30

Defense: 75

EL: 2.5

Hits: 85

Ranged Damage: 2d20+2d12+20 (24-84)

Ranged: 35

Special: undead immunities, undead vulnerabilities, no morale, can sense exact location of life

Speed: 35ft

Spell Damage: as spell+1d6

Spells: 2nd Sap Life-Force (1/day), Dread Ray (2/day), Wisdom Tap (3/day)

DESCRIPTION: These undead look like the average foot soldier minus the head. However, looks can be deceiving, and though they are the bread and butter of the same Lagamto and vampires that use headless executioners, they are far more effective than the average human soldier.

COMBAT: Headless soldiers are rarely used outside large battles with actual armies. In these cases they fight in ranks, the front lines fighting with swords and spears, while the back ranks use longbows made of treated human spines. Both the front lines and archer ranks will make use of their spells with the intelligence of their controller.

CHARACTERS: As a semi-mindless undead being, headless soldiers can't gain character levels and since they are the average troops serving for their masters, they headless soldiers rarely have anything but normal statistics.

Hurt Hound: medium (4ft long)

Armor: 5

Attack: 55

Damage: 24-60 (4d10+20)

Defense: 50

EL: 2

Hits: 60

Speed: 50ft

Spot: 50

Undead immunities

Undead Vulnerabilities

DESCRIPTION: Hurt hounds are a strange race on the edge between being undead and demonic. They appear to be large skeletal wolves with a greenish, translucent shape wrapping the bones in the form of what was once flesh. Created by Death, they now serve in his armies and prowl the forests of the Trees of Mortality in the Abyss.

COMBAT: Hurt hounds rush into combat with no thought and no sense of self preservation.

CHARACTERS: Hurt hounds lack a brain and are therefore incapable of gaining character classes. However, a pack of hurt hounds usually has an alpha that is stronger than the rest.

Lich: medium (6ft tall)

Armor: 5

Attack: 65

Casting Accuracy: 120

Damage (Attack): 1d20+3d6+15 (19-53)

Damage (Spells): as spell +5d6 (+9d6 on 3rd lvl spells); counts as 12th level caster

Defense: 80

EL: 14

Hits: 300

Special: unholy grounds constantly active centered on self; undead immunities; undead vulnerabilities; Takes ½ damage from edged weapons including bows and excluding axes; has 30 armor vs. spells; heals 20 hits a round until killed

Speed: 35ft/ 100ft flying

Spells: 7/day: chill the air (37% chance of fire based spell failure and 4 round duration), lesser bone shard explosion, lightning ball, magic armor, pushing elemental blast (cold), target; 5/day: Atvoreth's minor drain, dread ray, ember winds, mirror images; 4/day: greater sparks, ice blast, ball of burning shock; 3/day: flame twister, orb of flesh to stone, temporary clone

DESCRIPTION: A lich is the skeletal remains of some great mage. The circumstances surrounding the creation of these undead are the best example of false propaganda from The Lord of the Dead. As far as any other being on Gallipae knows, a lich is the result of a ceremony intended to grant eternal life. However, as The Lord of the Dead knows, this ceremony kills the mage in a manner that only The Lord of the Dead can bring it back to undeath and only as a lich. Consequently, The Lord of the Dead is, or at some point was, the ruler of all liches. Furthermore, when the Lord of the Dead died, the real secret for the creation of liches died with him.

COMBAT: Typically, a lich was a necromancer in life. Due to this fact, liches count a great deal on the undead they control to hold off enemies while they cast spells. Liches are also used to being the most powerful undead around so their main weakness tends to be their ego.

CHARACTERS: Most liches have additional character levels in the only class they are able to go up in (mage).

Treat any lich as a 12th level mage then level it up normally.

For calculating experience gained by killing a lich, take the EL and only count the added character levels as character levels.

RE-ANIMATED VAMPIRES:

DESCRIPTION: Re-animated vampires were created by the demon Ocurst after he fused his soul with the Lord of the Dead after the four devils betrayed the infamous vampire lord. All re-animated vampires are skeletal forms of their previous vampiric form. They still suck blood to heal, but if they kill a creature by way of their bite attack, the victim still becomes an average vampire. This means that only dead vampires can become re-animated vampires.

COMBAT: While re-animated vampires use the same tactics that they did in life, they generally rank higher in authority, and for this reason have more resources.

CHARACTERS: Re-animated vampires can be made more powerful by magic and age but do not gain character classes. That being said, one of the most common powers added is the ability to cast spells.

