

Swashbuckling
ADVENTURES™

Swashbuckling
Arcana™





Swashbuckling Arcana

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Dedication:

TO EVERYONE WHO SAID IT COULDN'T BE DONE AND EVERYONE
WHO MOVED HEAVEN AND EARTH TO MAKE SURE IT COULD.

To use this companion, a Dungeon Master also needs the *Player's Handbook*™, the *DUNGEON MASTER's Guide*™
and the *Monster Manual*™. A player needs only the *Player's Handbook*™.

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Contents

Introduction	3	Théan Priest	70
Chapter One: The Bargainer's Arts	5	New Skill	71
<i>El Fuego Adentro</i>	5	New Feat	71
Brief History	5	Knights of the Rose and Cross	71
<i>El Fuego Adentro</i> Mage	6	Rose and Cross Lost Feats	72
<i>El Malvado</i>	8	Blood Scientist	73
<i>El Fuego Adentro</i> Spells	8	Blood Scientist Knacks	77
Porté	10	Invisible College Inventor	79
Brief History	10	Invention Rules	80
Porté Mage	10	Sample Inventions	83
Lady Jamais Sices du Sices	13	Appendix: New Spells and Errata	85
Porté Spells	14	New Spells	85
Sorte	15	Acidic Touch	85
Brief History	15	Additional Flame	85
Fate Witch	15	Aoloren's Fleshy Curse	85
Valentina Villanova	19	Boiling Blood	86
Fate Witch Spells	21	Corrosive Touch	86
<i>Zerstörung</i>	22	Create Fog	86
Brief History	22	Detect Illness	86
<i>Zerstörung</i> Mage	22	Doomgrasp	87
Gerhard Stadtloben	25	Endure Illness	87
<i>Zerstörung</i> Spells	26	Endure Poison	87
Chapter Two: The Old Ways	27	Extinguish	87
Glamour	27	Feed	87
Brief History	27	Fingerflames	87
Glamour Mage	28	Fiery Doom	87
The Glamour Legends	29	Firebird	88
The Highwayman	35	Fireflies	88
Glamour Spells	35	Flaming Blade	88
Lærdom	36	Flame Serpent	89
Brief History	36	Fobula's Curse of Ages	89
Lærdom Mage	37	Greater Acidic Touch	89
The Runes	39	Greater Corrosive Touch	89
Yngvild Olafssdottir	43	Hand of Doom	89
Lærdom Spells	43	Hurl Fire	89
Images of the Runes	44	Ignore Injury	90
Pyeryem	45	Larenthar's Mental Meltdown	90
Brief History	45	Resist Poison	90
Pyeryem Shapeshifter	45	Spark Cloud	90
Animal Forms	48	Transmute Blood to Dust	90
Koshchei	50	Cannons	92
Pyeryem Spells	55	Standard Boarding Cannon	92
Scrying	56	Standard 6 pound Cannon	92
Scrying Sorceress	56	Standard 10 pound Cannon	92
Potions and Elixirs	58	Standard 12 pound Cannon	92
Isabelle du Montaigne	61	Standard 20 pound Cannon	92
Scrying Spells	62	Horse Cannon	92
Male Scrying Sorcerer	63	Eisen Roaring Cannon	93
Chapter Three: Shamanism and Other Magics	65	Setine Clockwork Cannon	93
Sorcery and Shamanism	65	Other Non-Cannon Artillery	93
Théan Druid	65	Small Catapult	93
Gesá	68	Large Catapult	93
Derwyddon	69	Ballista	93
Druid Spells	70	Swivel Base	93
		Swashbuckling Adventures Character Record Sheet	94

Introduction

The Bargainers' Arts

"Théah had sorcery long before it had Senators."

— Koschei

Hold, my friend. I see your eyes slipping down the page as you say to yourself *Hey, where's the good stuff?* When you are pursuing the study of sorcery, it's all "good stuff." Failure to learn even a portion of a simple spell could mean the difference between life and death.

Sorcery is a magical power gained from interaction with some form of supernatural item or entity. A deeper look, however, exposes far more complexity. How does sorcery work? Why does it work? What elements do these outside forces provide that give a human the ability to defy the laws of nature? A normal man cannot tear holes in space or grow wings and fangs, but sorcerers can do these and more.

Ah. Now I know what sorcery is. Perhaps, but do you know about sorcery in Théah? Imagine a Montaigne Porté mage stepping through a bleeding rent in space, a Vodacce Fate Witch twisting strands of destiny, a Glamour mage in Avalon calling upon the spirit of Robin Goodfellow, a Lærdom sorcerer invoking a powerful rune or a knight of *die Kreuzritter* patrolling the shadowy corridors of the Dark Paths.

Is sorcery a religion?

For many, yes. A Pyeryem sorcerer would say that his power derives from his ardent belief in the goddess Matushka and the abilities she grants. A Lærdom sorcerer is more priest than magician, and even Glamour mages cite the power of the alien Sidhe as the source of their abilities. Of course, some sorcerers dismiss all that as poppycock; it all depends on the individual.

Is it magic?

For those who are not so gifted, it most certainly is: terrifying dangerous magic to be respected and feared and studied. For others, a thing that must be destroyed. A thing that began long ago, when a group of powerful men decided that the mortal world did not hold enough for them.

The Bargain

In AUC 724, a cabal of senators in the ancient Numan Empire discovered a barrier between the natural and supernatural worlds full of terrifying creatures that claimed to be the original inhabitants of our world. These creatures granted the ambitious senators the ability to perform magic. Every time sorcery was exercised, the fabric of the Barrier that protects Théah from these hideous creatures grows weaker and the creatures were confident that the humans would be unable to resist the lure of magic's power. This terrible Bargain gave the senators power to rule the entire Empire, and in time, it became infused into their bloodlines, passing from parent to child like any other genetic trait.

Now, centuries later, their descendants continue to practice the gifts of that Bargain. In some cases, they are still rulers, the noble elite of an entire nation. In others, they have been forced into hiding, hunted by those who perceive their magic as a threat. But in all cases, the blood coursing through their veins gives them incredible power which causes their enemies — and their own people — to tremble in fear.

The most famous (or infamous) sorceries in Théah today came about as part of the Bargain. There were originally seven, but time and attrition whittled their number down to four:

Porté: One of the most well-known sorceries, this gift (which Montanus, the chief Senator, kept for himself) enables sorcerers to teleport through holes literally torn in the fabric of space. It is an incredibly dangerous and often fatal way to get from place to place but the Montaigne nobility in whose blood this ability resides regard the danger as a small price to pay for such incredible power.

El Fuego Adentro: The ability to control fire was passed from Senator Montanus to his colleague Senator Castillus whose descendants have been hunted almost to extinction by the Inquisition. The few remaining practitioners hide deep in the *Sierro de Hierro* Mountains where they play with flame and fire, the tools of their sorcerous arts.

Sorte: As complicated as the nation that claims it, the power to see the intricate patterns of the great Web of Fate is granted only to women. The "Fate Witches" of Vodacce hold the threads of destiny in their hands, pulling and tugging them into new shapes even they cannot fully comprehend. Unlike other sorceries, the power of Sorte can be focused on a single person, although alteration of even a tiny portion of the web has repercussions across many lives and pulling too hard could conceivably alter the fate of the entire world...

Zerstörung: The power to rot and corrode matter was passed down from the Senators to the von Drachen family, ruthless warlords in the lands which would one day become Eisen. *Zerstörung* was destroyed, along with the von Drachens, nearly seven hundred years ago, but rumors persist of a precious few descendants who retain the ability to wither flesh and transform metal to dust with nothing but a touch.

The Old Ways

The four bloodlines have endured the centuries, slowly adding to the Bargainers' sinister scheme. But before the Bargain, there were ancient forms of sorcery that came from other sources, owing nothing to the terrifying beings who wish to subvert humanity to their own ends. These magics are identical to the Bargainers' Arts in every way, save that their origins are less malevolent:

Glamour: In Avalon, the living power of legends generates actual energy upon which the people can call when they need assistance. The ability to tap into this energy was a gift from the Sidhe, the powerful creatures that inhabit Avalon, Inismore and the Highland Marches. There are rumors of Sidhe enclaves on the continent as well, but as far as anyone knows, this sorcery is limited to select inhabitants of the Glamour Isles themselves.

Lærdom: The sorcery of the Vestenmannavnjar is very much like the people themselves, basic and direct. Its effects are not particularly subtle or precise, but definitely get the point across. The practice of Lærdom comes through an intense focus on the power of 24 specific runes or *lærds* regarded as the "true names" of intrinsic aspects of life. In ancient history, these runes were embodied in living persons who became the gods of the Vesten people. Despite their occasionally barbaric appearance, those who practice this ancient faith, called *skjæren*, should not be underestimated.

Pyeryem: Matushka, the ancient goddess who watches over Ussura, has favored her people with the ability to transform all or part of themselves into animals. Although it sounds like a simple and perhaps even childish gift, the innate skills of a particular animal can prove invaluable when mixed with human perception and cunning. Like all other sorcery in Théah, there are rules about its practice and woe unto the sorcerer who does not respect them. Matushka's anger is swift and merciless.

Scrying: The ability to gaze into water and see across time and space comes through the bloodline of the Lady of the Lake, a powerful Sidhe who views humanity differently than others of her species. Those who practice this sorcery do so in silence; they are members of Sophia's Daughters, one of the most elusive secret societies in the land. For the most part, the Daughters have managed to keep their existence hidden even from the Sidhe, from whose bloodline they gained their sorcerous ability.

Other Forms of Magic

Although rare, a few other forms of magic exist on Théah. The most notable among them is *Nacht*, which was detailed in the *Swashbuckling Adventures* handbook. Unlike *Porté*, practitioners of *Nacht* walk with their eyes open among the corridors of the Dark Paths, a world of air and shadow on the other side of our own. The sole purview of *die Kreuzritter*, *Nacht* sorcery is used to protect Théah from the incursions of the inhuman Bargainers and their ilk. Similarly, the emerging practice of Blood Science combines sorcerous humours with modern alchemical techniques to produce potions and philters of surprising yet unstable power. There are also forms of magic that grant their abilities by some alternate means, such as a magical item. Since they are not passed along a bloodline, they therefore cannot be classified as true Théan sorcery.

Shamanism

Yet even beyond these, another form of magic exists on Théah: one not given by higher powers or infused into an ancient bloodline. It springs from the power of human beliefs, from the inner soul of those whose strength of purpose can manifest in wondrous acts. Called *shamanism*, a term taken from the natives of the far western isles, it is poorly understood, and humanity has only begun to tap into its potential. Within it lies more power than all of the other forms of sorcery put together.

In the world of Théah, sorcerers and magic-users are more often reviled or feared rather than revered. Many must live clandestine lives, hiding their abilities from the watchful eye of the city guards, the Inquisition or power-hungry nobles who would exploit them. Even lands which formerly embraced sorcery, such as Montaigne, now actively persecute those they once welcomed. It is not so much the extent of your power as how you use it — and play the role of sorcerer — which makes the difference. Every nation in Théah has some sort of magic, whether it is shamanism, classic spell-casting or sorcerous research, so it is up to you and the DM to work your character into the story line amidst the energetic swashbuckling and romantic escapades of your fellow players. Fortunately, in the current volatile state of the world, backstairs intrigue and devious court politics will provide ample opportunity for you to exercise your skills and power.

This book covers all of these sorcerous bloodlines, including new class types that allow you to play them in any campaign. The first chapter covers the Bargainers' Arts: those powers delivered unto the Numan senators and their descendants. The second chapter covers the Old Ways, granted by powers other than those of the Bargain. The third and final chapter covers the various forms of shamanism, and other non-sorcerous abilities. Although originating in Théah, all of them can be easily transposed to any d20™ campaign you choose.

Sorcerous Feats

As stated above, almost all forms of Théah sorcery are inherited genetically, passed down from the Numan senators and their allies. Only those who possess the proper blood may use them. Two different feats — Full Blooded and Half Blooded — cover the various types of sorcerous bloodlines. They must be purchased at character creation and cannot normally be altered during play. DMs running non-Théan campaigns may forgo this requirement if they wish, though we do not recommend that any single character possess levels in more than two classes in this book.

Full Blooded [General]

The magical blood runs strong in your veins: most likely, both of your parents were Full Blooded sorcerers. In any case, you have the ability to learn the deepest secrets of noble magic.

Prerequisites: Half Blooded.

Benefits: Choose one of the Théan magic types (*El Fuego Adentro*, Glamour, Lærdom, *Porté*, Pyeryem, Scrying, *Sorte* or *Zerstörung*). You may take unlimited levels in the chosen class of your selected magic.

Special: This feat may only be taken at 1st level; this feat may not be taken if the character has taken the feat: Half Blooded more than once

Half Blooded [General]

You have magic blood running in your veins, although it is as not as potent as that of Full Blooded. Even so, you may still train in the uses of noble magic.

Prerequisites: Human; at least one of the character's parents must have the feat: Full Blooded of the chosen magic type, or both of the character's parents must have the feat: Half Blooded of the chosen magic type.

Benefit: Choose one of the Théan magic types (*El Fuego Adentro*, Glamour, Lærdom, *Porté*, Pyeryem, Scrying, *Sorte* or *Zerstörung*). You may take a number of levels in the chosen class of that magic, as prescribed in the appropriate section.

Special: This feat may only be taken at 1st level. If the character's parents have different types of the Full Blooded feat, the player character may take this feat twice, each time applying it to a different magic type.

Latent Sorcerer [General]

You have hidden or untapped magic potential.

Prerequisites: Half Blooded of the appropriate magic type.

Benefits: Your magical abilities have atrophied from lack of use, but you still retain some potency. You may select one level 0 knack and one 1st level knack, which you may cast up to three times a day each. A character with this feat is considered a 1st level caster for spell casting purposes.

CHAPTER ONE:

The Bargainers' Arts

This chapter covers the four types of sorcery granted to the Numan Senators in their terrible Bargain of 724 AUC. There were originally seven. Three fell to assassination and infighting. A fourth, *Zerstörung*, has been hunted to near extinction, and a fifth, *El Fuego Adentro* is limited to isolated areas of the Castillian mountains. Only Porté and Sorte mages survive in any large numbers; it is they who come to mind when most Théans think of sorcery.

El Fuego Adentro

Watch it burn. Do you see the majesty? The beauty and purity in one immaculate flame? It is a thing of mystery — the sacred combination of heat and fuel, the way it consumes what it touches. Its relationship with air. Did you know that fire does not burn in the absence of air? More proof that elements do not exist in isolation, at least not in this world. Everything we are, everything we do, consists of some combination of the four elements. It has been this way since time began, and so shall it be as the world ends. By studying the power of the elements, we can gain immeasurable insight into the workings of the world, not to mention the power involved. Hey, don't touch that!

No, foolish peasant, fire is not alive, nor is the wind. Your ignorance is proof. Without our understanding of the components of existence, precious knowledge and power would be lost. The world would sink into darkness beyond imagining. Think on that as you go.

Brief History

One of the hideous sorceries granted in the infamous Bargain was *El Fuego Adentro*, "The Fire Within." The ability to gather fire and flame seemingly from within the soul was passed from Senator Montanus to his colleague Senator Caius Castillus and thus made its way through his descendants to the land of Acraga, which would one day become Castille. Like other sorceries, this ability remained almost exclusively within the Castillian nobility. Unlike other more cerebral sorceries, *El Fuego Adentro* is highly visible and instantly destructive. Flame leaps from a mage's fingertips, spreading over his entire body, engulfing him without consuming him. Apparently impervious to the searing power of fire, the mage can handle flames as if they were cool ribbons of silk. The most adept sorcerers can form creatures out of flames — even, some say, the legendary Firebird of Ussura.

The Castillus family lent its name to the land over which it ruled until the Battle of Malaca in 1009 AUC when forces of the Vaticine Church routed them from their holdings and hunted them like criminals. Most were killed, but a few survived and fled to *La Sierra de Hierro*, the starkly beautiful mountains in eastern Castille. Even today, some still seek to redeem their family's good name, while others sulk in hidden places, waiting for their opportunity to take the throne back from the Church and its "puppet king" either by force or by sorcery. Rumors abound about a band of sorcerous rogues and outcasts called *Los Nublados* or "The Shadowy Ones" who supposedly live deep in the mountains but no one has ever been able to confirm whether they are earthly beings, spectral creatures... or just an old wives' tale designed to control unruly children.

Not surprisingly, Castillians gifted with *El Fuego Adentro* tend to live in and around the lands of Rancho Gallegos but many are afraid to practice their art, however, since its use is tantamount to a death sentence. The Inquisition considers all sorcery an abomination, aware that its continued existence threatens the current line of Castillian kings. Considering Good King Sandoval's tenuous position, open proof of the existence of these sorcerers could plunge the nation into chaos. Thus, the few remaining fire mages have learned to keep their powers a secret.

El Fuego Adentro Mage

Practitioners of *El Fuego Adentro* can be identified by the tiny flames that dance in the pupils of their eyes. Their abilities are wondrous and frightening to behold. "Heart of Flame" (apprentice) sorcerers learn to make fire an integral part of their being and by extension of their environment as well. Little by little, the apprentice sorcerer learns how to call fire into being and move it from place to place, even across water. "Hand of Flame" (adept) mages can grasp fire in their hands as though it were a solid object. They have been known to climb ladders of flame or scoop up handfuls of fire to hurl at their enemies. "Spirit of Flame" (master) *El Fuego Adentro* mages have gained the ability to give fire the form and semblance of life. Flickering insects of flame can be sent to land on thatched roofs during sieges, and serpents of flame can crawl down the backs of prisoners, causing far more pain than the harshest lash.

Game Rule Information

Alignment: Any non-lawful.
Hit Dice: d8.

Requirements

To become an *El Fuego Adentro* mage, a character must be human, must possess some portion of Castillian blood, and must fulfill the following criteria:

Feats: Either Half Blooded (*El Fuego Adentro*) or Full Blooded (*El Fuego Adentro*). Taking Half Blooded (*El Fuego Adentro*) at 1st level makes the character a Half Blooded *El Fuego Adentro* mage. The character may not advance past 7th level in this class. Alternately, he may, at 1st level, take Full Blooded (*El Fuego Adentro*) as his feat, which allows him to advance to 20th level.

In non-Théan campaigns, Castillian heritage is not required. The DM may, of course, assign other criteria based on the specific world.

Class Skills

The *El Fuego Adentro* mage's class skills (and the key ability for each skill) are Alchemy (Int), Balance (Dex), Concentration (Con), Craft (Int), Disguise (Cha), Escape Artist (Dex), Knowledge (arcana) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int). See the *Player's Handbook*™ for skill descriptions.

Skill Points at 1st Level: (2 + Int modifier) × 4.

Skill Points at Each Additional Level: 2 + Int modifier.

Class Features

The following are class features of the *El Fuego Adentro* sorcerer:

Weapon and Armor Proficiency: An *El Fuego Adentro* mage is proficient with all simple weapons, but not in the use of armor or shields.

Spells: An *El Fuego Adentro* mage may cast arcane spells according to Table 1-2. He is limited to casting a certain number of spells per day, but he need not prepare his spells in advance (they are part of his blood). The number of spells is determined by his level, as indicated on Table 1-3. Wisdom determines the maximum spell level the *El Fuego Adentro* mage can access, along with the DC of the spells he uses. To cast a spell, an *El Fuego Adentro* mage must have a Wisdom score of 10 + the spell's level. The *El Fuego Adentro* mage gains bonus spells based on his Constitution score, and the DC necessary to resist his spells equals 10 + the spell's level + the caster's Wisdom modifier. He otherwise casts spells as a sorcerer, as per the *Player's Handbook*™.

Note: These spells come about as part of the mage's ability to manipulate fire, and will adhere to the appearance and general demeanor of his *El Fuego Adentro* abilities. The effects are identical to those described in the appropriate section or the *Player's Handbook*™ but the precise manifestation matches his other abilities.

Fire generated by *El Fuego Adentro* abilities is not considered magical

unless it was already magical, or unless the spell/class features specifies otherwise.

El Fuego Adentro Checks: When the character wishes to make an *El Fuego Adentro* check (as defined in the various entries below) he may add this bonus to the check. Starting at 2nd level and every 2 levels thereafter, (2, 4, 6, 8, etc.) he gains an additional +1 to his *El Fuego Adentro* checks.

Heat Immunity: Starting at 1st level, fire and heat-based damage cannot harm the *El Fuego Adentro* mage and any equipment kept in close contact (such as the clothing he is wearing) is protected from harm as well. The mage could,



for instance, enter the molten fires of a volcano and it would feel like a hot bath. No save needs to be made (it is automatically considered a success), and any damage dealt through heat is reduced to 0 hit points. This ability applies to natural fire and the mage's own *El Fuego Adentro* abilities only; magical fire still inflicts damage as normal.

Range: Although fire under the control of an *El Fuego Adentro* mage can defy wind and water, it cannot move quickly. Starting at 1st level an *El Fuego Adentro* mage can direct the movement of one fire within 10 ft. by making an *El Fuego Adentro* check (DC 10). This fire ignores winds, and moves across water if the mage wills it, although it will be extinguished if the mage cannot "feed" the flame as noted above. The *El Fuego Adentro* mage may target a flame at a greater distance and attempt to control that flame but the DC for the check is increased by 10 for every 5 ft. beyond his range. Once the check is successful the mage may move the

flame as desired, 10 ft. per round. The fire must be able to be "fed" by moving over flammable material or it will extinguish, unless the mage can continue to feed the flame (See *Alchemist Fire*, in the *Player's Handbook™* and *Catching on Fire*, in the *DUNGEON MASTER'S Guide™* for skill descriptions.)

Apprentice: At 1st level, the mage is an *El Fuego Adentro* apprentice, newly open to the secrets of his blood. He may select one of the following abilities: Fire Resistance 5 (applies to magical fire), Fast Healing 3 (when fully enveloped in flame; see the *DUNGEON MASTER'S Guide™*), or the spell *feed* (which does not count against his maximum number of spells, though other limitations still apply).