Re-animated Vampire (ancient): medium (6ft 2inches tall)

Armor: 65

Attack (option 1) (bite): 90

Attack (option 2) (sword): 120

Damage: 42-105 (7d10+35)> option 1, 83-141 (4d10+1d8+3d6+75)> option 2

Defense: 150

Dodge: 35

EL: 13.5

Hide: 55

Hits: 480

Move Silent: 60

Special: Undead immunities, command (sleep) at will, unholy grounds 2/day, returns to coffin when dies and must be killed there or returns in three hours, heals amount of damage equal to 150% damage it deals with attack option 1, anyone killed by bite option becomes an average vampire in 30 minutes.

Speed: 55ft land, 95ft flying

Re-animated Vampire (average): medium (6ft 2 inches)

Armor: 40

Attack (option 1) (bite): 55

Attack (option 2) (sword): 65

Damage: 34-70 (4d10+30)> option 1, 55-98 (4d10+1d8+50)> option 2

Defense: 105

Dodge: 20

EL: 12

Hide: 35

Hits: 250

Move Silent: 30

Special: Undead immunities, undead vulnerabilities, command (sleep) 8/day, returns to coffin when dies and must be killed there or returns in one day, heals amount of damage equal to damage it deals with attack option 1, anyone killed by bite option becomes an average vampire in 1 hour; takes ½ damage from edged weapons including bows and crossbows but excluding axes

Speed: 45ft land, 65ft flying

Re-animated Vampire (old): medium (6ft 2inches tall)

Armor: 55

Attack (option 1) (bite): 70

Attack (option 2) (sword): 90

Damage: 36-90 (6d10+30)> option 1, 60-103 (4d10+1d8+55)> option 2

Defense: 120

Dodge: 30

EL: 13

Hide: 50

Hits: 380

Move Silent: 50

Special: Undead immunities, undead vulnerabilities, command (sleep) 10/day unholy grounds 1/day, returns to coffin when dies and must be killed there or returns in three hours, heals amount of damage equal to damage it deals with attack option 1, anyone killed by bite option becomes an average vampire in 45 minutes.

Speed: 50ft land, 75ft flying

Skeleton: medium (6ft tall)

Armor: 23

Attack: 25

EL: 1.5

Damage: 13-42 (1d20+1d10+1d2+10)

Defense: 60

Hits: 65

Special: undead immunities; Takes ½ damage from edged weapons including bows and excluding axes; No morale

Speed: 30ft

DESCRIPTION: These mindless undead are exactly what you would expect. They are the animated bones of humans. Due to the fact that skeletons are the easiest undead to create, they are also the most common.

COMBAT: Skeletons can only do what their masters tell them to. Thus, a skeleton is rarely seen on the battlefield without a more intelligent master. They tend to wear tattered metal armor and carry whatever weapon they had in life (most commonly a longsword).

CHARACTERS: Skeletons cannot gain character levels, although some skeletons are stronger than others (if they were created by a particularly powerful mage).

Spiked Spirit: medium (6ft 1inch tall)

Armor: 38

Attack: 55

Attack2: 50

Damage: 5d10+10 (15-60)

Damage2: 5d10+10 (15-60)

Defense: 80

Dodge: 10

EL: 3.5

Hide: 45

Hits: 75

Listen: 0

Special: can walk on any surface including walls and ceilings, can be revived in special ceremony, 50% resistance to fire, healed the amount that it would normally be damaged by blue fire (instead of resistance), undead immunities

Speed: 45ft

Spot: 15

DESCRIPTION: Spiked Spirits are basically ghosts pulled from the afterlife and housed in blackened spiked full-plate armor during an hour long ceremony held by other spiked spirits. When they are killed, they simply return to the afterlife and wait for the ceremony to be repeated. This certainly raises the question of how the first spiked spirits came about, but nobody seems to know.

COMBAT: Spiked Spirits attack by surprise. They stalk their victims on the ceilings of their dwellings and drop into a convenient spot, attacking the weak opponents first. When they have killed to their satisfaction, they retreat up a wall. Spiked Spirits fight using the spikes on their armor, either by punching or hugging the opponent.

CHARACTERS: Spiked Spirits never gain character levels. They are intelligent enough; it just isn't the way they do things. However, there have been eerily priest-like spiked spirits directing the summoning ceremony.

VAMPIRES:

DESCRIPTION: Rumor has it that the arch devil, Death, has infused all vampires with a little bit of demonic power. This is probably because the Lord of the Dead was the first vampire (and is commonly known to be created by Death) and since vampires are more often aligned with demons than any other undead. Whether this is true or not, vampires or re-animated vampires, depending on the time period, automatically rank above any other undead in the Lord of the Dead's army. This is a particularly sore point for all liches and, if the can, most liches will seek out and destroy any vampire still under the power of the Lord of the Dead.

Vampires **usually** have one feature that seems different from the way they looked in life. Most of the time vampires are pale. However, when they suck blood while injured, the blood seeps into their flesh and for a few minutes they are no longer pale as the blood repairs their flesh

and bones. Though the healing process is quick, it takes a while for the blood to dissipate. Vampires' bodies can only process blood if they are injured. Otherwise, they will still bite to create new vampires, but the blood is just expelled through their pores. Vampires usually wear black clothing to conceal blood stains. While vampires are not particularly fond of the sun, they have no health problems being out in it (assuming they aren't in an unusually sun-beaten area such as a desert).

COMBAT: Vampires fight with a combination of tactics and tricks. They have scouts, and usually set ambushes, flanking and overpowering with undead. A vampire's main weakness is its ego, but once you have convinced them you are a problem to be taken seriously, **you** need to start worrying.

CHARACTERS: Vampires can be made more powerful with magic and age but do not gain character levels. That being said, one of the most common powers added is the ability to cast spells.

Vampire (ancient): medium (6ft 2inches tall)

Armor: 60

Attack (option 1) (bite): 80

Attack (option 2) (sword): 100

Damage: 37-96 (6d10+1d6+30)> option 1, 68-126 (4d10+1d8+3d6+60)> option 2

Defense: 120

Dodge: 32

EL: 10

Hide: 45

Hits: 420

Move Silent: 60

Special: Undead immunities, command (sleep) at will, unholy grounds 2/day, returns to coffin when dies and must be killed there or returns in three hours, heals amount of damage equal to 150% damage it deals with attack option 1, anyone killed by bite option becomes an average vampire in 30 minutes.

Speed: 45ft land, 80ft flying

Vampire (average): medium (6ft 2inches tall)

Armor: 30

Attack (option 1) (bite): 40

Attack (option 2) (sword): 50

Damage: 19-55 (4d10+15)> option 1, 40-83 (4d10+1d8+35)> option 2

Defense: 85

Dodge: 20

EL: 8

Hide: 30

Hits: 220

Move Silent: 40

Special: Undead immunities, undead vulnerabilities, command (sleep) 8/day, returns to coffin when dies and must be killed there or returns in one day, heals amount of damage equal to

damage it deals with attack option 1, anyone killed by bite option becomes an average vampire in 1 hour

Speed: 40ft land, 60ft flying

Vampire (old): medium (6ft 2inches tall)

Armor: 48

Attack (option 1) (bite): 60

Attack (option 2) (sword): 80

Damage: 26-80 (6d10+20)> option 1, 50-93 (4d10+1d8+45)> option 2

Defense: 100

Dodge: 28

EL: 9

Hide: 40

Hits: 350

Move Silent: 50

Special: Undead immunities, undead vulnerabilities, command (sleep) 10/day unholy grounds 1/day, returns to coffin when dies and must be killed there or returns in three hours, heals amount of damage equal to damage it deals with attack option 1, anyone killed by bite option becomes an average vampire in 45 minutes.

Speed: 45ft land, 70ft flying

Wraith: medium (6ft tall)

Armor: 20

Attack: 40

Damage: 18-54(4d10+14)

Defense: 140

Dodge: 30

EL: 4.5

Hits: 100

Special: can move through solids, ignores defense from shields and armor stat from equipment, touch freezes water; undead immunities; undead vulnerabilities

Speed: 70ft flying

Zombie: medium (6ft tall)

Armor: 20

Attack: 30

Damage: 14-50 (4d10+10)

Defense: 52

EL: 1.5

Hits: 85

Special: Undead immunities; undead vulnerabilities; No morale; Takes 1/2 damage from blunt weapons

Speed: 15ft

DESCRIPTION: As just a partially decomposed human brought to undeath by a necromancer, a zombie is the most simplistic and mindless of all fleshy undead. Like skeletons, zombies are

completely bound to their master and have little chance to be free of them (the only exception being that all undead within the sight of The Lord of the Dead are under his command). If the creator dies all zombies previously under his/her control die as well.

COMBAT: Zombies typically will just wander into battle aimlessly and swing simple weapons such as clubs. If they encounter barriers, they walk in random directions until they are free to resume their slow version of a charge.