Adept: At 10th level, the mage is an *El Fuego Adentro* adept, learned in the ways of his sorcerous ancestors. The adept may select one of the following abilities: Fire Resistance 5 (which applies to magical fire and stacks with the apprentice ability), Fast Healing 5 (which, when fully enveloped in flame, stacks

TABLE 1-1: THE EL FUEGO ADENTRO MAGE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+0	+2	El Fuego Adentro Checks +0, Heat Immunity, Range: 10 ft., Spells (3), Apprentice
2	+1	+3	+0	+3	El Fuego Adentro Checks +1, Spell
3	+2	+3	+1	+3	Spell
4	+3	+4	+1	+4	El Fuego Adentro Checks +2, Spell
5	+3	+4	+1	+4	Range: 25 ft., Spells (2)
6	+4	+5	+2	+5	El Fuego Adentro Checks +3, Spell
7	+5	+5	+2	+5	Spells (2)
8	+6/+1	+6	+2	+6	El Fuego Adentro Checks +4, Spell
9	+6/+1	+6	+3	+6	Range: 50 ft., Spells (2)
10	+7/+2	+7	+3	+7	Adept, El Fuego Adentro Checks +5, Spell
11	+8/+3	+7	+3	+7	Spells (2)
12	+9/+4	+8	+4	+8	El Fuego Adentro Checks +6, Spell
13	+9/+4	+8	+4	+8	Range: 75 ft., Spells (2)
14	+10/+5	+9	+4	+9	El Fuego Adentro Checks +7, Spell
15	+11/+6/+1	+9	+5	+9	Spells (2)
16	+12/+7/+2	+10	+5	+10	El Fuego Adentro Checks +8, Spell
17	+12/+7/+2	+10	+5	+10	Range: 100 ft., Spells (2)
18	+13/+8/+3	+11	+6	+11	Master, El Fuego Adentro Checks +9, Spell
19	+14/+9/+4	+11	+6	+11	Spells (2)
20	+15/+10/+5	+12	+6	+12	El Fuego Adentro Checks +10, Spell

TABLE 1-2: SPELLS PER LEVEL

Character Level	Maximum Spell Level	Total Spells Known
1	0	3
2	1	4
3	1	5
4	2	6
5	2	8
6	3	9
7	3	11
8	4	12
9	4	14
10	5	15
11	5	17
12	6	18
13	6	20
14	7	21
15	7	23
16	8	24
17	8	26
18	9	27
19	9	28
20	9	30

TABLE 1-3: SPELL PROGRESSION (SPELLS PER DAY)

Level	0	1	2	3	4	5	6	7	8	9
1	1	-	-	-	-	-	-	-	-	-
2	1	1	-	-	-	-	-	-	-	-
3	2	1	-	-	-	-	-	-	-	-
4	2	2	1	-	-	-	-	-	-	-
5	3	2	1	-	-	-	-	-	-	-
6	3	3	2	1	-	-	-	-	-	-
7	4	3	2	1	-	-	-	-	-	-
8	4	4	3	2	1	-	-	-	-	-
9	5	4	3	2	1	-	-	-	-	-
10	5	5	4	3	2	1	-	-	-	-
11	6	5	4	3	2	1	-	-	-	-
12	6	6	5	4	3	2	1	-	-	-
13	7	6	5	4	3	2	1	-	-	-
14	7	7	6	5	4	3	2	1	-	-
15	8	7	6	5	4	3	2	1	-	-
16	8	8	7	6	5	4	3	2	1	-
17	9	8	7	6	5	4	3	2	1	-
18	9	9	8	7	6	5	4	3	2	1
19	10	9	8	7	6	5	4	3	2	1
20	10	10	9	8	7	6	5	4	3	2

El Malvado

Montaigne's invasion of Castille altered not only the borders but also the destinies of countless men and women living within them. Some, like the wandering swordsman Luis Rafael Dominguez de San Angelo (see page 32, *Heroes, Villains, and Monsters™*), have risen from the flames of tragedy to become heroes of great renown. Others have been burned so deeply that only their darkest instincts remain. Among these callous miscreants, the blackened soul known as El Malvado ("The Wicked") may be reckoned as the worst of the worst.

Don Lorenzo Zepeda del Acedo earned the title "El Malvado" in the years preceding the war with Montaigne by seducing and abandoning dozens of young women in his home city of San Juan. Affairs of the heart and pleasures of the flesh were just a game to the handsome rake, always ending with a scarlet kerchief and a short poem about unmatched passion on his conquests' pillows. After securing an artillery command in the Castillian military, his carnal exploits spread even farther across the country's western peninsula.

Despite his "wickedness," Lorenzo was not an evil man — at least, not yet. Reacting to the growing threat of the Inquisition, the daring young man joined the secret ranks of Los Vagos and distinguished himself in noble service as one of the many who furthered the cause of the heroic masked Vagabond. But nothing he had seen in his clandestine exploits in the Castillian countryside could prepare him for the true atrocities of war.

The military invasion ended Lorenzo's life of lust and leisure. San Juan was a tempting military objective for the Montaigne army, and Lorenzo's unit was ordered to hold the city at all costs. When the siege began, Lorenzo found himself leading a valiant but hopeless defense of his family and friends. In a matter of hours, San Juan and everything the young Castillian cared for was put to the torch, and every soldier under his command gave his life in service to king and country. Although Lorenzo was the only survivor of the massacre, he was far from unscathed.

The burning carnage sparked the Castillian's latent sorcerous abilities, releasing the formidable power of *El Fuego Adentro* locked in his blood. Although he had never trained in the art of fire magic, he quickly mastered its ways. Fueled by rage and madness, he launched a brutal personal campaign against the soldiers who destroyed San Juan. With callous precision, he began murdering them one by one, leaving each charred body as a reminder of the Montaignes' slaughter and his trademark scarlet kerchief as a warning to those who remained.

When the Montaigne army finally retreated from Castille, the vengeful "El Malvado" followed. His obsession for punishing those who had moved against him knew no political boundaries; beyond that, he has no hesitation about killing anyone who stands in the way of his furious vengeance. His former amigos in Los Vagos, realizing that he must be brought to justice, have pursued the madman for over a year, losing three members of their band in their efforts to take him down.

Like a wildfire, El Malvado and his sorcery now burn out of control. For the good of the land — for the good of Théah — he must be extinguished.

with the apprentice ability) or one additional *El Fuego Adentro* spell as long as he meets the requirements for that spell. This spell does not count against his maximum number of spells, though other limitations still apply.

Master: At 18th level, the mage is an *El Fuego Adentro* master, a fearsome foe on a par with the greatest sorcerers in the land. The master may select one of the following abilities: Fire Resistance 10 (which applies to magical fire and stacks with the apprentice and adept abilities), Fast Healing 5 (when fully enveloped in flame; stacks with the apprentice and adept abilities) or two additional *El Fuego Adentro* spells as long as he meets the requirements for the spells. They do not count against his maximum number of spells, though other limitations still apply.

Special Note: Practitioners of *El Fuego Adentro* cannot cause a regular fire to grow except by feeding it with combustible materials, just like anyone else. Any time the fire leaves contact with a fuel source, the Feed spell must be used to prevent it from going out.

El Fuego Adentro Spells

Note: All *El Fuego Adentro* spells require some source of fire as a material focus. Unless noted in the text, a torch-sized fire is required as a material focus. Further, as a material focus, the fire is not consumed by the spell's activation. All other material components are waived.

Unless otherwise noted, the *Player's Handbook*, complete descriptions for the spells below.

0 Level

Continual Flame. Makes a permanent, heatless torch.

Dancing Flames. Figment torches or other lights in a 10 ft. area for up to 1 minute, as the spell *dancing lights*.

Flash. Dazzles one creature (–1 attack), as the spell *flare*.

Ray of Fire. This spell functions exactly as the spell *ray of frost*, except that flame, not ice, becomes the essence of the beam. A ray of fire projects directly from the sorcerer's fingertip, dealing 1d3 points of fire damage with a ranged touch attack to a single target. It will ignite flammable targets as per the *DUNGEON MASTER'S Guide™*. It is identical to *ray of frost* in all other respects.

Spark Cloud. Burst of tiny sparks causes 1d4–2 damage (See page 90.)

1st Level

Burning Hands. 1d4 fire damage/level (max 5d4).

Endure Fire. This spell is identical to the spell *endure elements* in all respects, save that it works only against the element of fire. Other elements listed are not affected by this spell.

Feed. Keeps a flame burning without fuel. (See page 87.)

Fiery Bolt. A bolt of fire darts from the sorcerer's fingertip and always hits its target, dealing 1d4+1 points of damage per 2 levels of the caster (maximum of 5d4 + 5). This spell is otherwise identical to the spell *magic missile* in all respects.

Fiery Grasp. The sorcerer's hand is imbued with fire that can be used as a melee touch attack dealing 1d8 points of fire damage +1 point per caster level (maximum +20). This spell is otherwise identical to the spell *shocking grasp*.

Flame Shroud. A barely visible shroud of flame surrounds the sorcerer providing +4 armor bonus to AC. This spell is otherwise identical to the spell *mage armor* in all respects.

Nimbus of Flames. Outlines subjects with fire, as the spell *faerie fire*.



2nd Level

Fingerflames. Pull fire from an existing flame and hurl it (2d4 +2 damage for every 2 levels) (See page 87.)

Flame Arrow. Shoot flaming projectiles (extra damage) or fiery bolts (4d6 damage).

Flaming Sphere. Rolling ball of fire, 2d6 damage, lasts 1 round/level.

Heat Metal. Make metal so hot it damages those it touches.

Pyrotechnics. Turns fire into blinding light, or choking smoke.

3rd Level

Extinguish. Snuffs out any nonmagical fire. (See page 87.)

Fireball. Burst of flame over 20 ft. area, that deals 1d6/level (max 10d6) in damage.

Flaming Blade. Ignites a normal blade, causing an additional +1d6 damage. (See page 89.)

4th Level

Additional Flame. Takes control of an additional flame. (See page 85.)

Fireform. The sorcerer (and all of his equipment) becomes insubstantial, generating heat but almost impossible to see. In this form, the sorcerer can still do damage and ignite flammables. This spell is otherwise identical to the spell *gaseous form* in all respects.

Fire Shield. Creatures attacking you take 1d6 +1/level fire damage; protected from heat or cold.

Fire Trap. Opened object deals 1d4 +1/level damage.

Wall of Fire. Deals 2d4 fire damage to 10 ft. and 1d4 to 20 ft.; walking through deals 2d6 +1/level.

5th Level

Cone of Flame. This spell functions exactly like the spell *cone of cold*, save that the energy produced is that of fire, not frost. It is otherwise identical to *cone of cold* in all respects.

Flame Strike. Smites foes with fire (1d8/level).

Hurl Fire. Can reach into an existing flame and hurl it at a target for 1d6 damage (See page 90.)

6th Level

Fireflies. Creates a cloud of fiery insects to wreak havoc. (See page 88.)

Fire Seeds. Acorns and berries become grenades and bombs.

Flame Barrier. The *El Fuego Adentro* sorcerer can create a spinning disk of blades made of flame. This spell is otherwise identical to the spell *blade barrier* in all respects

7th Level

Delayed Blast Fireball. 1d8 fire damage/level; you can delay blast for 5 rounds.

Fire Storm. Deals 1d6 fire damage/level.

New Feat

Knowledge: Creatures of Flame [General]

You are familiar with the workings and weaknesses of creatures made from flames, including salamanders, fire giants and fire mephits.

Prerequisite: Spellcraft 4 ranks (alternately, Knowledge (arcana) +4 or higher).

Benefit: When taking this feat, you gain a +1 competence bonus to attacks and damage against flame creatures, and in addition, may achieve critical hits against them.

Special: You may take this feat up to 4 times, each time choosing a different type element type.

8th Level

Flame Serpent. Creates a snake out of living flame which obeys your commands. (See page 89.)

Incendiary Cloud. Cloud is 30 ft. wide by 20 ft. high; deals 4d6 fire damage/round for 1 round/level.

9th Level

Firebird. Creates a huge bird out of living flame which obeys your commands. (See page 88.)

Fiery Doom. Creates an enormous storm of fire which rains down upon the area. (See page 88.)

Porté

Teleportation remains one of the most useful forms of magic in creation. It renders distances irrelevant, time immaterial and the dangers of travel inconsequential. In Théah, teleportation — or Porté — has long been the purveyance of the Montaigne nobility. But it comes with a high price, which the Montaigne are still learning to pay. For all of the refinement, sophistication and downright high-mindedness of the Montaigne elite, the exercise of Porté is a raw, bloody, unnatural and messy business. While they often employ the sorcery in cunning and ingenious ways, even the most fashionable Duchess of the Blood must use her dainty white hands to rend a gaping, bleeding wound in space to use her power. The sorcerer's own blood marks the entry and exit points, linking them to their destination or the objects they wish to transport. To play the game, and play it well, Porté mages must be willing to get their hands dirty.

On a national level, the ability to safely store, access and move such financially vital items (such as gold, jewels, letters of credit and documents) once made for a very secure and responsive economy. The power to move information (in the form of documents or informants) around the country in a timely manner is even more vital, and has allowed Montaigne to develop one of the most sophisticated and effective communications systems in all Théah.

On a personal level, Porté means always having access to your favorite treasures... as well as a ready weapon nearby or

an unparalleled escape route. This has contributed to the almost stifling degree of societal nicety in the sorcerous upper classes, to mask the otherwise sordid smuggling of blooded objects (i.e., those marked for teleportation) into places of importance. Such activity has become quite a high art amongst the practitioners of Porté; thus, place great importance on guest lists, denoting who has access to which apartments, and how well known and trusted are any friends, relations and staff.

No one really knows how the blooding of objects has affected the psychology of the Montaigne nobility. Does the ability to "mark" an object of value cause them to be more materialistic and territorial? Or has Porté developed as a reflection of an increasingly covetous and possessive aristocracy? Either way, the Montaigne nobles have a very deep and abiding attachment to their possessions... and frequently towards the possessions of others, as well.

Brief History

At the height of the Numan Empire, Octavius Montanus lead a powerful cabal of senators who struck a Bargain with the powers beyond the Barrier. Many in the cabal died or went mad during the night of that horrific event, but Montanus survived. His descendants eventually fled north from Numa, continuing to thrive on the continent despite barbarian tribes, the founding of the Vaticine Church and even Emperor Corantine. The Emperor left sizeable portions of his holdings to his son Charles who married Isabeau Montanus, the Senator's direct descendant. Five years later, Charles was dead and Isabeau was ruler in her own right. The power-hungry woman then married her distant cousin, Léon Alexandre Montanus and gave her kingdom a new name: Montaigne. Soon it had become the most powerful nation in the world. While Montaigne nobility reveled privately in their sorcery, it was never openly discussed until 1664 when Empereur Léon XVI openly proclaimed his Porté skills and offered his nation as a safe haven for other sorcerers persecuted by the Vaticine Church.

Léon's hubris cost his nation dearly, however. His debauched excesses — along with those of the nobility — prompted a nationwide revolution in 1668, which overthrew the monarchy and installed a democratically elected Parlement. Although Porté had little to do with the peasants' grievances, it became a stigma in the eyes of the new regime. They actively persecuted any who showed signs of Porté ability, sending the remaining nobles fleeing into exile or worse. Outside the borders of Montaigne, these *émigrés* still move openly. Many of them are honorable men and women who have little in common with their scheming colleagues, but the revolution unleashed blind hatred for their kind, so few can now walk the lands of their ancestors safely.

Porté Mage

In simplest terms, the Porté sorcerer tears holes the fabric of the universe to traverse the distance from one point to the other instantly. These Portals (a formal term) bleed as if cut, and many sorcerers swear they can hear a faint screaming sound when they activate their magic. Furthermore, the act stains the Porté mage's hands a deep red, marking him forever as a practitioner of the art. By stepping through the Portal, the mage enters a nether dimension, called the "walkway," that links the two holes he has torn. This dimension is a deadly

Limitations

Anchors: Blooded objects act as beacons for their owners in the Walkway, holding them to the world they knew. Destroying a sorcerer's anchor while he is in the Walkway stops him from re-entering the world through that anchor; should a sorcerer lose his last anchor while he is within the Walkway, he is lost there forever.

Portal Sickness: Those who travel through the Walkway find the experience disorienting and frequently nauseating. When entering or exiting a Portal, creatures (excepting Undead, Elementals, Constructs, and Aberrations) must make a Fortitude save (DC of 20 + the number of miles traveled, rounding up) or suffer portal sickness for 1d4 hours afterward. During this time, the character automatically fails any Reflex saves or Dexterity checks, and loses his Dexterity bonuses to AC (if any). Full Blooded Porté sorcerers of any level and Half Blooded sorcerers of 5th level or higher are automatically immune, as are characters who make six consecutive saves without a failure.

and mysterious place about which little is known. Creatures like succubi or Portal Fiends (see page 71, *Heroes, Villains, and Monsters*) dwell there, constantly seeking to entice travelers into gazing upon their form. Those who do are ripped away from their companions and lost forever so Porté sorcerers learn to keep their eyes tightly closed for the duration of their journey in the walkway.

Apprentice: The first steps a Porté sorcerer takes are small ones, ripping hand-sized holes in the world, then learning the basics of “bleeding,” the practice of marking small trinkets with his own blood, then pulling it to him through a portal. While the nobility of old considered such practices useful only for parlor tricks, modern sorcerers have learned differently; many use the power to quickly reach holdout pistols and other weapons, and several have turned to burglary abroad.

Adept: The next step in a sorcerer’s practice is to reverse the basic process, to pull *himself* toward his blooded objects. By concentrating on a given object, the adept tears a hole just large enough to enter, then feels his way through to the object. Grasping it, he opens his eyes and finds himself in the object’s location. Further, his competence has increased to the point where he can pull much larger objects through the walkways: anything up to what he can lift or man-sized (6 ft. or 200 lbs.), whichever is the lesser.

Master: Porté sorcerers at their peak remove their prior limits, and can pull (or push) people through their holes with them. The unwary traveler suffers from “portal sickness,” nausea similar to seasickness. Further, any who travel with the master must link hands with him or another person travelling with him or lose their way in the Walkway forever. Even a master has his limits, however, and cannot carry more than a few people with him.

TABLE 1-4: THE PORTÉ MAGE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+0	+2	Apprentice, Porté Checks +1, Attunement: ½ mile, Bleeding: 1, Pocket: 5 lb.
2	+1	+3	+0	+3	Pocket: 10 lb.
3	+2	+3	+1	+3	Porté Checks +2, Bleeding: 2, Bring
4	+3	+4	+1	+4	Attunement: 1 mile Pocket: 20 lb.
5	+3	+4	+1	+4	Porté Checks +3, Bleeding: 3, Pass Object
6	+4	+5	+2	+5	Catch, Pocket: 30 lb.
7	+5	+5	+2	+5	Porté Checks +4, Attunement: 3 miles, Blooded: 4
8	+6/+1	+6	+2	+6	Pocket: 40 lb., Walk
9	+6/+1	+6	+3	+6	Porté Checks +5, Bleeding: 5
10	+7/+2	+7	+3	+7	Adept, Attunement: 5 miles, Pocket: 50 lb.
11	+8/+3	+7	+3	+7	Porté Checks +6, Bleeding: 6
12	+9/+4	+8	+4	+8	Carry Object: 100 lb.
13	+9/+4	+8	+4	+8	Porté Checks +7, Attunement: 7 miles, Blooded: 7
14	+10/+5	+9	+4	+9	Carry Object 150 lb., Escort: 1
15	+11/+6/+1	+9	+5	+9	Porté Checks +8, Bleeding: 8
16	+12/+7/+2	+10	+5	+10	Attunement: 10 miles, Escort: 2
17	+12/+7/+2	+10	+5	+10	Porté Checks +9, Bleeding: 9, Carry Object: 250 lb..
18	+13/+8/+3	+11	+6	+11	Master, Attunement: 15 miles, Escort: 3
19	+14/+9/+4	+11	+6	+11	Porté Checks +10, Bleeding: 10
20	+15/+10/+5	+12	+6	+12	Attunement: 25 miles, Create Permanent Gateway, Escort: 4

TABLE 1-5: SPELLS PER LEVEL

Character Level	Maximum Spell Level	Total Spells Known
1	0	3
2	1	4
3	1	4
4	2	6
5	2	6
6	3	7
7	3	7
8	4	9
9	4	9
10	5	10
11	5	10
12	6	12
13	6	12
14	7	13
15	7	13
16	8	14
17	8	14
18	9	15
19	9	15
20	9	16

TABLE 1-6: SPELL PROGRESSION (SPELLS PER DAY)

Level	0	1	2	3	4	5	6	7	8	9
1	1	-	-	-	-	-	-	-	-	-
2	1	1	-	-	-	-	-	-	-	-
3	2	1	-	-	-	-	-	-	-	-
4	2	2	1	-	-	-	-	-	-	-
5	3	2	1	-	-	-	-	-	-	-
6	3	3	2	1	-	-	-	-	-	-
7	4	3	2	1	-	-	-	-	-	-
8	4	4	3	2	1	-	-	-	-	-
9	5	4	3	2	1	-	-	-	-	-
10	5	5	4	3	2	1	-	-	-	-
11	6	5	4	3	2	1	-	-	-	-
12	6	6	5	4	3	2	1	-	-	-
13	7	6	5	4	3	2	1	-	-	-
14	7	7	6	5	4	3	2	1	-	-
15	8	7	6	5	4	3	2	1	-	-
16	8	8	7	6	5	4	3	2	1	-
17	9	8	7	6	5	4	3	2	1	-
18	9	9	8	7	6	5	4	3	2	1
19	10	9	8	7	6	5	4	3	2	1
20	10	10	9	8	7	6	5	4	3	2

Game Rule Information

Alignment: Any.

Hit Die: d6.

Requirements

To become a Porté mage, a character must be human, have some natural portion of Montaigne blood, and fulfill the following criteria:

Feats: Either Half Blooded (Porté) or Full Blooded (Porté.) Taking Half Blooded (Porté) at 1st level makes them a Half Blooded (Porté) mage. The character may advance in this class to 7th level but no farther. Alternately, a character may, at 1st level, take Full Blooded (Porté) as his feat, which allows him to advance past 7th level.

In non-Théan campaigns, Montaigne heritage is not required, though the DM may assign other criteria based on the specific world.

Class Skills

The Porté mage's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Hide (Dex), Intuit Direction (Wis), Jump (Str), Knowledge (Int), Listen (Wis), Move Silently (Dex), Pick Pocket (Dex), Search (Int), and Sense Motive (Wis). See the *Player's Handbook™* for skill descriptions.

Skill Points at 1st Level: (4 + Int modifier) × 4.

Skill Points at Each Additional Level: 4 + Int modifier.

Class Features

The following are class features of the Porté sorcerer:

Weapon and Armor Proficiency: A Porté mage is proficient with all simple weapons. The Porté mage is not proficient in the use of armor or shields.

Spells: A Porté mage may cast arcane spells according to Table 1-5. He is limited to casting a certain number of spells per day, but he need not prepare his spells in advance (they are part of his blood). The number of spells is determined by his level, as indicated on Table 1-6, above. Wisdom determines the maximum spell level the Porté mage can access, along with the DC of the spells he uses. To cast a spell, a Porté mage must have a Wisdom score of 10 + the spell's level. The Porté mage gains bonus spells based on his Wisdom score, and the DC necessary to resist his spells equals 10 + the spell's level + the caster's Wisdom modifier. He otherwise casts spells as a sorcerer, as per the *Players' Handbook™*.

Note: These spells come about as part of the mage's ability to tear Portals in the fabric of reality, and will adhere to the appearance and general demeanor of his Porté abilities. The effects are identical to those described in the appropriate section or the *Player's Handbook™*, but the precise manifestation matches those of his class features. For example, the spell *feather fall* represents the mage's ability to pull open a Porté hole while falling, (minimizing the damage by traveling through the Portal), rather than actually slowing his descent.