CHARACTERS: Zombies have no working brain and therefore cannot gain character levels. In addition, it is very rare to see an abnormally powerful zombie. These usually hint at the presence of an extremely powerful necromancer.

Chpt. 9

Animals of Gallipae:

Unless otherwise mentioned, all animals native to Gallipae are neutral in alignment. No animals can gain character levels.

Black Bear: medium (3ft tall; 6ft long)

Armor: 10
Attack1 (bite): 40
Attack2 (claws): 45
Damage1: 2d20+10 (12-50)
Damage2: 2d20+15 (17-55)
Defense: 40
EL: 2
Hits: 180
Speed: 40ft

Elephant: large (10ft tall)

Armor: 25
Attack Option2 (charge): 80
Attack: 70
Damage Option2: 5d10+70 (75-120)
Damage: 5d10+40 (45-90)
Defense: 20
EL: 4
Hits: 350
Special: gets a +20 to trip and push attempts; gets an automatic push attempt on charge
Speed: 45ft

Fang Horse: Large (8ft tall at shoulder; 10ft long)

Armor: 5
Attack1 (bite): 50
Attack2 (hooves): 70
Damage1: 6d6+1d12+30 (37-78)
Damage2: 2d20+5d6+30 (37-100)
Defense: 80
Dodge: 8
EL: 3
Hits: 160
Special: can move 4 times speed if taking a full action to do so
Speed: 70ft

DESCRIPTION: A fang horse is an interesting variety of wild horse. Among their notable features are a complete lack of hair, jet black skin, extremely sharp hooves, and a terrifying face. The skin of their face is wrinkled and striped with bony ridges. They sport a decorative, blood red crest, and their mouth is equipped with a set of three inch fangs. It was once believed that

fang horses are carnivores but it has been discovered that they are just aggressive, willful, herbivores. Many of Gallipae's best mounted warriors ride and prize these animals for their superior combative mindset (although anyone foolish enough to claim they "own" one has drastically underestimated their will).

COMBAT: Unlike most horses, herds of fang horses have been known to attack with little to no provocation. However, without training they generally attack with little organization.

Female Grey Lion: medium (5ft 8 inches long):

Armor: 10

Attack1 (bite): 75

Attack2 (claws): 80

Damage1: 2d20+1d12+35 (38-87)

Damage2: 2d20+20 (22-60)

Defense: 115

Dodge: 25

EL: 5

Hits: 200

Special: Darkvision; cold resist 10; can pounce from 45ft away and deal +25 damage to both attacks; can choose to lower defense of opponent by 20 instead of using bite damage on a successful bite attack

Speed: 90ft

DESCRIPTION: Grey lions are Gallipae's version of lions. They are grey with a slight hint of blue. The females are much smaller than the males but are faster and more dexterous. These are the main hunters of the lion prides.

COMBAT: Though not as physically powerful as males, the female grey lions are able combatants and there are not many things that they do not hunt. Females are generally encountered while hunting adventurers, but if a party comes upon a whole pride, complete with males, then may their deities be with them. While hunting female lions will usually open with a pounce. They will then fight until they have lost at least two of their own (due to low numbers of lions in one pride, it is essential that they do not lose many). However, when with their males and cubs, treat the females as if they have no morale.

Giant Spider: medium (5ft in diameter)

Armor: 20

Attack: 40

Damage: 2d20 (2-40) +spider's decay (See *Poisons section*) +1d20 (1-20) poison damage next round

Defense: 55

EL: 3.5

Hits: 85

Special: immune to acid; can walk on any surface; Darkvision; can see in all directions at once; giant spiders are magical animals

Speed: 40ft

Giant Water Bear: Large (8ft long; 6ft tall at shoulder)

Armor: 65

Attack: 45

Attack2: 30

Damage: 12-42 (1d20+1d12+10)

Damage2: 22-52 (1d20+1d12+20)

Defense: 60

EL: 3.5

Hits: 215

Special: State of Suspended Animation (+30 elemental resist, +20 armor, immunity to poison, heals 50 hits when reanimates at least 1 round later); 10 resist to all elements; takes up a 10ft square; a mage can use the blood of a Giant Water Bear to create a potion that grants 15 elemental resist for 1 hour. This is an alchemical process that requires a purchase of 10gp worth of materials and 3-6 (1d4+2) days. There is a 15% chance the process will fail.

Speed: 25

Toughness: 10

DESCRIPTION: Giant water bears are large, sluggish versions of a microscopic creature known as a water bear. They appear, in my opinion, more like eight-legged moles than bears. Whatever they look like, they are sought out for their valuable blood and are therefore near extinction.

COMBAT: Giant water bears don't bother to run. They are just too slow. Instead they fight or go into a state of suspended animation. Treat giant water bears as if they have no morale.

Grizzly Bear: medium (3ft 2 inches tall; 6ft 6inches long)

Armor: 25

Attack1 (bite): 50

Attack2 (claws): 60

EL: 3.5

Damage1: 2d20+25 (27-67)

Damage2: 2d20+5d6+20 (27-90)

Defense: 40

Hits: 250

Speed: 40ft

Male Grey Lion: medium (6ft long)

Armor: 20

Attack1 (bite): 80

Attack2 (claws): 85

Damage1: 2d20+1d12+50 (53-102)

Damage2: 2d20+40 (42-80)

Defense: 90

EL: 6.5

Hits: 290

Special: Darkvision; cold resist 10; heals 5 hits a round till dies; roar is as spell "incite great fear" but with a -4 to roll
Speed: 55ft

DESCRIPTION: Male grey lions are the brute force and protection oriented grey lions. They are bigger than the females and sport a bronze colored mane. There are typically two males in each pride.

COMBAT: Male grey lions are usually only encountered with the whole pride and are very aggressive. They open combat with a roar then charge in to kill. Males never run.

Mithral Desert Ray Snake: Huge (18 feet long)

Armor: 45

Attack: 90

Damage: 12-50 (2d20+10) +4d20 (1-20) poison each following round for 3 rounds

Defense: 110

Dodge: 15

EL: 8

Hide: normally 10 but in sandy environments it is 80

Hits: 200

Move Silent: always silent in a sandy environment but never silent elsewhere

Special: A mage can melt down a mithral desert ray snake's skin to make 50m.p. if they roll a 15 or higher on a d20. This is an alchemical process that requires the purchase of 5s.p. worth of materials each time and takes 1 day for each skin melted down. Mithral desert ray snakes are magical animals. You cannot make a clockwork creature out of a mithral desert ray snake.

Speed: 80ft tunneling in sandy environment or 30ft above ground

DESCRIPTION: Mithral desert ray snakes are great serpents with small wings that they use to burrow and glide in their sandy desert environments. As their name suggests, they have a skin made of pure mithral. Like giant water bears, these magical animals are hunted extensively. However, dessert ray snakes are very good at hiding so there are more of these creatures left than the water bears.

COMBAT: Mithral dessert ray snakes attack by surprise and quickly burrow again to avoid being hit. When one target is no longer poisoned they will come back up and bit it again.

Poisonous Bug: miniscule (1 ½ inches long)

Armor: 0

Attack: special

Damage: 0+1d10 (1-10) poison each following round for 3 rounds (ignores toughness)

Defense: 90

EL: special

Hits: 1

Special: 10 can fit in a 5ft square; must crawl onto people to attack; hits automatically; up to three can be pushed 5ft away automatically by small or larger creatures as an attack action;

50% chance attack won't work at all; don't give any experience unless DM decides the specific encounter warrants it (experience value should still be low).

Speed: 20ft

Wolf: Size: medium (4ft 6 inches long)

Armor: 5

Attack: 38

Damage: 3d10+15 (18-45)

Defense: 85

Dodge: 25

EL: 2

Hits: 70

Speed: 50ft

Chpt. 10

Dragons:

All dragons left in the world of Gallipae are ancient, legendary, and unique. Once, long ago, there were many breeds and races of dragons that were numerous in all the regions of Gallipae. In fact some scholars believe that dragons are the ancestors of all living creatures. They point to certain dragon-like races such as dracos and leather dragons as proof.

Dragons are some of the rare creatures that are given a specified level. This is mainly for the purposes of spells, although it also is a point of reference for general power.

Killing a dragon is considered so legendary and difficult that it automatically puts you up two levels. Keep in mind, however, that it also creates a lot of enemies and other ripple effects.