All Porté spells and class features require that the mage have at least one hand free to tear open portals.

Apprentice: At 1st level, the mage may select one of the following abilities: Ever-present Trinket (the mage may select one tiny or smaller non-magical item that he can call to his hand, across any distance, as a standard action), a spell (the mage may select one Porté spell, which does not count against his maximum number of spells), or Preternatural Dodge +1 (the mage can use his instinctive sense of spatial dimensions to better evade attacks, granting him a +1 dodge bonus to his Armor Class.)

Porté Checks: Starting at 1st level and every 2 levels thereafter, the Porté mage gains a bonus to his Porté checks (+1 at 1st level, +2 at 3rd level, +3 at 5th level, etc.) which are described in the various entries below.

Attunement: Beginning at 1st level, as a half-action, the Porté mage can gain a general sense of where his blooded items are in relation to himself (general direction and distance, up to half a mile). This distance increases to 1 mile at 4th level, 3 miles at 7th level, 5 miles at 10th level, 7 miles at 13th level, 10 miles at 16th level, 15 miles at 18th level and 25 miles at 20th level.

Blooding: At 1st level a Porté mage may blood an object by making a Porté check (DC 15, adding his bonus). Success means that the item is blooded and the character can open a portal to it if he wishes. The character may add 5 to the DC required to blood the object in order to reduce the DC required to open gates to the object by 5. This represents more time spent on the blooded, and therefore a stronger link. At 1st level the Porté mage may have 1 blooded object, and may have an additional blooded object for every 2 levels after 1st (2 at 3rd level, 3 at 5th level, 4 at 7th level, etc.). The mage may drop the link he has created to a blooded object at any time, but he must then re-blood the object if he wishes to open a portal to it. It takes 5 minutes to blood an object, but the blood can be washed off if noticed.

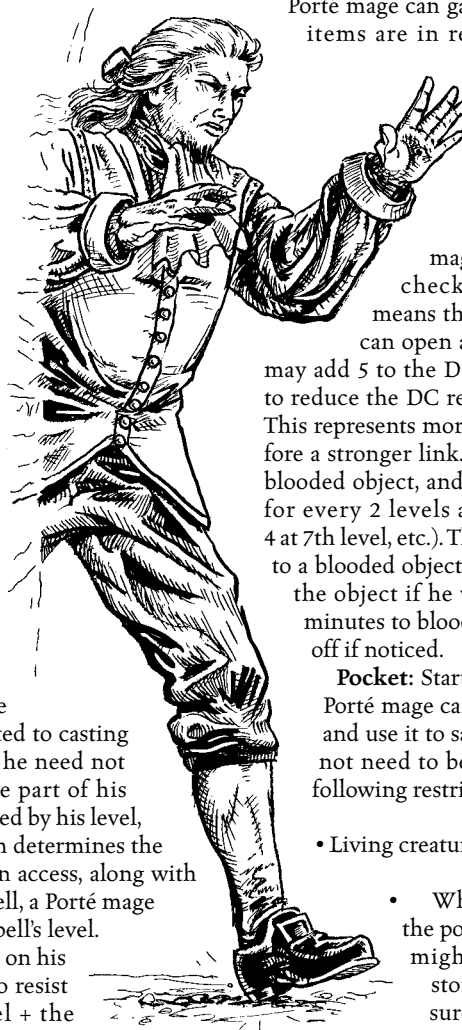
Pocket: Starting at 1st level, as a standard action, the Porté mage can create a small "pocket" in the walkway, and use it to safely store objects away. These objects do not need to be blooded, but they must adhere to the following restrictions.

- Living creatures cannot be stored in the pocket.

- Whenever the mage places an object into the pocket, there is a tiny (1d4%) chance that it might disappear. Porté mages are loathe to store valuables for this reason, and are not sure what happens to these missing items.

- The sorcerer's pocket holds a finite quantity of objects, no greater than 10 lbs. at 1st level and 20 lbs. at 4th. Anything exceeding these limits dumps all objects into the Walkway, where they are forever lost.

- Finally, any object stored in the Walkway must maintain its own shape — the strange etheric elements of certain Syrneath devices would simply pour back out of the portal, as would more traditional fluids like water or wine. Liquids stored in containers are fine.



To place something in a pocket or retrieve something from a pocket, the sorcerer makes a *Porté* check (DC 10). If successful the item may be placed in the pocket or removed from it. If the user rolls a 1 when attempting to place an item in the pocket or remove an item from the pocket, the item slips into the Walkway and is gone forever.

Bring: Starting at 3rd level, when a character wants to bring a blooded item to himself, he makes a *Porté* check (DC 20). The DC is reduced by 5 (to a minimum of 5) for every 5 points the DC was raised when the object was first blooded (signifying a stronger link; *see above*). It requires one move-equivalent action to open a small doorway and one move-equivalent action to reach through and pull the object through it.

Pass Object: At 5th level a *Porté* mage can hand one of his blooded objects to another *Porté* mage by making a *Porté* check (DC 15). As the mage begins to send the object, the receiving mage feels a tingle alerting him to the impending "gift." It takes one move-equivalent action for each mage to open the portal, and another move-equivalent action from each to complete the exchange. The DC may be increased or decreased by the DM based on the relationship of the *Porté* mages (siblings and other kin do this more easily than strangers). The object being passed must be able to fit within the *Porté* mage's "pocket" as described below.

Catch: At 6th level, the *Porté* mage can quickly create small portals to "catch" (and thereby avoid) arrows, musket balls and similar small projectiles. After a ranged attack roll has been made against a target within this character's threat area, make a Dexterity check (adding your *Porté* bonus as a competence bonus). If the result is higher than the attack roll of the attacker, the projectile is "caught" by the mage in his small portal and the attack fails. The mage may use this ability a number of times per day equal to 1 + his Wisdom modifier. Catching a projectile in this manner is a move-equivalent action.

Walk: At 8th level, the *Porté* mage may open a gateway large enough to walk through, pulling himself to an object he has blooded. To open a gateway, he makes a *Porté* check (DC 25, adding his bonus), reducing the DC by 5 for every 5 the DC was increased during the blooded of the anchor (*see "Blooded," page 12*). If successful, the gateway opens. The mage then simply steps through with his eyes shut and walks forward until he feels the familiar wrenching sensation that signifies his arrival at its other end. The gate siphons off some of his life energy to maintain its operation, so once he has stepped out of the gateway, he suffers 1d6 points of damage. (This will not take him below 1 hit point unless he has fewer than 2 hit points at full health.) Opening a gateway takes standard action and moving through a gateway to a destination takes one standard action.

Adept: At 10th level, the *Porté* mage continues the studies of his powers as he heads towards mastery. He may select one of the following abilities: Everpresent Item (he may select one small or smaller non-magical item that he can call to his hand, across any distance, as a free action), a spell (the mage may select one *Porté* spell, which does not count against his maximum number of spells, though other limitations still apply) or Preternatural Dodge +2 (the mage can use his improved sense of spatial dimensions to avoid attacks, granting him a +1 dodge bonus to his Armor Class; this stacks with the apprentice-level ability Preternatural Dodge +1.)

Carry Object: At 12th level, when the mage walks through a Portal he may now carry an object up to 100 lbs.

Lady Jamais Sices du Sices

In the court of l'Empereur of Montaigne, there was no wit as sharp as that of Lady Sices du Sices. Her vicious ridiculing of other nobles earned her a reputation as an unparalleled verbal duelist, and a large number of enemies as well. Her potent *Porté* abilities were typical of the Montaigne nobility, and while she often used them for trivial ends, their power was unquestionable.

Alas, she was also a deeply unhappy woman, and while her wit made her a force to be reckoned with, she quietly despaired at the damage it caused. She much preferred quiet scholarship to political games; although she never showed remorse in public, she was horrified by the often cruel nature of l'Empereur's court and her own behavior within it. When her caustic remarks prompted a fellow nobleman to commit suicide, she fell into a deep melancholy and almost followed his example. When the Montaigne Revolution came and nobles were rounded up to face execution, she accepted her fate with glum resignation. Vicious wit, it seemed, was no match for a guilty conscience.

Lady Jamais was rescued — both from the executioner's blade and her own remorse — by the Rye Grin, a group dedicated to saving innocent lives from the overzealous revolutionaries. They snatched her from her prison, smuggled her out of the country and eventually ferried her to the lands of Prince Donello Falisci. The Prince, smitten with her intelligence and beauty, offered her security and protection — in essence, a chance to begin life anew.

She has since done her best to atone for her past misdeeds. Her tongue remains as sharp as ever, but she now tempers it with gentle self-effacement and refrains from active politicking. The Vodacce elite consider her the Prince's courtesan, while her magical abilities give the ecclesiastical hierarchy considerable pause. She devotes her energies to rescuing her fellow Montaigne from the nightmare of the revolution, and has asked the Prince for aid on more than one occasion. She even ventures into her former country from time to time, relying on her *Porté* abilities to escape any danger. Nobles are actively hunted in Montaigne so she can rarely move around in the open. She has begun recruiting allies to aid her in her cause among those willing to risk execution or worse at the hands of the Montaigne Parlement and the Rye Grin has proven invaluable in these endeavors.

Prince Falisci sometimes calls upon her *Porté* powers as well, using them to ferry information in and out of dangerous areas. She will occasionally transport objects as well, although she refuses to carry weapons, poisons or other lethal items. Lady Jamais is an important element in Falisci's ongoing power struggle with Vodacce's other Princes. The Prince dotes upon her and would never ask her to do anything that puts her in harm's way. She never goes anywhere without leaving a blooded coin in his palace to serve as an instant escape hatch in case her verbal repartee carries her a few steps too far.

and 3 cubic ft. At 14th level this increases up to 150 lbs. and 5 cubic ft., and to 250 lbs. and 9 cubic ft. at 17th level. The mage must be able to lift the object off the ground before it may be carried through the portal.

Escort: At 14th level, the Porté mage may take one other person through the doorway with him. The escorted individual suffers the symptoms of portal sickness as described on page 11. At 16th level the mage may escort 2 other persons, 3 other persons at 18th level and 4 other persons at 20th level. These additional passengers cannot weigh more than 300 lbs. each, and must be roughly medium-sized or smaller (i.e., giants, leviathans and the like cannot be transported, nor can horses.)

Master: At 18th level, the mage is a Porté master, and may select one of the following abilities: Improved Everpresence (the mage may augment his Everpresent Trinket and/or Everpresent Item abilities by allowing them to affect magical items of the appropriate size), a spell (the mage may select one Porté spell, which does not count against his maximum number of spells, though other limitations still apply) or Praternatural Dodge +3 (the mage can use his increased sense of spatial dimensions to more readily anticipate attacks, granting him a +1 dodge bonus to his armor class; this stacks with the Apprentice level ability Praternatural Dodge +1 and the Adept level ability Praternatural Dodge +2).

Create Permanent Gateway: At 20th level, the Porté mage may create a permanent gateway with a little help. It actually requires at least five master Porté mages of different bloodlines (i.e., different families) to build the gateway. Actual stone archways costing no less than 5,000 G each must be constructed at the two sites to be connected. These will serve as the fulcrums for the ritual. Once they are completed, the mages must blood each site in a long and painful ritual which requires three months per archway to complete (the actual ceremony takes only one week, but the preparations are significantly longer.)

The ritual requires a permanent sacrifice of 5,000 XP from each of the Porté mages participating. Although only one of the Porté mages involved needs to have this feature the other participants must have achieved at least master status (18th level). Permanent gateways are rare in Théah; only a handful exist and most of them were destroyed in Revolution. The Montaigne government actually maintains one gate linking Charouse to the city of Kirk, but it may only be used with the direct permission of Parlement. Other gateways may exist in secret, but their owners are loathe to reveal their location, lest the revolutionaries discover them and have them destroyed.

Porté Spells

Note: All Porté spells require a small amount of the spell-caster's blood to function. This is considered the required material component for all these spells; all other required material components are waived.

Unless otherwise noted, the *Player's Handbook* contains complete descriptions for the spells below.

0-Level

Arcane Mark. Inscribes a personal rune (visible only).

Mage Hand. 5lb. telekinesis at 25 ft. +5 ft./2 levels.

Open/Close. Opens or closes small or light things (in this case, allows you to reach into those objects as if they were open or closed).

Prestidigitation. Performs minor tricks.

Detect Secret Doors. Reveals hidden doors within 60 ft.

Message. Whispered conversation to 1 person/level for 10 min/level at 100 ft. +10 ft./level.

1st Level

Expeditious Retreat. Doubles your speed for 1 minute/level.

Feather Fall. Rate of falling for any creatures in 10 ft. radius is changed to 60 ft./round.

Jump. Subject gets a +30 on jump checks, and has no maximum jump distance.

Undetectable Aura. This spell functions in a manner identical to the spell *Nystul's undetectable aura*, except that it can only be used on objects which the mage has blooded. No other objects may be affected by this spell.

2nd Level

Arcane Lock. Magically locks a portal or chest.

Blur. Attacks miss subject 20% of the time.

Locate Object. Senses direction toward object (specific or type).

Sound of the Succubus. The Porté mage tears open an unusually tiny hole and whispers briefly into it, thereby attracting the attention of a Portal Fiend (if the mage is already within the Walkway, he simply calls a Succubus' attentions, a dangerous but sometimes necessary maneuver.) The Succubus wheedles listeners with its usual pleadings, but the mage fortifies the strange creature's usual repertoire with more personal facts. Even should listeners succeed in ignoring the self-destructive urgings the Succubus suggests, the comments are unusually close to home, resulting in emotional unbalance and even bouts of madness. The effects and other particulars of this spell are identical in nature to the spell *Tasha's hideous laughter*.

3rd Level

Blink. You randomly vanish and reappear for 1 round / level.

Displacement. All attacks against recipient of this spell suffer a 50% miss chance.

Nondetection. This spell functions in a manner identical to the spell *nondetection*, save that it can only be used on objects which the mage has blooded. No other objects may be affected by this spell.

Secret Page. Changes one page to hide its real contents.

4th Level

Protection from Arrows. Subject gains DR 10/+1 against ranged weapons for 10 min or until discharged.

Dimensional Anchor. Bars extradimensional creatures.

Minor Creation. Creates one cloth or wood object.

Porté Door. This spell functions in a manner identical to the spell *dimension door*; the mage can carry no more than 100 lbs., plus 10 lbs. per level with him.

5th Level

Dismissal. Forces a creature to return to its native plane.

Hidden Chest. This spell functions in a manner identical to the spell *Leomund's secret chest*.

Major Creation. As *minor creation*, plus stone and metal.

Sending. Delivers a short message anywhere, instantly.

6th Level

Shadow Walk. Step into shadow to travel rapidly.

Vanish. As teleport, but affects touched object.

Teleport. The Porté version of this restricts the user to no more than 150 lbs. of additional equipment, plus 15 lbs. per Porté mage level.

7th Level

Instant Summons. This spell functions in a manner identical to the spell *Drawmij's instant summons*.

Teleport without Error. The spell version of this restricts the user to no more than 200 lbs. of additional equipment, plus 20 lbs. per Porté mage level.

Phase Door. Ethereal passage, 5 ft. x 8 ft. opening, 1 ft./level deep, through wood or stone.

8th Level

Maze. Traps subject in an interdimensional maze for a time varying based on the INT score.

Time Stop. You act freely for 1d4+1 rounds.

9th Level

Circle of the Chariot. (See the *Player's Handbook*,™ teleport)

This spell functions in a manner identical to the spell *teleport without error*, save that the mage may carry with him no more than 220 lbs. + 25 lbs. per Porté mage level.

Gate. Connects two planes for travel or summoning.

Refuge. Alters item to instantly transport its possessor to you, when broken willingly.

Sorte

*Sing the shuttle, dance the loom,
Hide the magic in the room.
Fly my fingers, weave a wall,
Hide the magic from them all.*

— an ancient Vodacce weaving song

Brief History

Fate magic is one of the rarest sorceries in Théah. It is only found in Vodacce, and only in women of noble blood. Vodacce society is incredibly cruel to its women. Harsh, demanding and jealous, Vodacce men envy their noble counterparts their power and go to great lengths to keep their noblewomen illiterate and uneducated. Terrified of these Sorte Fate Witches, or *strega*, noblemen make them virtual prisoners in their own homes. Then they take courtesans as lovers, often blatantly and without concern for the insult to their wives. Courtesans do not carry Sorte blood, and thus can receive the full benefits of culture and education without becoming a threat to Vodacce men. Men who treat Fate Witches callously often discover too late that the tear-stained girl they beat on, however, their wedding night has turned into a cold and powerful woman who can change — or end — their lives with a twist of fate.

Sorte practitioners begin their training by learning to sense the strands of fate, the connections between people binding them to a great web stretching the length of the world. They can identify the different types of threads, learning to differentiate between a thread of passion and one of hatred, for example and to recognize the impact they have on people's behavior. As they delve deeper and deeper into the nuances of

their craft, they learn to do more than just notice the strands. By tugging at the web, they can alter the nature of the threads, making some stronger and others weaker. In this manner, they can influence the destiny of those they see, steering them in desired directions. Fate Witches who master the craft can even create and destroy strands of their own. Although extremely dangerous, its potency is unprecedented. Those bearing the title of “Nonna Atropos” are master Fate Witches and among the most feared women in the world.

Creating and destroying fate strands is extremely dangerous. It tampers with the very fabric of reality, a fabric that is elastic and has been known to snap back at those who tamper with it. These “fate lashes” cause deep and lasting scars, and some can even kill. A Fate Witch must consider the consequence of using her power carelessly.

Fate Witch

Fate Witches often use a Sorte deck to help them read and interpret the strands of fate. A deck consists of 78 cards, divided into Lesser and Greater sections. The Lesser cards consist of four suits: Coins, Cups, Staves and Swords. Each suit contains cards numbered from one to ten, as well as four Court Cards: Squire, Knight, Queen and King. The Greater cards or “Arcana” are numbered from zero to 21 and have no suits, but rather depict universal concepts like Strength or Death. The relationships among the Lesser cards can be perceived by dealing the cards in a traditional pattern. Each suit corresponds to a specific strand type, drawing links between people, objects, and emotions. Once the Fate Witch understands these patterns, she can manipulate them according to her will. The Greater cards serve a more general purpose. They represent the strengths and weaknesses that lurk in the hearts of other people, basically as a representation of the core essence of their being. Greater cards can show a Fate Witch something about her subject's true nature, although she cannot alter their pattern as she can with Lesser cards. She can use her knowledge to manipulate others, however, which often proves just as effective.

The Lesser Cards

There are 56 lesser cards in a sorte deck which are divided into 4 suits.

Cups: Cups appear as blue strands, representing Passion. A Cup strand indicates an emotional connection, usually a strong one (be it love or hate).

Coins: Coins appear as yellow strands, representing Commerce. A Coin strand indicates some sort of financial connection or business dealing.

Which Witch is Which?

It is important to note that Fate Witches have no connection to the Witch class described on pages 40–44 of the *Swashbuckling Adventures*™ handbook. Traditional Witches draw their strength from the natural world, and their magic is simple and mundane in nature. Fate Witches carry Sorte blood in their veins, and the magic they command is both very specific and very powerful. Other than the name, these two classes have nothing in common.



Staves: Staves appear as green strands, representing Authority. A Staff strand indicates a connection based on status or respect (forced or otherwise) rather than on emotion or commerce.

Swords: Swords appear as red strands, representing Conflict. A Sword strand indicates some sort of feud or clash (emotional or physical) exists between the subjects.

The Greater Cards

There are 22 Greater cards in the Sorte deck, which comprise what Fate Witches call "The Great Tale." Each Greater card corresponds to a type of Arcana, representing the core essence or destiny of those attached to them. Not everyone radiates an Arcana, for few have a destiny of such obvious and undeniable power. Fate Witches learn to spot those marked by the Greater Cards and can learn a great deal about them. Arcana appear as a ghostly image looming over the person in question. These images appear on the cards either right side up in their "proper aspect" (usually indicating a strength or positive destiny) or upside down in an "inverted aspect" (usually indicating a weakness or negative destiny). The exception to this rule is the Legion card, whose strength is always read inverted.

Arcana are considered a special kind of feat; rules for using them with your character can be found on pages 148-156 of the *Swashbuckling Adventures™* handbook. As noted above, Fate Witches cannot alter Arcana; they can merely perceive them.

Game Rule Information

Alignment: Any non-chaotic.

Hit Dice: d6.

Requirements

To become a Sorte Fate Witch, a character must be a human female and possess some portion of Vodacce blood. The character must also take Half Blooded (Sorte) as her 1st level feat, which makes her a Half Blooded Fate Witch. She may advance to 7th level, but no farther. A character may, at 1st level, take the feat Full Blooded (Sorte) as her additional 1st level feat which allows her to advance past 7th level.

In non-Théan campaigns, Vodacce heritage is not required, although the DM may assign other criteria based on the specific world.

Class Skills

The Fate Witch's class skills (and the key ability for each skill) are Bluff (Cha), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge (Int), Listen (Wis), Scry (Int), Search (Int), and Sense Motive (Wis). See the *Player's Handbook™* for skill descriptions.

Skill Points at 1st Level: (4 + Int modifier) × 4.

Skill Points at Each Additional Level: 4 + Int modifier.

Class Features

The following are class features of the Fate Witch:

Weapon and Armor Proficiency: A Fate Witch is proficient with all simple weapons; she is not proficient in the use of armor or shields.

Spells: A Fate Witch may cast arcane spells according to Table 1-8. She is limited to casting a certain number of spells per day, but she need not prepare her spells in advance (they

are part of her blood). The number of spells is determined by her level, as indicated on Table 1-9, below. Wisdom determines the maximum spell level the Fate Witch can access, along with the DC of the spells she uses. To cast a spell, A Fate Witch must have a Wisdom score of 10 + the spell's level. She gains bonus spells based on her Wisdom score, and the DC necessary to resist her spells equals 10 + the spell's level + the caster's Wisdom modifier. She otherwise casts spells as a sorcerer, as per the *Players' Handbook*.™

Note: These spells come about as part of the mage's ability to read the Sorte cards and manipulate the strands of fate, and will adhere to the appearance and general demeanor of her Sorte abilities. The effects are identical to those described in the appropriate section or the *Player's Handbook*.™ but the precise manifestation matches her other class features. For example, the spell *suggestion* represents the Fate Witch's

ability to tug the strands of fate and manipulate events so that the subject behaves as she wishes, rather than directly coercing him through magic as in a standard fantasy campaign.

Apprentice: At 1st level, the Fate Witch may select one of the following abilities: Fate's Friend (the mage may alter any one die roll by +1 or -1 once per day), spell (the mage may select one Sorte spell, which does not count against her maximum number of spells, though other limitations still apply) or Preternatural Dodge +1 (the Fate Witch catches glimpses of the future, giving her a dodge bonus of +1.)

Sorte Checks: When a Fate Witch wishes to make a Sorte check (as defined in the appropriate rules) she may add this bonus to the check.