Abaiati (The Water Guardian)

Alignment: neutral

Enormous (250ft long, 5ft tall)

Level: 28

Attack1 (bite): 200

Attack2 (claw): 150

Attack3 (claw): 150

Attack Option2 (Whirlpool): Always hits

Attack Option3 (Jet of Water): 300

Attack Option3 Range: 100ft

Casting Accuracy: 180

Toughness: 40

Defense: 90

Armor: 100

Damage1: 15d8+5d4+30 (50-170)

Damage2: 15d6+30 (45-120)

Damage3: 15d6+30 (45-120)

Damage Option2: Special

Damage Option3: 30d10+20

Spells: All cold based spells + Wall of Wind, Tidal Wave, Thaw, Move Water, Control

Winds, Part River, Part Sea (all at will)

Spell Damage: as spell +10d6

Special: can see clearly in any water; Darkvision; Attack Option2 is a whirlpool that sucks victims into Abaiati's mouth where they automatically take bite damage every round until they roll a 20 on a d20; immunity to cold; water-breathing; cannot move on land

Hits: 1275

Speed: 180ft swimming/ 150ft flying

Spot: 150

Listen: 120/180 under water

LORE: According to locals, Abaiati is the daughter of the Grandfather Catfish who was creator of all water on Gallipae and protector of all of Gallipae's waters. Abaiati is now said to be the

protector of all of North America's waters and all of its aquatic inhabitants. The dragon does not need to eat, but it will eat any fisherman who over fishes or any person foolish enough to pollute the waters of North America. Abaiati is considered a protective and life conserving demigod amongst many of the humans and elves in North America.

DESCRIPTION: Abaiati appears to be a giant eel with two flimsy looking arms. She is colored metallic light blue with green teeth and claws. Her eyes are a deep purple.

COMBAT: Abaiati has two options to use as a breath weapon. These are creating a vortex of either air or water. Since the vortex is from breathing in, it ends in her mouth. Only a select few know she can use this in the air because it has never been recorded that she has. The second breath weapon, breathing out, shoots a powerful jet of water up to 100ft. This breath weapon only works when she is swimming. When neither breath attack will suit the situation, she attacks with spells and her physical attack.

Forunta (The Forest



Guardian)

Alignment: neutral

Medium (5ft long)

Level: 34

Attack option 1 (bite): 210

Attack option 2 (swallow whole): 300

Casting Accuracy: 320

Toughness: 60

Defense: 150

Armor: 50

Dodge: 30

Damage option 1: 5d12+2d20+40 (47-140)

Damage option 2: special

Spells: any mage or druid spells at will

Spell Damage: as spell +15d6

Special: can only swallow one creature of any size huge or smaller; swallowed creatures are transported to Forunta's stomach in a separate dimension and take 8d20 acid and 4d10 physical damage every round for 4 rounds at which point they are expelled if still alive;

darkvision; immune to druid spells; can spin 10 square feet of web, in one round, that acts as vines in the spell entanglement; cannot use fly speed two rounds in a row

Hits: 1000

Speed: 170ft/ 60ft fly

Hide: 200

Move Silent: 80

Spot: 200

Listen: 80

LORE: Forunta is the ancient guardian of a secret and sacred area of the jungles of South America. The locals tell of stories in which trespassers are lured to their death. Forunta never attacks large groups head on, they say. Instead, she tricks individuals into straying from the group and takes them out when alone and weakened by spells or some of her abilities. Forunta is the only dragon that is not actually worshiped, but is merely considered to be a hero.

DESCRIPTION: Forunta has the strangest appearance of all the dragons. At first glance she seems to be a monitor lizard with a larger than average head and short midsection. This is possible because her stomach is housed in an extra dimension. In addition she can extend her front legs out to her sides while jumping to stretch out flaps of skin that allow her to glide up to 60ft at a time. Her body is multiple shades of green to blend in with her forest home.

COMBAT: After separating enemies from the main group, she swallows them whole if she can. Her capability to swallow creatures so much larger than herself comes from her ability to dislocate all of her joints and stretch her entire body to a much bigger size. Of course, once the victim is swallowed and in her stomach, outside her body, she can return to normal size. If the opponent dies in her stomach, it is dissolved in another two rounds, leaving her able to swallow another creature. If an enemy is expelled and still alive, she uses hit and run tactics combined with spells.

Gaussoron (Lord of Lightning):

Alignment: neutral

Armor: 95

Attack Option2: always hits

Attack1 (bite): 180

Attack2 (claw): 150

Attack3 (claw): 150

Attack4 (tail): 180

Casting Accuracy: 200

Damage (spells): as spell +10d6 or +20d6 for armor of lightning

Damage Option2: two 50ft lines of 10d20+20 lightning

Damage1: 18d8+40 (58-184)

Damage2-3: 10d10+30 (40-130)

Damage4: 20d8+45 (65-205)

Defense: 60

Enormous (120 feet long; 17 feet 6 inches tall at the shoulder)

Hits: 958

Level: 30

Listen: 80

Special: immune to lightning; immune to non-damaging magical effects; 50% resist fire, poison, acid, and cold; takes an extra 10 damage from bows and crossbows after armor is subtracted; Darkvision; can see perfectly in all weather; bite and tail have reach of 20ft