Sense Strands: Beginning at 1st level, when a Fate Witch looks at another person she can see that person's most important strands (that is, those with the largest impact on

TABLE 1-7: THE FATE WITCH

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Apprentice, Sorte Checks +0, Sense Strand: 1, Spells (2)
2	+1	+0	+0	+3	Sorte Checks +1, The Arcana, Spell
3	+1	+1	+1	+3	Sorte Checks +2
4	+2	+1	+1	+4	Sorte Checks +3, Cups Spread, Spells (2)
5	+2	+1	+1	+4	Sense Strand: 2
6	+3	+2	+2	+5	Sorte Checks +4, Coins Spread, Spell
7	+3	+2	+2	+5	Blessings and Curses
8	+4	+2	+2	+6	Sorte Checks +5, Swords Spread, Spells (2)
9	+4	+3	+3	+6	Tugging Strands
10	+5	+3	+3	+7	Adept, Sorte Checks +6, Staves Spread, Spell
11	+5	+3	+3	+7	Stretching Strands
12	+6/+1	+4	+4	+8	Sorte Checks +7, Sense Strand: 3, Spells (2)
13	+6/+1	+4	+4	+8	Sorte Checks +8
14	+7/+2	+4	+4	+9	Sorte Checks +9, Black Strand, Spell
15	+7/+2	+5	+5	+9	Arcana Spread
16	+8/+3	+5	+5	+10	Sorte Checks +10, Spell
17	+8/+3	+5	+5	+10	Sorte Checks +11, Black Spread
18	+9/+4	+6	+6	+11	Master, Sorte Checks +12, Destroying Strands, Spell
19	+9/+4	+6	+6	+11	Sorte Checks +13
20	+10/+5	+6	+6	+12	Creating Strands, Spell

TABLE 1-8: SPELLS PER LEVEL

Character Level	Maximum Spell Level	Total Spells Known
1	0	2
2	1	3
3	1	3
4	2	5
5	2	5
6	3	6
7	3	6
8	4	8
9	4	8
10	5	9
11	5	9
12	6	11
13	6	11
14	7	13
15	7	13
16	8	14
17	8	14
18	9	15
19	9	15
20	9	16

TABLE 1-9: SPELL PROGRESSION (SPELLS PER DAY)

Level	0	1	2	3	4	5	6	7	8	9
1	1	-	-	-	-	-	-	-	-	-
2	1	1	-	-	-	-	-	-	-	-
3	2	1	-	-	-	-	-	-	-	-
4	2	2	1	-	-	-	-	-	-	-
5	3	2	1	-	-	-	-	-	-	-
6	3	3	2	1	-	-	-	-	-	-
7	4	3	2	1	-	-	-	-	-	-
8	4	4	3	2	1	-	-	-	-	-
9	5	4	3	2	1	-	-	-	-	-
10	5	5	4	3	2	1	-	-	-	-
11	6	5	4	3	2	1	-	-	-	-
12	6	6	5	4	3	2	1	-	-	-
13	7	6	5	4	3	2	1	-	-	-
14	7	7	6	5	4	3	2	1	-	-
15	8	7	6	5	4	3	2	1	-	-
16	8	8	7	6	5	4	3	2	1	-
17	9	8	7	6	5	4	3	2	1	-
18	9	9	8	7	6	5	4	3	2	1
19	10	9	8	7	6	5	4	3	2	1
20	10	10	9	8	7	6	5	4	3	2

his or her life). She need only make a Sorte check (adding the appropriate bonus) versus a DC 10 + the target's level. If successful the DM must tell her what strand is most important in the target's life. This usually translates into a tangible piece of information about the target, ranging from the thing he loves or hates the most to his immediate ambitions. The DM decides the precise information, but it should at least tell the character something which she does not already know. At 5th level the Fate Witch may also look at the second most important strand to the target, assuming the check is successful. At 12th level she can see the third most important strand of the target as well. Sensing the strands is a move-equivalent action.

All fate strands have a strength rating from 1 to 10, representing how strong or binding the strand is. The DM determines the precise effects within the game, based on the guidelines below:

Strand Strength	Emotional Level
1	Weak or tenuous connection (one time meeting, brief flirtation)
3	Casual connection (students in the same class, distant rivals)
5	Firm connection (typical Vodacce marriage, political adversaries)
8	Strong connection (passionate lovers, immediate family members)
10	Nearly unbreakable connection (the love of a lifetime, hated enemies since birth, twins).

The Arcana: Starting at 2nd level, as a move-equivalent action, a Fate Witch may make a Sorte check (DC 15) to determine if a person has an Arcana and if so, which one. (The Arcana reveals the character's alignment, and which Hubris or Virtue he or she possesses, if any.)

Cups Spread: At 4th level, the Fate Witch learns the Cups spread which is considered the easiest to perform. She simply pulls all of the Cups cards from her Sorte deck, shuffles them together, and chooses three at random, laying the second lengthwise across the first, and the third above those two. By doing so, she hopes to increase the attraction of a particular person to the recipient, in essence casting a temporary love spell. To perform this spread, either the Fate Witch must spend 20 experience points or the recipient must spend 40 experience points. The Fate Witch makes a Sorte check (adding her bonus). For every 10 points the Fate Witch rolls, the recipient receives a +3 circumstance bonus when making Cha checks against the target for one month following the spread. This spread may be performed as often as the cost can be paid, but a character may not be targeted twice by the same Fate Witch's Cups spread. Reading a spread takes at least 2 minutes to perform.

Coins Spread: At 6th level, the Fate Witch learns the Coins spread. She pulls all the Coins cards from her Sorte deck, shuffles them together, and chooses three at random, laying the second lengthwise across the first, and the third above those two. By doing so, she hopes to cause fortune in monetary endeavors that will increase the recipient's income temporarily. To perform this spread, either the Fate Witch must spend 10 experience points or the recipient must spend 20 experience points. The Fate Witch makes a Sorte check (adding her bonus), adding the total times 1d4 to the recipient's income (in guilders) over one month following the spread. This money will not simply fall into the target's

lap, but the target will find his average income increase by the total. Thus if the target is a merchant, he will sell more goods; if the target is a professional adventurer, the treasure he finds will be increased by the total. This spread may be performed as often as the cost can be paid. A character may not be targeted twice by the same Fate Witch's Coins spread. Reading a spread takes at least 2 minutes to perform.

Blessings and Curses: At 7th level, the Fate Witch may bestow blessings and curses upon those she finds in or out of her favor. The cost is high, but often well worth it. A common tradition is for dying mothers to grant their children final blessings (and bestow final curses upon their enemies) before passing on, and new mothers likewise bless their children within moments of the birth. The superstitions about Fate Witches extend beyond Vodacce's borders, so foreigners rarely find the courage to look into the eyes of a Fate Witch. A common trend among literary and historical tragedies is the result of an inadvertent insult to a *sorte strega*.

Even those only passingly familiar with this ability recognize its use — the witch gazes into the eyes of another, speaks his name three times, and then kisses him (a full-round action). Should she be interrupted, the curse or blessing fails. When the ritual is complete, the *strega* makes a Sorte check (adding her bonus) and names a strand. For every 5 points rolled, the recipient gains a blessing die or a curse die. However, she herself gains one curse die for every 10 points rolled (associated with the chosen strand). The more she alters fate, the greater the consequences. Vodacce women who pass on a blessing or a curse do so at the risk of great harm to their own fate.

A character who receives a blessing die rolls one extra 1d20 for every roll linked to the appropriate strand. For example, a Swords blessing would give him an extra die to roll with every roll involving a conflict. The blessed player keeps the highest roll of the 2 dice, and the other has no effect. The die remains until it rolls a natural 1 or a natural 2, and it is then discarded. A Witch may only attempt to lay one blessing within a 24-hour period.

Curse dice work identically to blessing dice, but instead of keeping the highest rolled die, the player must keep the lowest (while the highest rolled die is ignored without effect). The die remains until it rolls a natural 19 or natural 20, at which point it is discarded. A Witch may only attempt to lay one curse within a 24-hour period.

In both cases, the DM has the final say as to which rolls fall under the effects of the blessing or the curse.

Sword Spread: At 8th level, the Fate Witch learns the Swords spread, which allows her to instill a powerful destiny in a weapon used by others. To perform the spread, she pulls out all the Swords cards, shuffles them together, and chooses three at random, laying the second lengthwise across the first, and the third to the right of those two. To perform this spread, either the Fate Witch must spend 40 experience points or the person the sword is intended for must spend 80 XP. This adds one "Destiny die" to the weapon. The weapon to be enchanted must be an ordinary weapon — puzzle swords, dracheneisen blades, other magical and extraordinary weapons, etc. are all immune to this effect. This spread may be performed as often as the cost can be paid, but the total number of Destiny dice the Fate Witch has bestowed cannot exceed half her Sorte Checks bonus (rounded down, maximum 5). The Fate Witch may cancel at will any Destiny dice that she bestows. Reading a spread takes at least 2 minutes to perform. The Witch must make the following checks to imbue a weapon:

Number of Dice	Difficulty Class
1 Die	DC 10
2 Dice	DC 15
3 Dice	DC 20
4 Dice	DC 25
5 Dice	DC 30

Destiny Dice: The character with a weapon imbued with a Destiny die may use the die as a free action to do one of three things: roll 1d6 when attacking and add it to hit roll, roll the die when dealing damage (thereby adding the die to the damage), or roll the die immediately before he is attacked (to raise his AC by the roll until his next action). A weapon may have up to 5 destiny dice which do not refresh more than once a day (for example, if a die is used on the fourth hour of the day, it cannot be used again until the fourth hour of the next day). Only one Destiny die may be used per combat round. Destiny dice are considered enhancement bonuses.

Tugging Strands: At 9th level, the Fate Witch may begin tugging on the strands in order to alter those bound to them. Fate Witches can only tug strands that they can see, and can only strengthen or weaken strands in this manner. Actual destruction or creation of a strand is impossible at this level,

and Court Card strands are beyond a Fate Witch's meddling tugs in any case. In order to increase or decrease the strength of a strand, she must make a Sorte check and name a strand (DC 10 + 5 for each point she wishes to alter the strand's strength up or down). This takes a standard action. If she were trying to change a strength 10 strand to a strength 8 strand, her DC would be 20. This change lingers for a number of days equal to the Fate Witch's Sorte checks bonus. Tugging a strand is limited to once per bound person per day.

Tugging does not bring forth spectacular or immediate consequences. Rather, the Fate Witch causes interference in the targeted relationship. If she strengthens a Passion strand, for instance, a happy accident occurs. Perhaps an admirer's poetry sounds uncommonly flattering, or a wife rediscovers her absent husband's love letters to her. The relationship grows stronger, at least until the magic wears off. The DM may interpret the exact effects as he sees fit.

Staves Spread: At 10th level the Fate Witch learns the Staves spread which is much more complicated than the Coins and Cups spreads, not in its physical practice, but in the Sorte power required. Similar to the first two spreads, the Fate Witch pulls out all of the Staves cards from her Sorte deck, shuffles them together, and chooses three at random,

Valentina Villanova

When you are born with the gift of Sorte and even a shred of intelligence, your life is doomed from the start. To then be married to one of the most powerful — and truly evil — men in the world, your life becomes worse than miserable. As a child, Valentina Villanova did not know to keep her precocious grasp of knowledge to herself. When her daughter's stunning intellect began to assert itself, her horrified mother swept the child off to a nunnery hoping that the stern sisters would beat the knowledge out of her. All they managed to do was teach Valentina to become a mistress of subterfuge.

As Fate would have it — and it always does — young Valentina made friends with a commoner named Giulia. Although such a relationship was forbidden in Vodacce's highly stratified society, the two managed to stay in contact as they grew into womanhood. Valentina was married to the despicable Villanova scion and did her duty by her husband, producing two sons. She devoted herself to their care, always mindful to show a dutiful and docile face to their father, even as he was beating her — which he did regularly.

Most Vodacce noblemen employ the services of courtesans but Giovanni took a permanent mistress, an amazingly beautiful and talented young woman named Juliette. Infuriated at the insult, Valentina behaved as any noble Vodacce wife should. On those rare occasions when the wife and the mistress encountered each other in public, the air was filled with taunts and insults. After a particularly dramatic display of hysterics at the ball where Villanova publicly introduced his mistress Valentina was ordered into seclusion.

However, the two women had a secret. Juliette was none other than Valentina's girlhood friend Giulia. Thanks to the courtesan's help, Valentina learned to read and write, which gave her a chance to exercise her brilliant mind. She

soon developed a secret cipher by which the two of them could communicate undetected by her husband's many household spies and toadies. Day by day, using their code, the two women plotted and planned their escape from Villanova and the hated life Vodacce forced upon them.

Even for someone as brilliant as Valentina, devising and implementing an ironclad escape was difficult. She had come close to death twice before at her husband's hands and she knew that the third time he would prove fatal. She might have taken even longer to make her plans but on the eve of the Prophets' Mass in late Decimus last year, she learned to her horror that her two sons were well on their way to becoming monsters in their father's mold. After hearing their gleeful admission to poisoning a Falisci merchant, she knew that her attempts to protect them from their father's influence had been for naught. She tried to show them the error of their actions, but they were too far gone. When the eldest slapped and beat her, much like he had seen his father do countless times, Valentina responded by flying into a murderous rage. Using her Sorte powers, she utterly destroyed their Fate threads, felling them until they lay on the carpet like puppets bereft of string. When she regained her senses, she fled the palace with her beloved friend, sickened by what she had done.

Villanova would not take the death of his heirs lightly. He tracked the two women as they tried to flee Vodacce and cornered them, intent upon watching them die in the most hideous and painful manner possible. But he underestimated his enemies. Juliette took his eye out with a sharp dagger, and the two women left the prince bellowing in pain and rage. Their present whereabouts are unknown, but they know Villanova hasn't forgotten about them. Valentina's Fate magic keeps them hidden, but it is only a matter of time before he finds them. They plan to be ready for him.

laying the second lengthwise across the first, and the third to the left of those two. In so doing, she hopes to temporarily increase the recipient's fame and influence over others. To perform this spread, either the Fate Witch must spend 80 experience points or the recipient must spend 160 experience points. The Fate Witch then makes a Sorte check (adding her bonus). For every 10 points she rolls, the recipient receives a +3 circumstance bonus when making skill checks to influence other's opinions and/or actions (such as Bluff, Diplomacy, etc.) for one month following the spread. This spread may be performed as often as the cost can be paid, but a character may not be targeted twice by the same Fate Witch's Cups spread. Reading a spread takes at least 2 minutes to perform.

Adept: Also at 10th level, the Fate Witch may select one of the following abilities: Fate's Ally (the mage may alter any one die roll by +2 or -2 once per day; this stacks with Fate's Friend to allow two rolls to be altered), a spell (the mage may select one Sorte spell which does not count against her maximum number of spells, though other limitations apply) or Preternatural Dodge +2 (the mage catches glimpses of the future, making her harder to hit and granting a +2 dodge bonus; this stacks with the apprentice level Preternatural Dodge +1.)

Stretching Strands: At 11th level, the Fate Witch may stretch the strands to alter those bound to them. She cannot stretch a strand that currently has a Court Card attached to it, but she may grant a bonus or penalty to another character by pulling and altering the strands. She makes a Sorte check (adding her bonus) and declares a strand. This takes a standard action. If successful the target gains either a penalty or bonus to all rolls involving the named strand. For every 15 points rolled the target gains either a +3 circumstance bonus or -3 circumstance penalty until the end of the day.

Black Strand: At 14th level the witch learns about the black strand which represents impending change. This dire sign does not always indicate death, so the Fate Witch must determine if there is another dramatic life-altering condition attached to its formation. Black strands cannot be tugged, stretched, created or cut. However, Fate Witches who learn this skill can see black strands when they form (as a possible side benefit, they seem to remain young longer than those of the same age.) The Fate Witch targets a character and makes a Sorte check (DC 20, adding her bonus). If successful the DM must tell her when the target player will die or if a black strand is attached to a character close to her. Sensing a strand is a move-equivalent action.

Arcana Spread: At 15th level, the Fate Witch learns the Arcana spread, the most powerful Sorte effect known. Rather than lay out an actual spread of cards, however, the Fate Witch weaves a tapestry and incorporates fate strands into it. To do so, she selects a single Major Arcana from her Sorte deck and weaves a tapestry of her intended target, depicting him or her in front of the picture on the card. This effect is so powerful that it can temporarily change the target's personality, making a cowardly man brave or a holy woman greedy. Eventually the original personality reasserts itself, but often not before significant damage is done.

Weaving the tapestry takes two months of uninterrupted labor and 500 G of materials. Once it is woven, the Fate Witch must spend 1,000 experience points to weave the fate strands into it, giving the target the Arcana of her choice for 10 months, minus the target's Cha Modifier. Then she must make a Sorte check (DC 15 + the target's Cha Modifier, adding her bonus). If successful, the chosen Arcana replaces

any Arcana the targeted character might normally possess for the duration of the spell. This spread may be performed as often as the cost can be paid, but a Fate Witch may only have three tapestries active at the same time. The G and XP are spent when the tapestry is started, and if the Sorte check fails, the tapestry is ruined, and must be started anew (i.e., all the listed costs — in time, money, and experience — are gone).

Alternately, the Fate Witch can achieve this effect by sculpting a statue, composing a piece of music, or practicing some other means of creative expression involving the targeted character. The costs and mechanics involved do not change, only the medium. However, since so few Fate Witches learn any sort of artistic expression besides weaving, these alternate mediums are rarely (if ever) seen.

Black Spread: At 17th level, the Fate Witch learns of the black spread. Deceptively simple, it is seldom performed by any but the most powerful Fate Witches, and always for themselves alone. To perform it, the Fate Witch uses a special suit of cards called the Skull suit, which is rarely seen in Théah. In addition to the standard 1-10 cards and normal Court Cards, it also must include the Tower card from the Major Arcana. The Fate Witch shuffles these cards together, blindfolds herself, and chooses two cards at random, laying one above the other. The purpose of this secretive ritual is to keep the Fate Witch young beyond her years. Although it does not actually extend her life span, she may retain her youthful appearance until the day she dies. However, if the Tower card is chosen, the effects of all previous black spreads are instantly undone.

To perform this spread, the Fate Witch must spend 50 experience points. She makes a Sorte check (adding her bonus). For every 5 points she rolls, she removes 3 years from her age. (To determine the effects of aging, see the *Player's Handbook*.™) Depending on her natural age, she will appear younger than she actually is. This spread may be performed as often as the cost can be paid, but if any roll ever comes up a 1, all previous successes vanish, and the user again appears to be her own age. Reading a spread takes at least 2 minutes.

A Skull deck costs 100 G, and is usually only available through special channels. No one would even dream of selling it to anyone but a Fate Witch.

Master: At 18th level, the Fate Witch may select one of the following abilities: Master of Fate (the mage may alter any one die roll by +3 or -3 once per day; this stacks with Fate's Friend and Fate's Ally), a spell (the mage may select one Sorte spell which does not count against her maximum number of spells, though other limitations apply) or Preternatural Dodge +3 (the mage catches glimpses of the future, making her harder to hit and giving her a +3 dodge bonus; this stacks with the apprentice level Preternatural Dodge +1 and the adept level ability Preternatural Dodge +2).

Destroying Strands: Also at 18th level, the Fate Witch learns to destroy fate strands. She tears at them like she would a web, and with effort, can even bring nations to their knees. This is terrifically dangerous, however, as there is a brief moment after the strand snaps where both sides remain connected to her. Thus, she too suffers from her destructive desires, and only the most reckless or vengeful Fate Witches use this ability regularly. Tales abound of the "Mad Queen" Marietta, a powerful strega who tried to wipe the entire Crescent Empire from existence — both she and her entire family were destroyed in the attempt.

To destroy a strand, the Fate Witch must make a Sorte check (DC 20). This takes a standard action. If the check is

successful, she names a strand between two targets and that strand snaps. The effects of this power are legendary and almost always final — close lovers immediately grow cold and distant or a once-friendly rivalry becomes deadly earnest.

Creating Strands: At 20th level, the Fate Witch learns to create fate strands. Creating new strands is very difficult, and the consequences are entirely unpredictable. The Fate Witch does not merely impose her will on fate, but creates a new fate itself and forces everything else to realign around her desires. Although less deadly than destroying strands, the outcome is no more stable. This forces the subjects into unnatural activities and unfamiliar emotions, and while a well-tended Passion strand may show all the signs of a natural romance, many a Fate Witch has found an abusive and jealous master when she sought only to make another love her.

To create a strand, the Fate Witch must make a *Sorte* check (DC 25). This takes a standard action. If successful, she names a strand and two targets. The two targets will move towards a relationship based, at least in the beginning, on the named strand. As time advances the relationship between the two targets may change, grow or fade away. As always, the DM has the final say on how such a relationship might develop.

Fate Witch Spells

Note: These spells are all enabled by the Fate Witch's vision of the great web of fate, and the subtle manipulation thereof. The effects are achieved by stretching or pulling the strands in a desired direction, which serves as the physical components of the spell in question. All other somatic components are waived. Similarly, the Fate Witch's use of a *Sorte* deck serves as the material component for each of these spells. All other material components are waived.

Unless otherwise noted, the *Player's Handbook* contains complete descriptions for the spells below.

0 Level

Augury. Learns whether an action will be good or bad.

Daze. Creature loses next action.

Charm Person. Makes one person your friend.

Clairaudience/Clairvoyance. Hear or see at a distance for 1 min/level.

1st Level

Erase. Mundane or magical writing vanishes.

Identify. Determines the most basic function of a magic item.

Obscure Object. Masks object to divination.

Suggestion. Compels subject to follow stated course of action for 1 hour/level or until complete.

2nd Level

Blindness/Defense. Makes subject blind or deaf.

Detect Thoughts. Allows listening to surface thoughts in 60 ft. quarter circle emanating from you.

Misdirection. Misleads divinations for one creature or object.

See Invisibility. Reveals invisible creatures or objects.

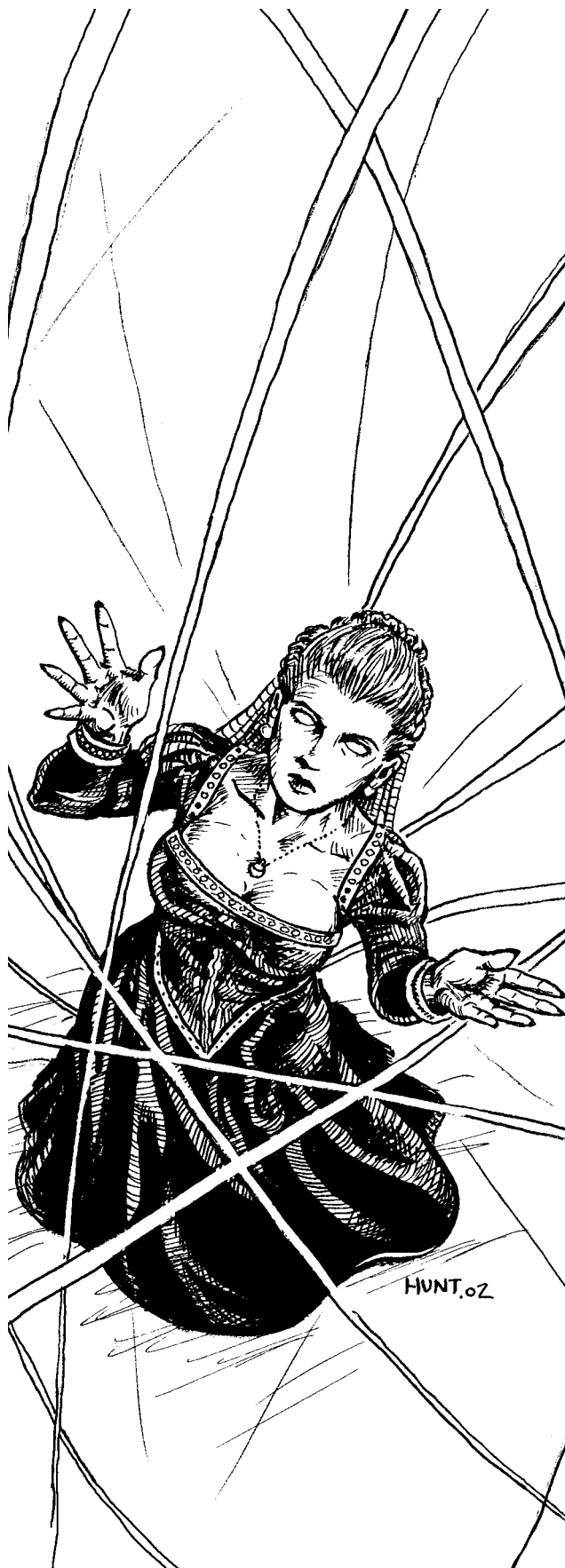
3rd Level

Bestow Curse. -6 to an ability, -4 on attacks, saves, and checks; or 50% chance of losing actions.

Hold Person. Holds one person helpless for 1 round/level.

Nondetection. Hides subject from divination/scrying.

Remove Curse. Frees object or person from curse.



4th Level

Confusion. Makes subject behave oddly for 1 round/level.
Discern Lies. Reveals deliberate falsehoods.
Emotion. Arouses strong emotion in subject.
Modify Memory. Changes 5 minutes of subject's memories.

5th Level

Dominate Person. Controls a humanoid telepathically.
Dream. Sends message to anyone sleeping.
Nightmare. Sends vision dealing 1d10 damage, fatigue.
Sending. Delivers a short message anywhere, instantly.

6th Level

Eyebite. Charm, fear, sicken, or sleep one subject as gaze attack.
Foresight. "Sixth Sense" warns of impending danger.
Mislead. Turns you invisible and created illusory double.
Repulsion. Creatures cannot approach you.

7th Level

Insanity. Subject suffers continuous *confusion*.
Mind Fog. Targets in fog receive a –10 to Wis and Will saves.
Demand. As sending, plus you can send suggestion.
Mind Blank. Subject is immune to mental/emotional magic and scrying.

8th Level

Antipathy. Object or location repels certain creatures.
Symbol. Triggered runes has array of effects.
Sympathy. Object or location attracts certain creatures.
Trap the Soul. Imprisons subject within Sorte deck.

9th Level

Freedom. Releases creature suffering from *imprisonment*.
Imprisonment. Entombs subject within fate threads.
Soul Bind. Traps newly dead soul to prevent *resurrection*.

Zerstörung

Of all the Bargainers' gifts, perhaps none was so terrible as *Zerstörung*, the power to corrode matter. Its practitioners were thought by most to be long dead but here and there, one hears stories that a few of their descendants may still exist.

Zerstörung accelerates the aging process, causing matter to corrode and collapse, sometimes in the space of a few seconds. The affected object literally rots in place, becoming dry and brittle like a centuries-old skeleton that is suddenly exposed to the air. This is not aging in the sense of growing older, but rather an increase in the natural entropy that causes wear and decay. At lower levels *Zerstörung* affects paper, wood and other perishable items. At higher levels it can affect metal, weapons, and even flesh.

It should be noted that magical items, dracheneisen, Syrneth artifacts and Sidhe equipment are immune to *Zerstörung*. Water cannot be affected by it either, and ageless supernatural monsters (Outsiders, Undead, etc.) simply shrug off its power. The fabled Balm of the Westmoreland — the immortality potion of Sophia's Daughters — may render those who drink it immune to *Zerstörung* as well.

Brief History

The tumultuous history of Eisen is marked by internal battles among petty nobility trying to establish their personal feudal kingdoms. Of all of them, the von Drachen family was perhaps most infamous for their iron will, subtle manipulations and devastating cruelty. But they were ultimately destroyed, their demise hastened by the actions of the secret society known as the Rilasciare. Working with disgruntled serfs, the Rilasciare undermined the von Drachen's power by murdering extended family members and working their way towards the seat of the family's strength. The core of the bloodline gathered at the von Drachen castle to defend itself against the combined forces of rebelling peasants and a rival nobleman named Karl Sieger. So intent were they on holding back the assault that they never saw the shadowy movements of the Rilasciare within the castle itself.

When the sun rose that morning in AV 918, not a single member of the von Drachen family was alive to greet the day. The Rilasciare had wiped them out, and Sieger claimed their lands as his own. With that act, the seed of *Zerstörung* was purged forever... or so it seemed. From time to time, however, rumors sprang up, intimating that the von Drachen bloodline has endured through the centuries: a few select members, hidden away in the darkest corners of the world.

The DM has the final say on whether this form of sorcery is indeed extinct.

Zerstörung Mage

Zerstörung mages are a rare breed indeed, and have learned to keep their abilities hidden, even from trusted friends. In Théah, the secret society known as the Rilasciare would hunt them down mercilessly if they ever learned of their existence, as would the Vaticine Church and several ruling families of Eisen as well.

Practitioners of this art can be identified by a dry, gray pallor to their skin, which worsens as their skills progress. While it can be explained away as poor health or the like, it makes others decidedly uneasy in the mage's presence. Most *Zerstörung* sorcerers enjoy the effect it causes, but they must be cautious lest their death-like countenance reveal the secret in their blood.

In the early stages of development, the mage learns to corrode simple materials, such as paper, or perishable materials such as food. As he progresses, he learns to apply his powers to more durable materials: stone, earth, or armor and weapons. *Zerstörung* masters can inflict their horrors on living beings, turning a youthful child into a withered husk or a fresh corpse into a dust-blown skeleton.

Game Rule Information

Alignment: Non-lawful, non-good.

Hit Dice: d6.

Requirements

To become a *Zerstörung* mage, a character must be human, have some natural portion of Eisen blood (though he need not be entirely Eisen) and fulfill the following criteria:

Feats: Either Half Blooded (*Zerstörung*) or Full Blooded (*Zerstörung*). Taking Half Blooded (*Zerstörung*) at 1st level makes the character a Half Blooded *Zerstörung* mage. The character may advance in the *Zerstörung* mage class to 7th level, but no farther. Alternately, a character may,

at 1st level, take Full Blooded (Zerstörung) as an additional feat, which allows him to advance past 7th level.

In non-Théan campaigns, Eisen heritage is not required, although the DM may assign other criteria based on the specific world.

Class Skills

The Zerstörung mage's class skills (and the key ability for each skill) are Alchemy (Int), Climb (Str), Concentration (Con), Craft (Int), Disguise (Cha), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (Int), Listen (Wis), Open Lock (Dex), Perform (Cha), Pick Pocket (Dex), Profession (Wis), Ride (Dex), and Sense Motive (Wis). See the *Player's Handbook*™ for skill descriptions.

Skill Points at 1st Level: (4 + Int modifier) × 4.

Skill Points at Each Additional Level: 4 + Int modifier.

Class Features

The following are class features of the Zerstörung mage:

Weapon and Armor Proficiency: A Zerstörung mage is proficient with all simple weapons, but not in the use of armor or shields, bucklers or any other fencing equipment.

Spells: A Zerstörung mage may cast arcane spells according to Table 1-11. He is limited to casting a certain number of spells per day, but he need not prepare his spells in advance. The number of spells is determined by his level, as indicated on Table 1-12, below. Wisdom determines the maximum spell level the Zerstörung mage can access, along with the DC of the spells he uses. To cast a spell, a Zerstörung mage must have a Wisdom score of 10 + the spell's level. The Zerstörung mage gains bonus spells based on his Wisdom score, and the DC necessary to resist his spells equals 10 + the spell's level + the caster's Wisdom modifier. He otherwise casts spells as a sorcerer, as per the *Players' Handbook*™.

TABLE 1-10: THE ZERSTÖRUNG MAGE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+0	+2	Apprentice, Zerstörung Checks +0, Corrode Simple Material, Spells (3)
2	+1	+3	+0	+3	Zerstörung Checks +1, Spell
3	+2	+3	+1	+3	Focused Effect
4	+3	+4	+1	+4	Zerstörung Checks +2, Spells (2)
5	+3	+4	+1	+4	Fast Application
6	+4	+5	+2	+5	Zerstörung Checks +3, Spell
7	+5	+5	+2	+5	Disintegration
8	+6/+1	+6	+2	+6	Zerstörung Checks +4, Spells (2)
9	+6/+1	+6	+3	+6	Corrode Hard Materials
10	+7/+2	+7	+3	+7	Adept, Zerstörung Checks +5, Spell
11	+8/+3	+7	+3	+7	Indirect Touch
12	+9/+4	+8	+4	+8	Zerstörung Checks +6, Spell (2)
13	+9/+4	+8	+4	+8	Corrode Life
14	+10/+5	+9	+4	+9	Zerstörung Checks +7, Spell
15	+11/+6/+1	+9	+5	+9	Distant Touch
16	+12/+7/+2	+10	+5	+10	Zerstörung Checks +8, Spell
17	+12/+7/+2	+10	+5	+10	Zerstörung Focus
18	+13/+8/+3	+11	+6	+11	Master, Zerstörung Checks +9, Spell
19	+14/+9/+4	+11	+6	+11	Zerstörung Focus
20	+15/+10/+5	+12	+6	+12	Zerstörung Checks +10, Spell

TABLE 1-11: SPELLS PER LEVEL

Character Level	Maximum Spell Level	Total Spells Known
1	0	3
2	1	4
3	1	4
4	2	6
5	2	6
6	3	7
7	3	7
8	4	9
9	4	9
10	5	10
11	5	10
12	6	12
13	6	12
14	7	13
15	7	13
16	8	14
17	8	14
18	9	15
19	9	15
20	9	16

TABLE 1-12: SPELL PROGRESSION (SPELLS PER DAY)

Level	0	1	2	3	4	5	6	7	8	9
1	1	-	-	-	-	-	-	-	-	-
2	1	1	-	-	-	-	-	-	-	-
3	2	1	-	-	-	-	-	-	-	-
4	2	2	1	-	-	-	-	-	-	-
5	3	2	1	-	-	-	-	-	-	-
6	3	3	2	1	-	-	-	-	-	-
7	4	3	2	1	-	-	-	-	-	-
8	4	4	3	2	1	-	-	-	-	-
9	5	4	3	2	1	-	-	-	-	-
10	5	5	4	3	2	1	-	-	-	-
11	6	5	4	3	2	1	-	-	-	-
12	6	6	5	4	3	2	1	-	-	-
13	7	6	5	4	3	2	1	-	-	-
14	7	7	6	5	4	3	2	1	-	-
15	8	7	6	5	4	3	2	1	-	-
16	8	8	7	6	5	4	3	2	1	-
17	9	8	7	6	5	4	3	2	1	-
18	9	9	8	7	6	5	4	3	2	1
19	10	9	8	7	6	5	4	3	2	1
20	10	10	9	8	7	6	5	4	3	2

Note: These spells come about as part of the mage's ability to manipulate natural forces of entropy, and will adhere to the appearance and general demeanor of his *Zerstörung* abilities. The effects are identical to those described in the appropriate section or the *Player's Handbook*™ but the precise manifestation matches his other class features. For example, the spell *shatter* represents the mage's ability to destroy objects through accelerated erosion, rather than sonic emissions as would be the case in a standard fantasy campaign.

Zerstörung Checks: Beginning at 2nd level, when a *Zerstörung* mage wishes to make a *Zerstörung* check (as defined in the appropriate ability) he may add a +1 bonus to the check. At 4th level and each additional even level thereafter the bonus is increased by 1.

Limitations: *Zerstörung* sorcery requires the sorcerer's touch to take effect (i.e., a touch attack conducted without gloves or gauntlets); it takes 1 full-round action of unbroken contact to work. If contact is broken for any reason, the sorcerer must begin again; use the grappling rules in the *Player's Handbook*™ to determine if a resisting opponent can break contact.

Zerstörung only affects creatures of Large size or smaller. (Creatures the size of drachen and leviathans simply have too much mass for the magic to work.)

Because *Zerstörung* magic requires intimate physical contact (a touch) between the mage and his prey, it is harder to resist than most other forms of sorcery — in fact, it is almost impossible to resist. As a result, any *Zerstörung* spell or class feature that involves actual physical contact (not touch via a spell, Distant Touch or Indirect Touch) affords no saving throw to the victim.

Apprentice: At 1st level, the mage is a *Zerstörung* apprentice. He may select one of the following abilities:

Corrupt Touch (the mage's touch kills small plant and animal life: any plant or animal weighing less than one-half pound is instantly slain if the mage succeeds at a touch attack; this may be done once per day), a spell (the mage may select one *Zerstörung* spell, which does not count against his maximum number of spells, though other limitations apply) or natural armor +1 (the power of corruption flowing through the mage's veins has caused his skin to toughen and become resistant to damage.)

Corrode Simple Material: Starting at 1st level, the *Zerstörung* mage learns to affect fragile objects — paper, foodstuffs and the like. The sorcerer causes a single Medium-sized or smaller non-living item to become brittle and unusable. The character makes a *Zerstörung* check (DC 10). If successful, the hardness of the item is reduced by 5 (minimum 0) and the hit points of the item are halved, or the mage may cause the item 1d4 points of damage (if this reduces the item to -10 hit points then the item is corroded and turns to dust). It takes 1 full round of contact for the corrosion to work (see "Limitations," above). This ability may be used a number of times per day equal to the mage's Wisdom modifier + one-fourth the mage's *Zerstörung* level (rounded up).

Focused Effect: At 3rd level, the *Zerstörung* mage learns to focus his powers in order to corrode a small part of a given object — just one page of a book, for example, or a man's hand instead of his entire body. The mage must meet all the conditions for corroding the object normally. To use this ability, he makes a *Zerstörung* check (DC 15) in order to limit the effect to the desired location. Success means that only the desired area is affected. Failure indicates the object completely corrodes as normal. This ability may be used a number of times per day equal to the mage's Wisdom modifier + one-fourth the mage's *Zerstörung* level (rounded up).



Fast Application: At 5th level the *Zerstörung* mage learns to quicken his actions. It takes only a single touch (one melee touch attack) to use his power. Using Fast Application requires a simple *Zerstörung* check (DC 15). Success indicates that the effect takes only a single standard action; failure means that the sorcerer must maintain contact for the full combat round.

Disintegration: *Zerstörung* tends to leave evidence in its wake — the pitted remains of a suit of armor, a skeletal mummy, etc. Starting at 7th level, however the *Zerstörung* mage learns to disintegrate an entire object, turning it into dust that blows away in a stiff breeze. After the mage has corroded something down to –10 hit points, he may make a *Zerstörung* check (DC 15 + 1 per cubic foot of material to be disintegrated) to turn the remains to dust.

Corrode Hard Materials: Starting at 9th level, the mage may inflict 1d8 hit points of damage to a target item by making a *Zerstörung* check (DC 5). The character may inflict an additional +1d8 damage by increasing the DC by 5 before he makes his check. This may be done any number of times; each additional +1d8 damage increases the DC by another 5 (keep in mind that the item's hit points cannot be reduced below –10). If successful, the object becomes pitted and rusted. A single piece of armor can be affected in this manner (a breastplate, a panzerhand, etc.).

Adept: At 10th level, the *Zerstörung* mage continues the studies of his powers as he heads towards mastery. He may select one of the following abilities: Corrupt Aura (the mage's mere presence kills small plant and animal life: any plant or animal weighing less than one-half pound is instantly slain if it comes within 1 foot of the mage), spell (the mage may select one *Zerstörung* spell), natural armor +2 (the power of corruption flowing through the mage's veins has caused his skin to toughen and become resistant to damage; this stacks with the apprentice level ability natural armor +1.)

Indirect Touch: Starting at 11th level, the *Zerstörung* mage learns to focus his powers through other objects, allowing him to affect items without directly touching them. As a free action, the sorcerer makes a *Zerstörung* check (DC 5 + 5 for every additional piece of material between the sorcerer's flesh and the target object), before using another *Zerstörung* class feature. For thicker material (walls, and the like) add an additional 5 to the DC for every five ft. of solid matter between the sorcerer's flesh and the target object. If successful the sorcerer may use his *Zerstörung* class features as if he were touching the target. This effect lasts until the end of his chosen class feature's effect.

Corrode Life: Starting at 13th level, the mage has greater power than he has ever known. Trees, animals and even human beings can be aged with Corrode Life. The mage inflicts 1d8 hit points of damage to the target opponent by making a *Zerstörung* check (DC 10). He may inflict an additional +1d8 damage by increasing the DC by 5 before he makes his check. This may be done any number of times; each additional +1d8 damage increases the DC by another 5. It takes 1 full round of unbroken contact in order for the power to work. An animate subject will not feel anything until the corrosion takes effect, but contact must be maintained for the entire round (see "Limitations," above), unless using Fast Application. This ability may be used a number of times per day equal to the mage's Wisdom modifier + one-fourth the mage's *Zerstörung* level (rounded up).

Distant Touch: Starting at 15th level, the *Zerstörung* mage learns to use his powers at range. As a free action, the sorcerer makes a *Zerstörung* check before using another *Zerstörung* class feature (DC 10 + 5 for every foot between the sorcerer's flesh and the target object). If successful, the sorcerer may use his *Zerstörung* skills as if he were touching the target. This effect lasts until the end of his relevant class feature.

***Zerstörung* Focus:** Starting at 17th level, when the mage wishes to make a *Zerstörung* check, he may choose to take 10.

Gerhard Stadtloben

The Eisen town of Prachtig has always had a strong criminal element. Among the smugglers and thugs who frequent its streets is a man named Gerhard Stadtloben. He works as a freelance assassin and extortionist, hiring his services to whichever of the city's half-dozen gangs will pay the most. He makes unwanted individuals disappear, disposes of incriminating evidence, and arranges for "accidents" to befall certain important pieces of cargo. Others call him the Gray Post, due to his leathery countenance and humorless demeanor. While the city guard has a reward on his head, they have yet to find anyone willing to claim it.

His parents met quite by accident, and the union which produced him was cut short when his father was killed in the War of the Cross. It came as no surprise to him, however, when he learned that both of his parents descended from the von Drachen line: a reviled family who became extinct some seven hundred years ago. Gerhard grew up at the foot of the Drachenberg mountains, raised by a great uncle who kept the boy isolated from outsiders. The cabin in which they lived burned down about a dozen years ago; Gerhard appeared in Prachtig several months later, working as a cargo loader on the river docks. When his pier received some unwelcome attention from a local street gang, he took it upon himself to solve the problem. The gang disappeared several days later, and have not been seen since.

Word of the incident quickly spread, and Gerhard learned that he could make a prosperous living by pulling similar "disappearing acts," be it individuals, objects, or even boatloads of cargo. He has since amassed a fearsome reputation among the Prachtig underworld, and a small fortune in illicit gains. He carries no weapons, and no one has ever seen him directly threaten anyone. But his targets never cause any trouble after he pays them a visit. The lucky ones leave Prachtig, never to return; the rest just disappear. No one knows how he does it; when asked, he gives a horrid grimace and says "I simply show them a long term perspective."

Zerstörung is practically unknown within this province: only the very learned or the very observant could recall it by name. No one has yet tied Gerhard to the extinct sorcery and indeed, he may not even possess it. It doesn't take magic to efficiently dispose of bodies, and there's no shortage of dangerous men in Eisen. But his gray eyes hide untold secrets, and careful observers will notice the ring that never leaves his right index finger... a ring bearing the forgotten seal of the von Drachen family.

He may use this ability once per day. At 19th level, when he wishes to make a *Zerstörung* check, he may choose to take 10 twice per day. In addition the *Zerstörung* mage may choose to take 20 once per day. The time it takes to complete the action is the same as if the *Zerstörung* mage had rolled the 10 or 20 on the first roll; taking 10 or 20 does not incur any of the standard time penalties.

Master: At 18th level, the mage is a *Zerstörung* master, and may select one of the following abilities: a spell (the mage may select one *Zerstörung* spell), natural armor +3 (the power of corruption flowing through the mage's veins causes his skin to toughen and become resistant to damage; this stacks with the apprentice level ability natural armor +1 and the adept level ability natural armor +2) or Essence of Corruption (the mage's ability to corrupt and destroy matter is unsurpassed; the mage permanently loses 1 point of Charisma and Constitution and in return increases the damage die of all of his class features, such as Corrode Hard Metals, etc., by one die type, i.e. 1d6 becomes 1d8, etc.)

Zerstörung Spells

Note: In all cases, a *Zerstörung* sorcerer can only exercise his power by making physical contact with the target. Essentially, the range of every spell is changed to touch, and the target is changed to the creature touched. Touch is achieved by making a melee touch attack. Indirect Touch and Distant Touch can be used with spells, in which case a ranged touch attack must be made. *Zerstörung* requires no other components to function; unless otherwise noted, all material components are waived.

Unless otherwise noted, the *Player's Handbook* contains complete descriptions for the spells below.

0 Level

Chill Touch. 1 touch/level deals 1d6 and possibly 1 Str damage.

Corrosive Touch. Touch deals 1d4 damage. (See page 86.)

Detect Undead. Reveals undead within 60 ft.

1st Level

Deathwatch. Sees how wounded subjects within 30 ft. are.

Doom. One subject suffers -2 on attacks, damage, saves, and checks.

Enfeeblement. This spell's effective range is Touch. It is otherwise identical in all respects to the spell *ray of enfeeblement*.

Ghoul Touch. Paralyzes one subject; exudes stench (-2 to rolls in 10 ft. radius) for 1d6+2 rounds.

2nd Level

Acidic Touch. Touch deals damage equal to 1d6 + 1 per 2 levels. (See page 85.)

Death Knell. Kills dying creature; you gain 1d8 temporary hp, +2 Str, and +1 level.

Shatter. Sonic vibration damages objects or crystalline creatures; 3 ft. radius spread over target.

3rd Level

Contagion. Infects subject with disease.

Rusting Grasp. Your touch corrodes iron and alloys.

Slow. One subject/level takes only partial actions, -2 AC, -2 all melee rolls.