Speed: 45ft/ 120ft fly

Spells: all lightning based spells, predict weather, wall of wind, direct wind, empower wind, control wind (all at will)

Spot: 100

Toughness: 35

LORE: It is said that The Peasant of Healing, also a master of electricity based spells, raised Gaussoron from an egg. As the dragon grew older, The Peasant of Healing trained Gaussoron to control lightning and other weather related phenomena. When Gaussoron reached adulthood the Peasant released him to travel the Asian continent and serve as a lesser weather related deity. Those who worship him say that when Gaussoron is angry, there are terrible storms and floods, while when he is bored there are droughts.

DESCRIPTION: Gaussoron has an elongated body with four short legs and wings meant for gliding that extend from the base of his neck to the tip of his tail. His scales are a deep purple and his teeth are a dark, deep blue.

COMBAT: Before combat Gaussoron casts armor of lightning on himself. Then he drops from the sky and casts create hurricane. After that the dragon picks off those far away with spells or his breath weapon, while fighting those close up with his physical attacks.

Jaxayjaquetxz (The Insane)

Alignment: Chaotic

Armor: 150

Attack1 (bite): 250

Attack2 (bite): 250

Attack3 (bite): 250

Attack4 (claw): 200

Attack5 (claw): 200

Attack6 (tail): 270

Attack7 (wings): 180

Attack option2: always hits

Attack option3: always hits

Attack option4: always hits

Damage1: 10d12+100 (110-220)

Damage2: 10d12+100 (110-220)

Damage3: 10d12+100 (110-220)

Damage4: 10d8+100 (110-180)

Damage5: 10d8+100 (110-180)

Damage6: 15d10+80 (95-230)

Damage7: 20d6+50 (70-170)

Damage option2-4: 15d20 (15-300)

Damage (spells): as spell

Defense: 60

Enormous (90ft long; 85ft high)

Hits: 2200

Level: 40

Special: immune to fire; attack options 2-4 are a 70ft cone of fire and can be used at once or separately; three headed; takes 90ft square; insane; darkvision; all water that touches her body turns to steam that deals 3d20 fire and blinds anyone other than Jaxayjaquetxz that is in the area of the steam

Speed: 50ft land; 120ft fly; 80ft swim in lava

Spells: all fire based spells (8/day each level)

Toughness: 40

LORE: Jaxayjaquetxz was the first and last of the great fire breathing dragons that used to roam Europe during the Forgotten World. She was a three headed, terrifying beast who went insane after she slew Tiamat in the first assault on hell. As noted in the "Special" section, whenever her body touches water, the heat generated by her body turns all the water to steam. In fact she was known to make her homes in caves in a spot right in front of a waterfall and step back to blind/scald opponents should she need to make her escape. Near the end of her life she lost a tooth to one of her particularly stubborn meals (the paladin Igor). This turned her into an eternal enemy of Igor's older brother Jars, who eventually slew her.

Slithouslon (The Dead):

Alignment: evil

Armor: 110

Attack option2: always hits

Attack1 (bite): 250

Attack2 (claw): 210

Attack3 (claw): 210

Attack4 (tail 1 sting): 180

Attack5 (tail 2 sting): 180

Damage option2: 80ft cone of poison gasses (combination of Oops and Shake Juice)

Damage1: 20d8+50 (70-210)

Damage2: 15d10+30 (45-180)

Damage3: 15d10+30 (45-180)

Damage4: 13d8+20 (33-124) +5d12 (5-60) poison each round for 3 rounds

Damage5: 13d8+20 (33-124) +5d12 (5-60) poison each round for 3 rounds

Defense: 70

Enormous (80 feet long, 40 feet tall at the shoulder)

Hits: 1500

Level: 38

Special: immune to elements, comes back to life in three days, no treasure hoard, blind, can sense life, undead immunities, takes ½ damage from edged weapons other than axes

Speed: 50ft

LORE: Nobody agrees on the way Slithouslon came to be the skeleton that he is. Some say that he never died—instead, as he aged, his flesh rotted off of his body, leaving only the skeleton. In addition, they say that his ability to seemingly come back to undeath from death is really only a failure by attackers to actually kill him. Others say that The Lord of the Dead found Slithouslon's skeleton at the site of The Lord of the Dead's castle and brought the dragon to undeath, zealously guarding the secret of how to permanently kill Slithouslon as a means of being the only one to control the dragon. Still others claim that not even The Lord of the Dead knows how to permanently kill Slithouslon, but that the infamous vampire lord simply relies on his crown, "The Dead King's Halo", to control Slithouslon (all of these theories are wrong of course, but the truth is unknown to the common scholar). Regardless, it is agreed that Slithouslon guards The Lord of the Dead's castle and is, at least as far as the general public is concerned, immune to death itself. This has granted him a small cult following that The Lord of the Dead is **very** unhappy about.