4th Level

Antiplant Shell. Keeps animated plants at bay.

Enervation. Subject gains 1d4 negative levels.

Greater Corrosive Touch. Touch deals 3d6 damage. (See page 89.)

Vampiric Touch. Touch deals 1d6/two caster levels in damage; caster gains damage as hp.

5th Level

Corrosive Barrier. This spell is identical to *blade barrier* in all respects.

Greater Acidic Touch. Touch deals damage equal to 3d8 +1 per level. (See page 89.)

Unholy Blight. Damages and sickens good creatures.

6th Level

Boiling Blood. Boils target's blood, causing 2d6 damage per round. (See page 86.)

Harm. Subject loses all but 1d4 hp.

Hand of Doom. Deals 2d10 points of negative energy damage. (See page 89.)

Wilting. Deals 1d8 damage/level within 30 ft., as the spell *horrid wilting*.

7th Level

Disintegrate. Makes one creature vanish forever.

Doomgrasp. Deals 2d12 points of negative energy damage. (See page 87.)

8th Level

Mass Harm. This spell functions in a manner identical to the spell *mass heal*, save that instead of healing damage, it reduces the target to 1d4 hit points. A successful saving throw halves the effects. It is in all other respects identical to *mass heal*.

Transmute Blood to Dust. Target must make a Fort save (DC 20) or die. (See page 90.)

9th Level

Aeloren's Fleshy Curse. Target loses 2d8 points of Wis, Int, and Cha, and gains 1d4 points of Str, Dex, and Con. (See page 85.)

Energy Drain. Subject gains 2d4 negative levels.

Finger of Death. The *Zerstörung* variant of this spell affects twice as many HD/hit points/levels of victims as the spell described in the *Player's Handbook*.™

Fobula's Curse of Ages. Touch causes 1d10 points of damage and removes 1d10 points from a random ability. (See page 89.)

Implosion. Kills one creature/round.

Larenthar's Mental Meltdown. Drives target insane. (See page 90.)

Power Word, Kill. Kills one tough subject or many weak ones.

CHAPTER TWO: *The Old Ways*

The following schools of sorcery spring not from the Bargain of the Numan Senators, but from other powerful beings. In most cases, these beings are fairly benevolent (or at least not actively malicious towards humanity). Two of them, Glamour and Scrying, come from the alien Sidhe. A third, Pyeryem, comes from the Ussuran goddess Matushka, and the fourth, Lærdom, is an offshoot of the Vestenmannavnjar, and their godlike ancestors known as the Living Runes.

Glamour

Have you ever heard the saying “the pen is mightier than the sword?” Glamour mages are living proof of that, my boy. Avalon loves its stories, and the Sidhe of Bryn Bresail love them even more. Those stories live and breathe in Elaine’s kingdom. They walk alongside you. They permeate the air. They guide your future as permanently as they shaped your past. Legends never die as long as people recount them, and in Avalon, there’s always another tale to tell.

Think about what might happen if you could draw upon the power of all those words. Think about what you could do if you were as strong as the mightiest warrior, as clever as the greatest thief in history, as cunning as the general who won a desperate battle against all odds. If the Sidhe smiled upon you — and if you knew the story of the Stone Knight, the rascal Jack, or Robert the Dark — then you could make it happen.

That’s Glamour, my boy. Mightier than any sword ever made.

Brief History

Like their neighbors to the east, Avalon is a land where a bard’s skill at recounting the Time of Legends can earn him a king’s ransom. So it was even back to the time of the great flood when (according to myth) a boat of bedraggled survivors sailed into the magic land of Bryn Bresail. The inhabitants, who called themselves *Sidhe* were fascinated by these intruders and, finding them entertaining, made a pact with them. The Sidhe knew the location of the only island to survive the flood — a place called Avalon — and told their new friends how to reach it.

So the survivors found their way to safety and for centuries believed they were alone on Théah. Even the Numan empire could not pierce their isolation; when they moved to conquer the isle, the Sidhe surrounded it with fierce storms which did not abate or decades. Left alone, Avalon split into kingdoms that made alliances with each other or went to war with each other and sometimes did a bit of both, depending on the season. So it remained until Elilodd, king of Eastern Avalon, set about unifying the land under one throne. He was so successful that the Sidhe gave him a special gift: the Graal (see nearby sidebar). Through it, the land flourished... and Glamour came to Avalon.

In 1028, the Montaigne invaded and placed a new king on the throne. The Sidhe fled, taking the Graal with them, and their Glamour magic vanished from the land. So it remained for six hundred years, until Queen Elaine appeared, bearing the Graal with her. In the years since, Glamour has returned with a vengeance, and it now ranks among the most powerful sorceries in Théah. Avalon’s ascent has brought immense benefit to those touched by Glamour’s mark.

Glamour Mage

Glamour mages have been touched by the Sidhe in some way. Most of them carry Sidhe blood in their veins, spawned from ancient unions millennia ago. Sometimes, however, the Sidhe may grant Glamour powers to an individual without Sidhe blood. Such instances are extremely rare, and given the Sidhe's mercurial temperments, can be as much a curse as a blessing.

The power of this sorcery resides in Avalon's legends: tales of heroes and monsters from both their distant past and recent history. When the mage calls upon a particular legend, he embodies some aspect of it. If it is the story of a great archer, he might gain the ability to never miss with a bow. If the tale involves a fearsome monster, he might gain a horrible countenance which sends his enemies fleeing in terror. Whatever the essence of the tale, it becomes manifest in the Glamour mage for the duration of the spell. The stronger and more popular the legend, the more powerful the effects. Master Glamour mages can draw upon dozens of stories, evoking a staggering variety of abilities from heroes both ancient and contemporary.

Game Rule Information

Alignment: Any.

Hit Dice: d10.

Requirements

To become a Glamour mage, a character must be human, possess some natural portion of Avalon blood, and meet the following criteria:

Feats: Either Half Blooded (Glamour) or Full Blooded (Glamour). Taking Half Blooded (Glamour) at 1st level makes them a Half Blooded Glamour mage. The character may advance in this class to 7th level but no farther. Alternately, a character may, at 1st level, take Full Blooded (Glamour) as their feat, which allows him to advance past 7th level.

In non-Théan campaigns, Avalon heritage is not required, though the DM may assign other criteria based on the specific world.

Skills

The Glamour mage's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Concentration (Con), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge (Int), Search (Int), Sense Motive (Wis), and Spot (Wis). See the *Player's Handbook*™ for skill descriptions.

Skill Points at 1st Level: (4 + Int modifier) × 4.

Skill Points at Each Additional Level: 4 + Int modifier.

Class Features

The following are class features of the Glamour mage.

Weapon and Armor Proficiency: A Glamour mage is proficient with all simple weapons, but not in the use of armor or shields, or equipment used in fencing (bucklers, etc.)

Spells: A Glamour mage may cast arcane spells according to Table 2-2. He is limited to casting a certain number of spells per day, but he need not prepare his spells in advance (they are part of his blood). The number of spells is determined by his level, as indicated on Table 2-3, below. Charisma determines the maximum spell level the Glamour mage can access, along with the DC of the spells he uses. To cast a spell, a Glamour mage must have a Charisma score of 10 + the

Glamer vs. Glamour

As defined in the *Player's Handbook*™ (Chapter 10: Magic), Glamer is a type of illusion that changes the subject's sensory qualities. Thus dirt could look, taste and smell like chocolate, a poodle might sound like a water buffalo, or a portal to another world might disappear altogether from view. Glamour is the name of a specific field of sorcery indigenous to Avalon and granted by the Sidhe, the otherworldly folke who inhabit those lands. The sorcery of Glamour derives its power from legends and mythology, and from the people's belief in them. In Avalon, Glamour is a living almost sentient force that influences every aspect of daily life.

When trying to understand Glamour, you must consider two concepts: Epic and Mystery. There are so many ways to describe the physical presence of Glamour. It is a mist that constantly swirls around Avalon's three islands, a life force emanating from every tree and rock, and especially around the thousands of lakes and streams that dot the islands like mirrors. Even the weather can be affected by this power; it is said that when Queen Elaine cries, the skies over Avalon weep with her.

The other aspect is the belief that *everything* in the world is part of a great riddle that can never be solved. One may grasp a clue or gain a glimpse of insight, but in the end, it is as the druids claim: *Look at the whole world with a single glance.* That much you can know and no more.

spell's level. The Glamour mage gains bonus spells based on his Charisma score, and the DC necessary to resist his spells equals 10 + the spell's level + the caster's Charisma modifier. He otherwise casts spells as a sorcerer, as per the *Players' Handbook*.™

Note: These spells come about as part of the mage's ability to invoke the heroes and monsters of legend, and will adhere to the appearance and general demeanor of his Glamour abilities. The effects are identical to those described in the appropriate section or the *Player's Handbook*™ but the precise manifestation matches his other class features. For example, the spell *charm monster* represents the mage's ability to invoke an infamous nonhuman overlord — taking on that figure's aspects — rather than simply coercing the monster through magic to serve him.

Apprentice: At 1st level, the mage may select one of the following abilities: Spell (the mage may select one Glamour spell, which does not count against his maximum number of spells, though other limitations still apply), Blessing of Renown (the mage gains a +1 circumstance bonus to all Charisma-related checks he makes) or Brilliant Smile (the mage protects himself from harm by virtue of his good looks; he may, once per day, for a total of 10 rounds add his Charisma modifier to his armor class).

In addition, the Glamour mage may invoke the apprentice abilities of any legends he knows.

Glamour Checks: When the Glamour mage wishes to make a Glamour check (as defined in the particular class feature) he may add this bonus to the check. At 2nd level the Glamour mage gains a +1 to his Glamour checks. Every two levels thereafter the Glamour mage gains an additional +1 bonus.

Known Legends: This represents the number of legends the Glamour mage may tap into, which might include storytelling, performing, vocal performance, musical performance, etc. There is a -8 competence penalty for using a legend that the Glamour mage has not mastered. When the Glamour mage invokes a legend, he rolls 1d20 and adds his Glamour checks bonus as well as his ability modifier for the ability score that is associated with the legend being invoked. The DC to invoke the legend is listed with the legend's information. The caster may not attempt to invoke any specific legend more than once per day.

Adept: At 10th level, the Glamour mage continues the studies of his powers as he heads towards mastery. He may select one of the following abilities: spell (the mage may select one Glamour spell, which does not count against his maximum number of spells, though other limitations still apply), Blessing of Good Fortune (the mage gains a +1 luck bonus to all die rolls he makes) or Fortune's Favor (the mage protects himself by virtue of his good fortune; he may, once per day, for a total of 10 rounds add his Charisma modifier to his saving throws).

In addition, the Glamour mage may invoke the adept abilities of any legends he knows.

Master: At 18th level, the mage may select one of the following abilities: spell (the mage may select one Glamour spell, which does not count against his maximum number of spells, though other limitations still apply), Blessing of Power (the mage gains a +2 inherent bonus to the ability score of his choice, this bonus increases to +3 if he selects Charisma) or Glamour of Legend (the mage may, once per day, for a total of 10 rounds per day add his Charisma modifier to the saving throw DC of his spells).

In addition, the Glamour mage may invoke the master abilities of any legends he knows.

The Glamour Legends

The following is a list of the known legends which Glamour mages invoke. Characters in non-Théan campaigns may also use them, though we recommend changing the particulars to match the legendary tales of the campaign in question.

Anne o' the Wind (Dex)

Anne o' the Wind was a legendary braggart who boasted that she could best even the Four Winds in a foot race. When the Winds challenged her claim, she proved herself truthful, winning a cup ever-full of wine, a bowl always heavy with stew, and a bag that never emptied of bread. Thanking the Winds for these prizes, she set down for a three-month meal, so great was her hunger from the race.

Apprentice (DC 10): As a free action, the mage may make a Glamour check before rolling initiative. If successful she may roll an additional d20 with her initiative and keep either roll as the actual initiative roll.

Adept (DC 15): As a free action, the mage may make a Glamour check before taking her turn. If successful, her base move rate is increased by 10 until the end of the round.

Master (DC 20): As a free action, the mage may make a Glamour check before a new round begins. If successful, she adds 20 to her initiative, which returns to normal the next round. If she rolls a natural 1 on the die, she is considered to have an initiative of -10 (automatically going last, essentially) for the remainder of the encounter. Further, if a natural 1 is rolled, she may not use this ability for 24 hours.

Blackcloak (Dex)

Unique among the figures of legend, Blackcloak's true name was never known. All of Avalon knew the tales of his powers of stealth — how he once stole a bottle of the finest Falisci from a smuggler's dinner table or the details of his flight across both Avalon and Bryn Bresail itself from the Sidhe who had taken great issue with such a man abusing their gifts. Although Blackcloak has apparently disappeared from Avalon's shores, the Sidhe do not miss the irony of how they inadvertently elevated him to this glorious status. However, they hold no grudge against those who follow his abilities.

Apprentice (DC 10): The mage makes a Glamour check as a standard action. If successful, until the end of the day, his tracks leave few if any remains and DCs involved in tracking his steps left during that day are increased by 15.

Adept (DC 15): The mage makes a Glamour check as a free action before making a Climb check. If successful he gains a competence bonus equal to half his levels in this class to the Climb check and his move rate while climbing is increased by 5. Additionally Climb is now a class skill for this character.

Master (DC 20): The mage makes a Glamour check as a free action before making an Open Lock check. If successful he gains a competence bonus equal to his levels in this class to the Open Lock check. He may roll two dice when making the check and keep either roll. Additionally Open Lock is now a class skill for this character.

Iron Meg (Con)

Iron Meg was not merely tough — she was almost inhuman. She ate nails at dawn and swords at dusk, so strong even the Unseelie Redcap showed her respect. In her search for a mate worthy of her, she performed any number of marvels. Unlike most of Avalon's legends, she was no stranger to foreign shores, surviving such ill luck as the hunger of a sea serpent, the exotic poisons of Vodacce princes, and even a fast lasting longer than the Second Prophet's most devoted monks. Many bards refuse to believe she ever died at all, but merely moved on to distant realms in her hunt for an equal. To this day, the Sea Dogs keep a watchful eye for a woman who could catch a cannonball and view it as a light supper — it wouldn't be the first time an Avalon saw such wonders.

Apprentice (DC 10): As a free action, the mage makes a Glamour check. If successful she gains +1d10 hit points plus a number of hit points equal to her current level in temporary hit points.

Adept (DC 15): As a free action, the mage makes a Glamour check to gain damage reduction 20/+2 for a full round.

Master (DC 20): As a free action, the mage makes a Glamour check when reduced to 1 or fewer hit points. If the check is successful, she immediately gains 2d12 plus her level in temporary hit points. You may not make this check if your character is reduced to -10 hit points or more.

Isaac Snaggs (Wis)

Isaac Snaggs is a recent addition to the lore of Glamour, a Bowman with hands so fast that he plucked an invading Montaigne's arrows from the air, then fired the missiles back. Though he did not survive long enough to see Elaine's return, the Queen still spoke proudly of his deeds, and marked the soldier's grave with her tears and a kiss. Since then, there have been no shortages of Snaggs' followers.

Apprentice (DC 10): As a free action, the mage may make a Glamour check and, if successful, gains a +1d6 dodge bonus to his AC.

Adept (varies): As a free action, the mage may make a Glamour check and adds his Dex modifier when a missile weapon is fired at him to catch that missile. The DC is the attack roll of the attacker (thus, if the attacker rolled a 23 to hit, he would need a 23 to catch the missile). Missiles include knives, axes, bolts or arrows but not bullets, musket balls, and other gunpowder-based weapons. If successful, the mage takes no damage (it is as though the attacker failed his roll). The mage must have one free hand to perform this maneuver.

Master (varies): As noted above but now the mage can also catch a bullet from a pistol or musket fired at him. He must have one free hand to perform this maneuver and takes no damage if successful.

Jack (Wis)

Jack was something of an oddity in his day, even for the Glamoured. His Sidhe blood ran too true for anyone's comfort, he used them to instigate all manner of clever mischief. He lurked around Avalon's fringes, striking with just enough familiarity to suggest the culprit behind his tricks, but not enough to prove his guilt. After a series of pranks involving wooing women under the names of their parents' enemies, his victims grew tired of waiting a mere legal conviction. They sought their revenge at the man's own home, only to learn that Jack's home was not merely his castle, but also his well-defended fortress. If any survived that ill-fated encounter, none were willing or capable of speaking about it and thus, Jack's tricks lived on.

TABLE 2-1: THE GLAMOUR MAGE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+2	Apprentice, Glamour Checks +0, Known Legends: 1
2	+1	+0	+3	+3	Glamour Checks +1
3	+2	+1	+3	+3	Known Legends: 2
4	+3	+1	+4	+4	Glamour Checks +2
5	+3	+1	+4	+4	Bonus Feat
6	+4	+2	+5	+5	Glamour Checks +3
7	+5	+2	+5	+5	Known Legends: 3
8	+6/+1	+2	+6	+6	Glamour Checks +4
9	+6/+1	+3	+6	+6	Known Legends: 4
10	+7/+2	+3	+7	+7	Adept, Glamour Checks +5
11	+8/+3	+3	+7	+7	Bonus Feat
12	+9/+4	+4	+8	+8	Glamour Checks +6
13	+9/+4	+4	+8	+8	Known Legends: 5
14	+10/+5	+4	+9	+9	Glamour Checks +7
15	+11/+6/+1	+5	+9	+9	Known Legends: 6
16	+12/+7/+2	+5	+10	+10	Glamour Checks +8
17	+12/+7/+2	+5	+10	+10	Bonus Feat
18	+13/+8/+3	+6	+11	+11	Master, Glamour Checks +9
19	+14/+9/+4	+6	+11	+11	Known Legends: 7
20	+15/+10/+5	+6	+12	+12	Glamour Checks +10

TABLE 2-2: SPELLS PER LEVEL

Character Level	Maximum Spell Level	Total Mastered Legends	Total Spells Known
1	0	1	3
2	1	1	4
3	1	2	4
4	2	2	6
5	2	2	6
6	3	2	7
7	3	3	7
8	4	3	9
9	4	4	9
10	5	4	10
11	5	4	10
12	6	4	12
13	6	5	12
14	7	5	13
15	7	6	13
16	8	6	14
17	8	6	14
18	9	6	15
19	9	7	15
20	9	7	16

TABLE 2-3: SPELL PROGRESSION (SPELLS PER DAY)

Level	0	1	2	3	4	5	6	7	8	9
1	1	-	-	-	-	-	-	-	-	-
2	1	1	-	-	-	-	-	-	-	-
3	2	1	-	-	-	-	-	-	-	-
4	2	2	1	-	-	-	-	-	-	-
5	3	2	1	-	-	-	-	-	-	-
6	3	3	2	1	-	-	-	-	-	-
7	4	3	2	1	-	-	-	-	-	-
8	4	4	3	2	1	-	-	-	-	-
9	5	4	3	2	1	-	-	-	-	-
10	5	5	4	3	2	1	-	-	-	-
11	6	5	4	3	2	1	-	-	-	-
12	6	6	5	4	3	2	1	-	-	-
13	7	6	5	4	3	2	1	-	-	-
14	7	7	6	5	4	3	2	1	-	-
15	8	7	6	5	4	3	2	1	-	-
16	8	8	7	6	5	4	3	2	1	-
17	9	8	7	6	5	4	3	2	1	-
18	9	9	8	7	6	5	4	3	2	1
19	10	9	8	7	6	5	4	3	2	1
20	10	10	9	8	7	6	5	4	3	2



Apprentice (DC 10): As a standard action the mage may transform a small inanimate object (less than one cubic foot in size) into any other item until the next dawn (or until he wills the enchantment to end, as a free action), whereupon it reverts to its former self. If a transformed object is broken into pieces, all of the pieces disappear at dawn except for one (randomly chosen), which reverts to its original unharmed form. This may not be used to transform a living object. The mage may affect up to 5 small objects at once through the use of this ability.

Adept (DC 15): As a standard action, the mage may make a Glamour check and if successful transforms himself into one of the following forms below until the next dawn. He may increase the DC to 25 to transform another willing person (or a horse, willing or not) into one of the forms he knows until the next dawn. The mage may end the effects as a free action.

- **The Child:** The affected person temporarily becomes younger which halves the target's apparent age. If the target is younger than 20, his is reduced to 10. All age penalties and bonuses due to age are negated. An old horse affected by this form would temporarily regain its youth. Recognizing the target requires a Spot, Listen or Search check (DC 20).
- **The Hag:** The affected person appears older and uglier, which results in a penalty of -2 to all Cha checks (as well as all related skills) in a social situation. Although the person is physically unrecognizable as himself, none of his other Traits or Skills are affected. A horse affected by this form would look like something ready for the glue factory. There are no age penalties or bonuses for this effect. It requires a Spot, Listen or Search check (DC 20) to recognize the target.
- **The Noble:** The affected person becomes more handsome or beautiful, resulting in a +2 competence bonus to all Cha checks (as well as all related skills) in social situations. A horse affected by this form would appear to be a much more desirable purchase. It requires a Spot, Listen or Search check (DC 20) to recognize the target.

- **The Ogre:** The affected person changes slightly in manner and stature. While the changes are purely cosmetic, the distinction is often lost on onlookers. The target appears bulkier, often with feral glints to his eyes or elongated nails and teeth. More powerful adepts can leave mere hints behind, adding vicious scars no man could have survived, or even an unspecified feeling that something is... off. The Ogre effect results in a penalty of -2 to all Cha checks (as well as all related skills) in a social situation except those involving Intimidation checks, which receive a +2 competence bonus. A horse affected by this form would be more frightening, possibly with fire coming from its nostrils or a red glow to its eyes. It requires a Spot, Listen or Search check (DC 20) to recognize the target.
- **The Peasant:** The affected person's features smooth out and become less distinctive even as their clothes take on bland shapes and colors. A horse affected by this form would lose any distinctive characteristics, such as special markings on its face or hide. It requires a Spot, Listen or Search check (DC 25) to recognize the target.

Master (DC 20): Your power is such that you no longer trick mere mortals into doing your bidding, but small parts of Théah itself. With a month of preparation and a single tear of a Sidhe (gained however the DM sees fit), you may enchant a building (total size of 4,000 or fewer square ft.) with Glamour. This building is referred to as a "house" in deference to Jack, even though it may be an entirely different sort of structure. Thereafter, the world is slightly different within than without, and Theus help any who assume otherwise. Choose three of the Laws listed below as part of your enchantment; they work without fail unless some other sorcery interferes (such as the Thomas Legend) or some force destroys the building itself. You may only enchant one building at a time, but you can use this ability again on another building (requiring both the preparation and tear again) and relinquishing your prior enchantment. These abilities may not always work the way you intend them to (particularly if the Sidhe find your pranks too distasteful), but will never actively work against you. With the exception of the final Law, all effects occur only within the bounds of the enchantment, and as always, the DM has the final say on the limits of any effects.

- You cannot die while you are within your house.
- Only your magic works in the house.
- You always know the precise location (though not necessarily contents) of everything and everyone in your house.
- No one may enter your house without permission.
- No one ages within your house.
- Your pantry and larders are always full of food and drink.
- As a free action, you may rearrange the internal architecture of your house (though not its contents).
- Your house cannot be harmed in any way.
- Your house is up to twenty times larger inside than out.
- Your Glamour obscures your house's location, and none may find it without your approval.

Jeremiah Berek (Cha)

The recently returned Jeremiah Berek is the head of Avalon's Sea Dogs, and runs their unofficial navy with a trickster's grin and a privateer's greed. Equal parts notorious and legendary, Berek's luck kept him far from death or any other consequences to his actions. Though he never killed a man, all his foes feared facing him, for he and his crews were quite skilled despite their generally congenial nature.

As it was, however, Berek's luck ran out long before these rivals took their revenge. In his arrogance, Berek stole from the dreaded Captain Reis, and Reis's terrible legend dwarfed Berek's. Berek would have died at Reis's hands had not. The Brotherhood of the Coast rescued him from the sea. His luck long gone, Berek now views himself a better man for it. Those who have taken up his legend worry about this, however, as no one is quite sure what will happen to them now. No other Glamour legend has ever changed during its subject's lifetime, but Berek's almost certainly will.

For the moment, however, Berek's legend retains his luck, even if the man at its source does not.

Apprentice (DC 10): As a free action, the mage may make a Glamour check. If successful he gains a +1d6 luck bonus to any one roll until the end of the day.

Adept (DC 15): As a free action, the mage may make a Glamour check. If successful, until the end of the encounter, if he rolls a 1 on a d20, he may re-roll that d20 and keep the second result. However, he may not re-roll the die if the result is a 1.

Master (DC 20): If the mage makes a Glamour check after failing any roll (even another Glamour check), he may re-roll and try again. If he fails the second time, however, he must accept the result.

King Elilodd (Int)

King Elilodd was an early predecessor to Elaine, and like Elaine, he held the favor of the Seelie Court. While he was not the first Avalon king to accomplish this feat, he was the first to do so out of genuine love for mortal and Sidhe alike. Upon his death, the gates to Bryn Bresail shattered beneath a

legion of Sidhe eager to avenge the mortal king. Others say that he never truly died, and the Sidhe spirited his battered form to their realm to wait until Avalon needed him again.

Apprentice (DC 10): As a free action, the mage may make a Glamour check before making a Cha check against a Sidhe. If successful he gains a +1d10 circumstance bonus to his Cha checks against a Sidhe. Only Bluff (when used to charm or seduce) and similarly positive effects may gain this bonus when used against the Seelie, while only Intimidate and similarly negative effects may gain this bonus when used against the Unseelie.

Adept (DC 15): As a standard action, the mage may make a Glamour check to call out to the nearest Seelie for aid. If successful, a Seelie answers the call, helping as best it can — for a price, of course. Details are left up to the DM.

Master (DC 20): As a standard action, the mage may make a Glamour check to create a 10 ft. wide circle — centered around him — that Unseelie cannot enter. If they are inside the circle when it is activated, they are hurled beyond its confines and may not use their magic on the mage while the effect lasts. The mage may maintain this effect as long as he can stay awake and must make a Fort save every morning; otherwise, he will grow fatigued or worse, fall asleep. The DC is 10+5 for every additional day he has been awake. If he moves from the spot, the effect ends and anyone else who leaves it is instantly vulnerable to the now-infuriated Unseelie.

King Robert the Dark (Cha)

Long ago, the Highland Marches were little more than a series of fiefdoms ruled by squabbling clans. Without unity, the clans fell to all manner of invaders, including Avalon, Montaigne, and Vesten. When a man named Robert the Dark arose, he refused to acknowledge any clan as his own, but said that he belonged to all of them. Initially dismissed as a quaintly amusing madman, Robert's brilliant leadership drew people to his banner, and soon all knew his name. When he could, he won others' loyalty by his words and actions. When that failed, he proved equally adept at the sword. Eventually, all the Marches accepted him as their king — his descendants rule there still — and to this day the Highlanders claim that any truly great leader has his blessing.

The Graal

The Graal is a jeweled goblet that the Sidhe gave to Avalon's High King Elilodd, charging him to guard it for as long as he and his descendants held the throne. King Elilodd's line lasted many generations, until 1028 AV when Good King Herygh died and his sons plunged Avalon into civil war. The Graal disappeared and was not restored until 1656 AV when a beautiful 18-year-old princess who had been missing for a decade arrived at the King's great hall, bearing the magical goblet that had not been seen for six centuries. With the return of Princess Elaine came a resurgence of Glamour and by 1658, she had reunited the nation and was crowned Queen in the new capital city of Carleon. With the restoration of the Graal, the fate of the nation was once again secure.

Anyone who strives to become a Knight of Elaine must drink from the sacred cup to prove that his heart is true.

Apprentice (DC 10): The mage makes a Glamour check as a standard action during a battle. If successful his general (or the individual with the largest Leadership score) gains a +1d6 Luck bonus on any checks involving strategy, tactics, morale or any other circumstances involving his troops or the battle, until the end of the day. If the mage has the highest Leadership score, the bonus dice will be his to use. If the general belongs to the MacLeod family (Théah only) his bonus dice are rolled on d8s.

Adept (DC 15): The mage may make a Glamour check as a free action before he takes his actions for the turn. If successful he gains a +1d6 morale bonus to all rolls until the end of his turn.

Master (DC 20): The mage may make a Glamour check as a standard action. He may select up to five characters, including himself, to whom he can give a +1d6 morale bonus. If he has the Leadership feat, the die is a d12. He may not select the same person more than once. This bonus must be used by the end of the encounter or it is lost. This bonus may be used on any roll chosen by the character to whom the bonus is granted.

Mad Jack O'Bannon (Str)

While others have held the title, there has only ever truly been one king of Inismore. Mad Jack O'Bannon has Sidhe blood in his veins and his mother baptized him in enchanted waters. His mind is not gone or even damaged, but everything about the man is off — from his bag of endless tricks, to his habit of disappearing behind small objects to reappear elsewhere. If anyone knows the method behind the O'Bannon's madness, it's the madman himself.

Apprentice (DC 10): As a standard action the mage may make a Glamour check while standing behind an object that at least partially covers him in order to disappear (the effects are identical to *invisibility*). He cannot be seen as long as he remains still, but he can be heard, and if he peeks around the object to see what's going on, the upper half of his body will be visible — which, of course, might make for an amusing disturbance itself.

Adept (DC 15): The mage may make a Glamour check when he is moving (a move-equivalent action). If successful he may step behind one object and step out from behind another object within 500 ft. of the first.

Master (DC 20): If the mage is ever killed by anything other than natural causes, his player makes a Glamour check. At dawn the next morning, he will return to life, all wounds healed and all harmful substances purged from his body. However, his Con permanently drops by 1d4 points because

of the stress of dying, and if this drops it to 0 or less, the power fails and he is dead for good. Of course, even if the power works, he may have been buried in the meantime...

Robin Goodfellow (Dex)

Robin Goodfellow was a minor nobleman who ruled over his subjects without great note. Then one day, upon returning from one hunting trip, he found his family imprisoned and his seneschal proclaiming him a traitor to the king. Robin soon escaped from prison, however, and quickly launched a lengthy guerrilla war against the corrupt ruler. Tales of his breathtaking archery skills used to further the cause of justice soon spread across Avalon and linger to this day.

Apprentice (DC 10): As a free action, the mage may make a Glamour check before making a ranged attack with a bow. The range increment of the bow is increased by 5 for the attack.

Adept (DC 15): As a free action, the mage may make a Glamour check before rolling the damage for a ranged attack made with a bow. If successful he may add +1d6 to the damage.

Master (20): As a free action, the mage may make a Glamour check before making a ranged attack with a bow. If successful he gains a +1d6 insight bonus to the roll.



The Green Man (Con)

The earliest Legends of Glamour were not of men, but of the Sidhe themselves. The famed Green Man was one such example, a squat, ugly creature that challenged any whose arrogance outstripped their ability. Those who were simply foolish only lost their pride. Those whose hearts overflowed with cruelty would find the Green Man an implacable and undying foe. His most infamous duel was with a knight who had murdered several rivals to the throne. The knight decapitated the Green Man, who promptly picked up and reattached his head, then returned the favor. Eventually, the Green Man fell victim to his own arrogance when he challenged a knight who was pure of heart and strong of arm, but the bards still sing of his deeds.

Apprentice (DC 10): The mage may make a Glamour check as a standard action. If successful, he rolls 3d6 and gives the highest die to another character who gains a bonus to all his rolls equal to that number until the end of the day. Thus, if the mage roll a 6, the recipient adds 6 to all his rolls until the end of the day. The following restrictions apply to these dice:

- No one may have more than one of these dice at once.
- The mage may not use this ability on himself.
- He may not use this ability on a character who does not wish to be so affected.

When the effect wears off at the end of the day (midnight), the character to whom the mage gave the die suffers a number of hit points damage equal to that number. The mage may increase the DC by 3 to either roll an additional die or affect an additional person but may not give away more dice than he rolled. If he affects more than one person, he may choose who gets the highest die, who gets the second highest, and so on.

Adept (DC 15): The mage may may a Glamour check as a standard action. If successful, the next time the character suffers hit points from one strike, attack or effect, those hit points are immediately healed. In the case of combat rounds, the damage heals prior to the start of the next round. This ability may not be used more than once every three days.

Master (varies): As the adept ability but the mage may increase the DC by a multiple of 3 to affect an additional character for each multiple of 3 by which the DC was raised.

The Horned Hunter (Str)

The Horned Hunter was among the first Sidhe to emulate the ways of humanity, although his understanding was limited at best. Having once faced and narrowly defeated a mighty hunter lost in Bryn Bresail, the Horned Hunter took up the fallen man's identity. Unfortunately for his noble goals, he fooled no one. No man could leap over hundreds of feet, throw boulders like pebbles, or survive bludgeons from men twice his size. Still, the early Avalons humored him once they realized his good intentions, and the Horned Hunter's legendary heroics bear no tarnish for his ill-conceived goals.

Apprentice (DC 10): The mage may make a Glamour check as a standard action. If successful the he gains a +2 competence bonus to all Str checks (as well as all related skill checks). However, this does not add to his attacks, saves, damage or assist in a contested roll.

Adept (DC 15): When suffering damage, the mage make a Glamour check as a free action to invoke this ability. If successful the damage is reduced by his Str modifier.

Master (DC 20): When inflicting damage in a melee attack, the mage may make a Glamour check as a free action. If successful his Str modifier is doubled for damage purposes (or tripled if using a two-handed weapon).

The Stone Knight (Con)

There are three men who may have been the Stone Knight of lore. The first was Arnault von Drachen, an Eisen expatriate who had entered Bryn Bresail as a hunter and left it as the husband of a Sidhe duchess. The second was Joseph Brewer, a knight shamed when he struck his lord in a drunken rage. The third was a simple farmer, Benny Greene, who had never taken up arms but plowed a mountain into fertile farmland. Each man lived near a narrow pass — von Drachen, in exile from both homeland and bride; Brewer, still in his cups between alternating bouts of banditry and bravery; Greene, on his farm. Each was as wide with muscle as they were tall, and sported a stone-gray beard. Only those three knew of the moments that led to their deaths, but all Avalon knows what happened next.

The Vesten marauders came ashore quietly, avoiding known ports for their landing. They sought to invade all of Avalon, travelling through the only pass between them and the rest of the country. As they entered the pass, a man there shouted so loudly that he roused his neighbors from their sleep, then stood in the pass, challenging the Vesten to pass him if they could. A day and a night later, an Avalon army shout marched upon the pass. They defeated the Vesten in pitched battle, only to find that a single man had held off the enemy for over a day, standing over the bodies of the two comrades who had fought beside him. This figure sported a dozen fatal wounds, but fought with skill and ease. As they approached to aid him, however, the knight smiled, saluted his would-be companion, then fell over dead. Although the Avalon forces bested the Vesten that day, they did not guess which man was the Stone Knight that saved them all.

Apprentice (DC 10): The mage may make a Glamour check as a free action to shout for help. If successful he may choose a number of persons he knows equal to or less than his Con modifier (minimum 1). They will all hear his cry over any distance and know immediately the location from where he shouted.

Adept (DC 15): The mage may make a Glamour check as a free action after failing a Will save against a fear effect. If successful, he is then considered to have made the save successfully.

Master (DC 20): The mage may make a Glamour check as a move-equivalent action. If successful, he chooses a patch of ground (or a bridge, etc.) no more than 10 ft. wide and 10 ft. long. Until a sunrise and a sunset have passed, as long as he does not leave his chosen ground, he cannot die or be crippled. He still suffers damage as normal, but if the damage takes him below 1 hit point, he gains a number of temporary hit points to keep him at 1 hit point. If he suffers enough damage in a single round to reduce him to -100 hit points (without the temporary hit points being added), then he may be slain. Otherwise, he may continue to fight This effect lasts for a number of days equal to the mage's Con modifier. When the effect ends, the temporary hit points are lost and he suffers the effects of the damage taken while using this ability.

Thomas (Cha)

None of Thomas Finn's many brothers and sisters thought much of him. He was not strong or weak, short or tall, stout or thin, pale or dark. His only conspicuous quality was that he could remember every name and action he ever saw or heard. While the rest of his family became brave knights or beloved ladies, he became a quiet clerk in the local constabulary. He would likely have died as anonymously as he had lived, were it not for an evil Glamour mage named Dark Liam, who preyed upon victims in the local township.

When Thomas heard of Liam's depredations, he quietly asked for a holiday from his duties, then investigated and found an entrance to Bryn Bresail. Though he returned in a month, he appeared decades older. His manners had not changed, but his bravery had. When Liam surfaced again, Thomas simply pulled a weapon on the villain. Liam attempted to use his Glamour against Thomas as he had against all others, but found the quiet clerk utterly immune to his sorcerous powers. Thomas shot the stunned murderer, whom the grateful citizenry later hanged. Thomas spent the rest of his life hunting sorcerers for man and Sidhe alike, and died the most celebrated member of his family.

Apprentice (DC 10): Whenever someone (or something) comes within 30 ft. of the mage, his left thumb begins to tingle and continues to do so until he moves out of range. When someone uses sorcery directly on him, he immediately detects the action being attempted, receiving a +5 insight bonus to any saves related to the sorcery. This ability does not affect such things like being struck by a shape-changed Ussuran, since the magic involved is affecting the Ussuran, not the mage. It takes a standard action to invoke this legend and the effects last until the end of the day.

Adept (DC 15): As per the apprentice effect with the following additional benefit: When someone uses sorcery within 30 ft. of the mage, he immediately detects what is being done. Once per day he may cancel a sorcerous effect as a move-equivalent action.

Master (DC 20): As per the apprentice and adept effects of this legend with the following additional effect: all magic spells and effects within 10 ft. of the mage automatically fail (no roll needed).

Glamour Spells

Note: Glamour spells depend upon the beliefs and power of specific Avalon legends. As such, the Glamour mage does not need to use any focus or material components; they are waived for purposes of using these spells.

0 Level

Dancing Lights. Figment torches or other lights in a 10 ft. area for up to 1 minute.

Daze. Creature loses next action.

Dazzle. The effects of this spell are identical to the spell *flare* in every regard except that no material component is needed (see above).

Erase. Mundane or magical writing vanishes.

Ghost Sound. Create sounds as four humans/level (max 20 humans) for 1 round/caster level.

Magic Mouth. Imbues object with the ability to speak a programmed message when triggered.

1st Level

Charm Person. Makes one person your friend.

Colors of Théah. The effects of this spell are identical to the spell *color spray* in every regard except that no material component is needed (see above).

Glitterdust. Blinds creatures for 1 round/level, and reveals invisible creatures.

Silent Image. Creates minor illusion of your design.

Sleep. Put 2d4 HD of creatures into comatose slumber.

Ventriloquism. Throws voice for 1 min/level.

2nd Level

Alter Self. As change self, but more drastic changes.

Enthrall. Captivates all within 100 ft. + 10 ft./level.

Hypnotic Pattern. Fascinates 2d4 +1 HD/level of creatures.

Invisibility. Subject is invisible for 10min/level or until it attacks.

Suggestion. Compels subject to follow stated course of action for 1 hour/level or until complete.

3rd Level

Charm Monster. Makes monster believe it is your ally for 1 hour/level.

The Highwayman

Were it not for Glamour, Phineas Flynn would be just another destitute member of the country gentry. He inherited a series of sizable debts — far more than his meager estate could afford — and though he tried his best to work them off, he was soon faced with the loss of his family lands. So he did what any proud nobleman would do: he turned to banditry. Using his Glamour to alter his appearance, he set to robbing wealthy travelers on the roads near his home. He would stop coaches with his pistols drawn, demanding valuables in a polite and courteous tone. His victims were so shocked by his panache that they often handed over their money purses with nary a second thought. Those who resisted quickly learned the error of their ways, though he never shot to kill. The Glamour covered his tracks, while lending him the presence of a bold and fearsome man. The combination of menace and manners proved irresistible.

Five years later, “the Highwayman,” as he styled himself, was the most wanted man in Avalon. A bounty of 2,000 G was placed on his head, the authorities planted numerous traps in an effort to snare him, and even the Knights of Elaine tried their hand at bringing him to justice. None of these tactics has yet succeeded. Flynn can slip out of any trap, and his Glamour gives him considerable combat prowess. He once shot his way out of a planned ambush with nothing more than a pair of flintlocks, sending the sheriff’s men packing before vanishing into the heath. The Highwayman has become a romantic figure as well. Young noblewomen plan lengthy trips through the area, hoping to be held up by the mysterious figure in black. Even the forces of law seem to like him, viewing his exploits as a challenge rather than a threat.

With his ill-got gains, Flynn has paid off his debts tenfold and now plays the part of a sleepy country nobleman. He tends to his flocks, visits the farmers on his land, and buys drinks for the house at the local pub. But secretly, he lives for the foggy nights when he dons his black mask and three-cornered hat, when the glow of the moon turns his horse’s chestnut flanks a pale white. He has grown addicted to the thrill of riding through the woods, the sound of his voice as he demands his targets’ valuables, the looks of fear and wonder on the faces of his prey. In short, he loves being the Highwayman, and he continues his exploits solely for the joy of it. He doubts he would have ever had the courage were not the magic of the Sidhe flowing in his veins.

Emotion. Arouses strong emotion in subject.

Invisibility Sphere. Makes everyone within 10 ft. subject to the spell, *invisible*.

Major Image. As silent image, plus sound, smell, and thermal effects.

Sculpt Sound. Creates new sounds or changes existing ones.

4th Level

Break Enchantment. Frees subject from enchantments, alterations, curses, and petrification.

Hallucinatory Terrain. Makes one type of terrain look like another.

Improved Invisibility. As invisibility but subject can attack and stay invisible.

Maniacal Laughter. The effects of this spell are identical to the spell *Tasha's hideous laughter* in every regard except that no material component is needed (*see above*).

Rainbow. The effects of this spell are identical to the spell *rainbow pattern* in every regard except that no material component is needed (*see above*).

5th Level

Fabricate. Transforms raw materials into finished materials.

False Vision. Fools scrying with an illusion.

Feeblemind. Subject's Int drops to a score of 1.

Mirage. The effects of this spell are identical to the spell *mirage arcana* in every regard.

6th Level

Permanent Image. Includes sight, sound, and smell.

Programmed Image. As major image, plus triggered by events.

Project Image. Illusory double can talk and cast spells.

Veil. Changes appearance of a number of creatures, of which none can be more than 30 ft.

7th Level

Irresistible Dance. The effects of this spell are identical to the spell *Otto's irresistible dance* in every regard.

Mass Invisibility. As *invisibility*, but many creatures; no two of which are more than 180 ft. apart.

Prismatic Spray. Rays hit subjects with a variety of effects.

Reverse Gravity. Objects and creatures fall upwards.

8th Level

Antipathy. Object or location repels certain creatures.

Mass Charm. As *charm monster*, but all within 30 ft.

Prismatic Wall. Wall's colors have variety of effects.

Sympathy. Object or location attracts certain creatures.

9th Level

Prismatic Sphere. As prismatic wall, but surrounds subject on all sides.

Screen. Illusion hides area from vision and scrying.

Weird. As phantasmal killer, but affects all within 30 ft.

Lærdom

*The twenty-five have a place
between our ancestors
and Grumfather.*

*They are our gods
and they are our heroes,
examples for us to follow.
They smile when they see us
and their names will never be forgotten.*

— From "The Grumfather Cycle"

Brief History

The savage islands of Vestenmannavnjar contain a potent form of rune magic that has endured since ancient times. Part religion and part sorcery, Lærdom often appear to outsiders as a "living mythology." The Vestenmannavnjar try to keep their

scorn and anger in check when hearing such ignorant statements. Lærdom is not some nobleman's silly cavorting; it draws its strength from the basic elements of reality itself.

According to Vesten legend, Grumfather, the Grey Wanderer, fashioned the world by uttering 24 *lærds* or the "true names" of the components of the world. The world existed for untold centuries until a giant serpent called the "Great Wyrms" arose to threaten the Vesten people. This foul creature destroyed innumerable farms and villages before nesting at Tårn high in the Hjalmar Mountains. Its demands were simple: complete subservience and submission from the people, or total extinction for any who resisted. But in true Vestenmannavnjar fashion, the people refused to surrender. Twenty-four *jarls* (warriors) met in the valley of Sanning Dal and made the perilous journey to the monster's lair. In their epic struggle with the beast, they discovered the Great Wyrms' scales had magical properties, sealed with the Grey Wanderer's words of creation. In the course of the battle, each of the 24 warriors absorbed a scale, becoming the living embodiment of one of these lærds. When they returned victorious to their people, they were worshipped as gods. Collectively, they became known as the "Living Runes."

Despite the divinity they exhibited with their new powers, however, they were unable to ignore the influence of their mortal origins. They exhibited their new powers in all too human ways, with both benign and catastrophic consequences. Stories are still told about Krieg the Inhuman, who became the personification of victory in battle. With the unprecedented peace in the years that followed, he gradually went mad from his suppressed bloodlust and attracted a horde of fanatical like-minded disciples. After their eager flesh was branded with Krieg's lærd, they ravaged the islands' coasts, destroying all life in their path. His bloody carnage eventually threw him into direct conflict with the other Living Runes, which ultimately resulted in his death and that of many of his former comrades.

When word of Krieg's depredations began to circulate, most of the remaining Living Runes went into seclusion. They could still bestow their abilities among their faithful, however. It is from this practice that the sorcery of Lærdom was born. It is not known how many Living Runes may still survive in physical form but, as any *skjæren* [*skyair-en* or "rune carver"] will attest, their powers are as potent as ever.