DESCRIPTION: Coming up to The Lord of the Dead's enormous, dominating castle, there can be seen the half-buried, greyish bones of a colossal dragon. When approached, the bones rise from the earth and form the skeleton of Slithouslon. He has a disproportionately large head, two useless wings, and his body ends in two tails tipped with poison stingers.

COMBAT: Slithouslon's combat strategy is simple. Open with a breath weapon of a mixture of poisonous gasses, and follow up with devastating physical attacks, stinging as many different foes as possible.

Chpt. 11

Drakes:

Although not technically dragons, drakes are often referred to as dragons. This is because to the common folk of Gallipae, a drake will be the closest thing to a dragon that they will ever encounter. Drakes are very common, and since their only differences from the dragons of previous periods of Gallipae are their power, intelligence, and size, most uneducated people consider there to be no distinction.

DESCRIPTION: Drakes appear to be great serpents with two clawed feet and large bat wings. Some have been known to have horns.

COMBAT: If they can, drakes fight by hoisting enemies into the air and dropping them from great heights. If the target is too big they simply bite.

CHARACTERS: Drakes cannot gain character levels. Their brain is too primitive to grant the needed intelligence.

Acid Drake: Huge (17ft tall)

Armor: 35

Attack (bite): 80

Attack Option2 (talon grip): 80

Attack Option3 (drop): always hits

Damage (bite): 4d10+45 (50-85) physical+1d12+14 (15-26) acid

Damage Option2: 4d10+20 (24-60) physical +1d12 +4 (5-16) acid

Damage Option3: as normal fall damage

Defense: 110

Dodge: 12

EL: 8

Hits: 180

Listen: 20

Special: immune to acid; Attack Option2 grants the ability to carry a large or smaller creature into the air; Attack Option2 is 90 to hit after first round; Darkvision; takes up a 15ft square

Speed: 25ft land/75ft fly

Spot: 40

Fire Drake: Large (14ft tall)

Armor: 25

Attack (bite): 60

Attack Option2 (talon grip): 60

Attack Option3 (drop): always hits

Damage (bite): 4d10+30 (34-70) physical+1d12+5 (6-17)fire

Damage Option2: 4d10+10 (14-50) physical +1d12 (1-12)fire

Damage Option3: as normal fall damage

Defense: 90

Dodge: 8

EL: 6.5

Hits: 120

Listen: 20

Special: immune to fire; takes +50% from cold damage; Attack Option2 grants the ability to carry a medium or smaller creature into the air; Attack Option2 is 75 to hit after first round; Darkvision; takes up a 10ft square

Speed: 25ft land/70ft fly

Spot: 40

Ice Drake: Large (15ft 8 inches tall)

Armor: 30

Attack (bite): 65

Attack Option2 (talon grip): 68

Attack Option3 (drop): always hits

Damage (bite): 4d10+33 (37-73) physical+1d12+10 (11-22) cold

Damage Option2: 4d10+14 (18-54) physical +1d12 (1-12) cold

Damage Option3: as normal fall damage

Defense: 98

Dodge: 10

EL: 7.5

Hits: 150

Listen: 24

Special: immune to cold; takes +50% from fire damage; Attack Option2 grants the ability to carry a medium or smaller creature into the air; Attack Option2 is 80 to hit after first round; Darkvision; takes up a 10ft square

Speed: 25ft land/70ft fly

Spot: 45

Shock Drake: Large (15ft tall)

Armor: 20

Attack (bite): 70

Attack Option2 (talon grip): 70

Attack Option3 (drop): always hits

Damage (bite): 4d10+35 (39-75) physical+1d20 (1-20) lightning

Damage Option2: 4d10+15 (19-55) physical +1d20 (1-20) lightning

Damage Option3: as normal fall damage

Defense: 100

Dodge: 10

EL: 7

Hits: 135

Listen: 20

Special: immune to electricity; Attack Option2 grants the ability to carry a medium or smaller creature into the air; Attack Option2 is 75 to hit after first round; Darkvision; takes up a 10ft square

Speed: 25ft land/90ft fly

Spot: 40

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