According to the skjæren, each lærd, represents a physical or emotional characteristic embodied by the god who first manifested it. By speaking or carving the rune, a skjæren can tap into that characteristic — the fundamental forces of the universe. When inscribed, forged or written onto specific items — or at higher levels, branded onto people — the runes invoke that power. It is not enough to simply speak the lærd, however; it must be properly invoked in a ritual that only a skjæren can accomplish. Apprentices understand the physical nature of the rune, the power lingering on the surface. As they progress, they delve deeper into the runes' nature, and can inscribe them onto items. The most powerful skjæren can summon the lærd's power into themselves or others, becoming a representation of the Living Runes. But none of them are invoked lightly, for their essence contains the building blocks of the universe. The runes are merely a conduit for funneling the power of creation itself.

Skjæren have another advantage. They are able to perceive the Living Myth — Valhalla — all around them as a shadowy, indistinct place from which emanates the singing of their ancestors, chanting the Song of the World as they ride into battle.

In recent centuries, Vestenmannavnjar changed, and so too did Lærdom. "Forward-thinking" Vesten, now calling themselves Vendel began transforming their society into something more modern, eschewing swords and axes for merchant coin and trade agreements. Their cousins, still entrenched in the old ways, retreated into the Vesten wastes to live as their ancestors had. The increasing rift has brought the Vesten people to the edge of civil war... and Lærdom has become a dangerous weapon in that feud. Vesten skjæren now use their powers to strike back against encroaching Vendel, calling upon the Living Runes to protect their way of life. The Vendel have tried to counter this by establishing Lærdom schools of their own, adopting the sorcery to their modern society. They have met with some success, though the deepest secrets of the magic as yet elude them. Perhaps such primal power was not meant for bankers and clerks.

Lærdom Mage

Lærdom mages ("skjæren") invoke the Living Runes, a set of twenty-four aspects of reality. By carving these runes on objects, equipment, and even themselves, they can invoke devastating effects ranging from increased strength or stamina, to calling lightning down from the heavens themselves. Most Lærdom mages don't consider themselves sorcerers, but holy men keeping the rites and rituals of their people intact. For rules purposes, their abilities are sorcerous in nature, but woe be to anyone who refers to a Lærdom mage as a "sorcerer."

Game Rule Information

Alignment: Any.
Hit Die: d8.

Requirements

To become a Lærdom mage, characters must be human and meet the following criteria:

Feats: Either Half Blooded (Lærdom) or Full Blooded (Lærdom). Taking the Half Blooded (Lærdom) as a 1st level feat makes him a Half Blooded Lærdom mage. The character may advance 7th level, but no farther. A character may take Full Blooded (Lærdom) as their additional feat at 1st level that allows him to advance past 7th level.

In non-Théan campaigns, Vesten/Vendel heritage is not required, though the DM may assign other criteria based on the specific world.

Special: It should be noted that the Vendel have forsaken the older gods and turned their worshipful gaze upon the almighty guildier. Becoming a Lærdom master requires absolute and unquestioning faith, something that the people of Vendel no longer have; therefore, the ancient gods will not grant master status to a Vendel, no matter how high his abilities are in sorcerous spells. If the Vendel displays heroic behavior on a godlike scale, the DM can determine whether the pantheon can see the traces of the true Vestenmannavnjar in the supplicant, and grant him mastery of the art.

Class Skills

The Lærdom mage's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Diplomacy (Cha), Disable Devise (Int), Gather Information (Cha), Heal (Wis), Intimidate (Cha), Intuit Direction (Wis), Knowledge (Int), Listen (Wis), Sense Motive (Wis), Spot (Wis), Swim (Str), Tumble (Dex), and Wilderness Lore (Wis). See the *Player's Handbook™* for skill descriptions.

Skill Points at 1st Level: (2 + Int modifier) × 4.

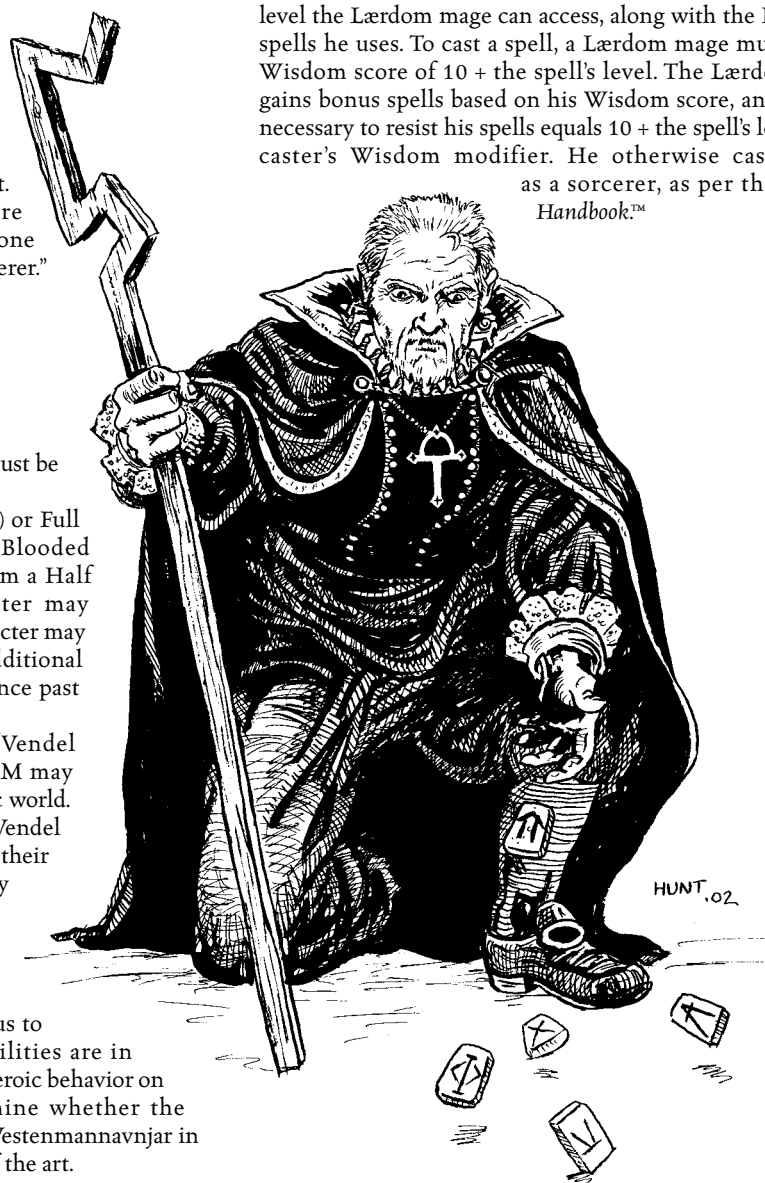
Skill Points at Each Additional Level: 2 + Int modifier.

Class Features

The following are class features of the Lærdom mage:

Weapon and Armor Proficiency: A Lærdom mage is proficient with all simple weapons. The Lærdom mage is not proficient in the use of armor or shields, or fencing accoutrements.

Spells: A Lærdom mage may cast arcane spells according to Table 2-5. He is limited to casting a certain number of spells per day, but he need not prepare them in advance. The number of spells is determined by his level, as indicated on Table 2-6, below. Wisdom determines the maximum spell level the Lærdom mage can access, along with the DC of the spells he uses. To cast a spell, a Lærdom mage must have a Wisdom score of 10 + the spell's level. The Lærdom mage gains bonus spells based on his Wisdom score, and the DC necessary to resist his spells equals 10 + the spell's level + the caster's Wisdom modifier. He otherwise casts spells as a sorcerer, as per the *Players' Handbook™*.



Note: These spells come about as part of the mage's ability to invoke the proper rune, and will adhere to the appearance and general demeanor of his Lærdom abilities. The effects are identical to those described in the appropriate section or the *Player's Handbook*,™ but the precise manifestation matches his other class features. For example, the spell *bull's strength* represents the mage's ability to call upon the rune Stykke, rather than simply magically increasing his strength.

Apprentice: At 1st level, the mage is a Lærdom apprentice. He may select one of the following abilities: spell (the mage may select one Lærdom spell, which does not count against his maximum number of spells, though all other limitations still apply), +2 AC (the power of creation flows through the mage's veins causing his skin to harden and become resistant to damage), rune (the mage learns one rune, which does not count against his maximum number, though other limitations apply).

Invoking The Runes: At 1st level, a Lærdom mage learns the secrets of invoking the runes. He may do this only by drawing the runes on paper, by tracing them in the sand or dirt, sketching them in chalk, or other such temporary means. It takes one move-equivalent action to draw the rune, and a Lærdom check noted on the specific rune. If successful, the rune functions for 1 minute per level of the mage, unless otherwise stated.

Inscribing the Runes: At 7th level, the mage may craft items with the runes inscribed on them or carve them into stone. He may then use the object to invoke the effects "on the fly" as it were, without having to draw them in advance. An object with an Inscribed rune may activate that rune's power a number of times per day equal to the skjæren's Wisdom bonus. Runes inscribed into objects retain their potency for exactly one year, and no object may contain more than one type of rune ever. It takes at least one hour to properly inscribe a rune.

TABLE 2-4: THE LÆRDOM MAGE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+0	+2	Apprentice, Invoking the Runes
2	+1	+3	+0	+3	
3	+2	+3	+1	+3	
4	+3	+4	+1	+4	
5	+3	+4	+1	+4	
6	+4	+5	+2	+5	
7	+5	+5	+2	+5	Bonus Craft Magic Item Feat, Inscribing the Runes
8	+6/+1	+6	+2	+6	Bonus Craft Magic Item Feat
9	+6/+1	+6	+3	+6	
10	+7/+2	+7	+3	+7	Adept
11	+8/+3	+7	+3	+7	Bonus Craft Magic Item Feat
12	+9/+4	+8	+4	+8	Becoming I
13	+9/+4	+8	+4	+8	Bonus Craft Magic Item Feat
14	+10/+5	+9	+4	+9	Visions: 20
15	+11/+6/+1	+9	+5	+9	Bonus Craft Magic Item Feat
16	+12/+7/+2	+10	+5	+10	Visions: 19–20, Becoming II
17	+12/+7/+2	+10	+5	+10	Master, Visions: 18–20
18	+13/+8/+3	+11	+6	+11	
19	+14/+9/+4	+11	+6	+11	Visions: 17–20
20	+15/+10/+5	+12	+6	+12	

TABLE 2-5: SPELLS PER LEVEL

Character Level	Maximum Spell Level	Total Runes Known	Total Spells Known
1	0	3	3
2	1	4	4
3	1	5	4
4	2	6	6
5	2	7	6
6	3	8	7
7	3	9	7
8	4	10	9
9	4	11	9
10	5	13	10
11	5	14	10
12	6	15	12
13	6	16	12
14	7	17	13
15	7	18	13
16	8	18	14
17	8	20	14
18	9	21	15
19	9	22	15
20	9	24	16

TABLE 2-6: SPELL PROGRESSION (SPELLS PER DAY)

Level	0	1	2	3	4	5	6	7	8	9
1	1	-	-	-	-	-	-	-	-	-
2	1	1	-	-	-	-	-	-	-	-
3	2	1	-	-	-	-	-	-	-	-
4	2	2	1	-	-	-	-	-	-	-
5	3	2	1	-	-	-	-	-	-	-
6	3	3	2	1	-	-	-	-	-	-
7	4	3	2	1	-	-	-	-	-	-
8	4	4	3	2	1	-	-	-	-	-
9	5	4	3	2	1	-	-	-	-	-
10	5	5	4	3	2	1	-	-	-	-
11	6	5	4	3	2	1	-	-	-	-
12	6	6	5	4	3	2	1	-	-	-
13	7	6	5	4	3	2	1	-	-	-
14	7	7	6	5	4	3	2	1	-	-
15	8	7	6	5	4	3	2	1	-	-
16	8	8	7	6	5	4	3	2	1	-
17	9	8	7	6	5	4	3	2	1	-
18	9	9	8	7	6	5	4	3	2	1
19	10	9	8	7	6	5	4	3	2	1
20	10	10	9	8	7	6	5	4	3	2

Bonus Craft Magic Item Feat: At 7th, 9th, 11th, 13th and 15th level, the Lærdom mage gains an additional feat from the following list: Craft Magic Arms and Armor, Craft Rod, Craft Staff, Craft Wand, Craft Wondrous Item, Craft Tattoo. When using these bonus feats the mage can only use Lærdom spells; the XP and gold costs are waived, except for the base cost of the items being imbued.

Adept: At 10th level, the Lærdom mage continues the studies of his powers as he heads towards mastery. He may select one of the following abilities: spell (the mage may select one Lærdom spell which does not count against his maximum number of spells, though all other limitations still apply), Natural Armor +2 (the power of creation strengthens the mage's body, making him resistant to damage), or Rune (the mage learns one rune which does not count against his maximum number, though all other limitations still apply).

Becoming I: At 12th level, the mage learns to invoke runes on a fundamental level: he need not inscribe them on anything, just draw them in the air as a move-equivalent action. Runes drawn in such a manner function for one minute per Lærdom mage level.

Visions: Beginning at 14th level, the Lærdom mage begins to have occasional visions. At the beginning of the day the DM rolls 1d20 for the Lærdom mage. If the result is a 20, one of the Lærdom mage's ancestors visits him in a vision and delivers a message pertaining to his future or some other help he may require (DM's discretion). At 16th level the Lærdom mage is visited on a 19–20, at 18th level on an 18–20 and at 20th level on a 17–20.

Becoming II: At 16th level, the mage may select one rune that he brands onto his flesh, permanently gaining that rune's power. The ritual takes two hours and requires that the mage take no other actions during that time. He may only brand one such rune into his flesh ever.

Master: At 18th level, the mage is a Lærdom master, and may select one of the following abilities: spell (the mage may select one Lærdom spell which does not count against his maximum number of spells, though all other limitations still apply), Runic Body (the power of creation and of the lards flows uninhibited through the mage's veins and has permanently changed him: the mage gains a +2 inherent bonus to his Strength, Constitution, and Wisdom, and permanently loses 2 points from his Dexterity and Charisma) or rune (the mage learns one rune, which does not count against his maximum number, though all other limitations still apply).

Invoking, Inscribing, and Becoming

The DCs listed in the runes entry refers to how they are invoked. The first entry, Invoke, refers to inscribing the runes on paper, sand, or other temporary means. The second, Inscribe, refers to carving the runes in stone or onto an item (when used with an item creation feat). The third, Become, refers to carving the runes in the air or upon the sorcerer's own flesh. Only Lærdom mages may have runes inscribed upon their flesh, for only they can control such power (see *Becoming II*, above). Runes are very powerful and run the risk of a backlash if the mage fails to invoke them properly. If a check on Inscribing, Invoking or Becoming a rune ever fails, then the mage suffers 1d6 damage for every 5 DC by which he failed the check (rounded down, minimum 0d6).

The Runes

Below is a list of the 24 different runes skjæren use to invoke their magic. Each is ranked in specific order, as laid out by the skjæren of old. Images of each rune can be found on page 44.

1. Kjøtt ("Flesh")

The first lesson each skjæren teaches an apprentice is always the same. "Know yourself," the elder sings, "That is the first lesson, the first truth..." The skjæren know too well the legends of the Living Runes, and how many of them fell to their own pride. The god who embodied this rune also embodied its lesson, for in his desire to know himself, he solved the Riddle of Flesh. When he did so, he saw where his actions led him and what he had done to get there, and spent the remainder of his days in utter isolation, spurning all company save that of Empathy (see *Bevegelse*, below).

Invoke: DC 15

Inscribe: DC 20

Become: DC 30

Effect: Add a +1d6 insight bonus to Will saves, Sense Motive checks, and Wis checks to resist any attempts to bluff, charm, fool or beguile through magical and/or mundane means.

2. Bevegelse ("Empathy")

Beyond the Flesh is the world, and all the creatures that live in their own flesh. Understanding not only the Flesh of one but of all is power of Empathy, the second rune and the goddess who helped the Kjøtt to understand himself. Solitude (see *Ensomhet*, below) saw how this made Empathy the stronger of the two, and reminded her that she herself could never truly survive without Flesh.

Invoke: DC 15

Inscribe: DC 20

Become: DC 30

Effect: Add a +1d6 insight bonus to all Cha checks involving social interaction.

3. Varsel ("Omen")

Omen was the messenger of the gods, though he preferred to hide his messages in riddles and vague predictions. Man and god alike objected to his practice, but Omen insisted on it, claiming that only those willing to listen should hear what he had to say.

Invoke: DC 10

Inscribe: DC 15

Become: DC 25

Note: All the effects listed below apply to all skjæren who use this rune:

Invoke/Inscribe: With a successful Lærdom check using this rune, the skjæren may speak to others in secret (all those present whom the skjæren wishes to deceive hear only a garbled language that sounds "foreign.") However, those using the Flesh rune (#1) are immune to the effects of this ability.

Become: The skjæren may use his Invoke/Inscribe ability at will without rolling.

4. Ensomhet ("Solitude")

Solitude is more than simple remoteness — it is the complete and total discipline of a commander in battle, and the wisdom and objectivity of an impartial judge. Solitude knows no fear,

anger, or remorse, but rather sees things not as others would have them be but as they are. The god Solitude earned and practiced this gift, and fell to this curse.

Invoke: DC 10

Inscribe: DC 20

Become: DC 30

Effect: Add a +1d6 insight bonus to Wis checks.

5. *Styrke* ("Strength")

If Flesh is the limit of the human body, then Strength is its potential. The god of Strength was everything a warrior could be — fearless and unstoppable, but willful and uncompromising. It was he who invented the caber toss, the sport of hefting and throwing large logs on end, when he uprooted the tallest tree in Théah as a challenge to Legion.

Invoke: DC 15

Inscribe: DC 20

Become: DC 30

Effect: Add a +1d4–1 bonus to all damage rolls.

6. *Uvitenhet* ("Mystery")

Two runes — Flesh and Gateway — mark the truth, but Mystery hides it. Closest to Solitude in ideal, Mystery protects against the damning truths that others would reveal, but at a terrible

price. Those who take on aspects of this rune do indeed deceive with impunity, even from Gateway, but they deceive themselves as well, losing both memory and personality until they are indistinguishable from all who have done so before them.

Invoke: DC 20

Inscribe: DC 25

Become: DC 30

Effect: Add a +1d6 insight bonus to all Bluff checks when deceiving someone else and prevent another using the Gateway rune from seeing this rune's user.

7. *Stans* ("Calm")

While Solitude is a god of distant interest, Calm is the present and unmoved witness to all that occurs. At the sorcerer's command, winds halt and sailors die lonely deaths beneath unmoving skies. Many believe the god remains on Théah, watching the present age as he watched all ages before. Beyond judgment and forgiveness, his wisdom is forever lost to his disinterest.

Invoke: DC 10

Inscribe: DC 20

Become: DC 30

Note: When taking this rune, you must decide which aspect to follow — weather or emotion. Each has a permanent and pervasive effect that will remain with your character throughout his career, and you may never change this option.

Weather: Stills the present weather conditions within a five-mile radius (see Tables 3-17 and 3-19 on pages 87 and 89 of the *DUNGEON MASTER'S GUIDE™*). Gales fall to breezes and blizzards are reduced to gentle snowstorms. Apprentices can reduce the effects by one listed rank (Inclement Weather to Abnormal Weather, for example, or Severe Winds to Strong Winds); adepts can lower them two ranks (Inclement Weather to Normal Weather, or Severe Winds to Moderate Winds); masters can lower them three ranks (Storm to Normal Weather, or Hurricane Winds to Strong Winds).

Emotion: Add a +1d6 insight bonus to all Wis and Cha (as well as all related skills) checks when trying to calm another's mood or curb aggressive emotions.

8. *Storsæd* ("Greatness")

Greatness is potential unrealized — the apprentice who will one day forge the weapon that the just-birtherd PC will wield against the meek man who will one day be a tyrant. The greatness of one encourages the greatness of others, and though the god himself was little more than Strength's protege, he eventually became the living example of what all the Runes believed in, and the most valiant of that lofty number.

Invoke: DC 10

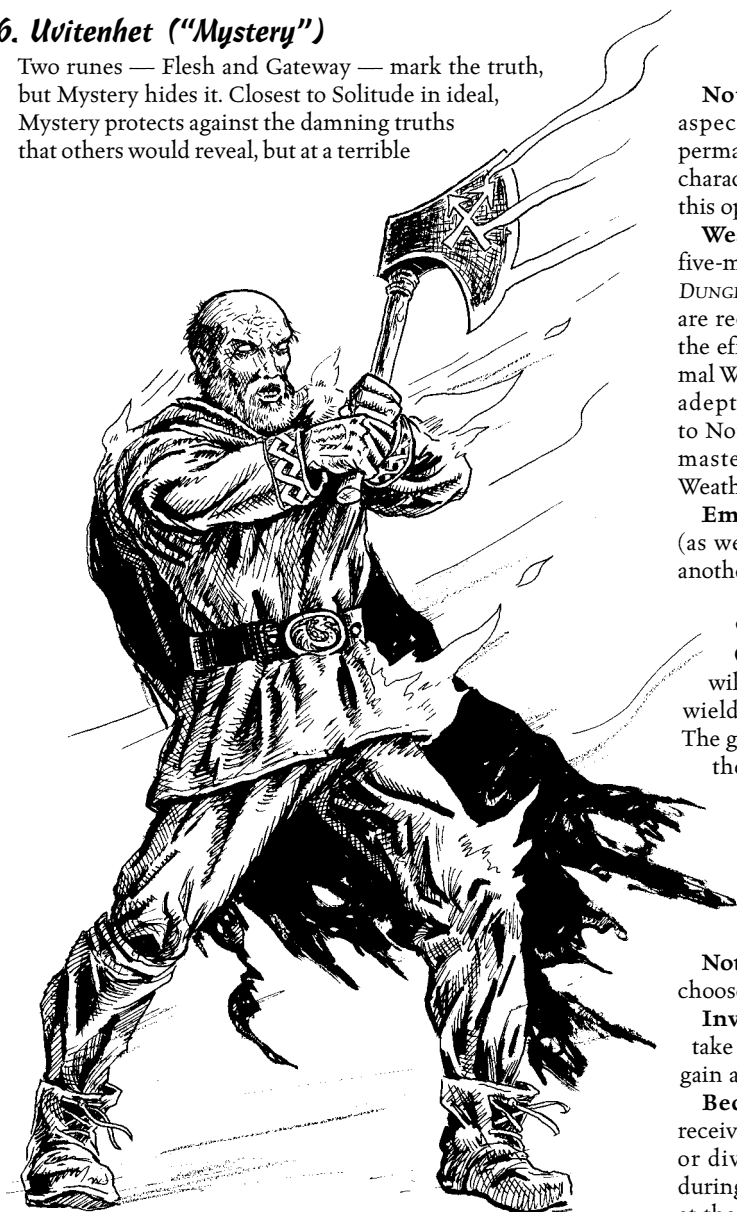
Inscribe: DC 20

Become: DC 30

Note: All the effects listed below apply to all skjæren who choose this rune.

Invoke/Inscribe: Before the user makes a roll he may take a penalty of 1 or more. If he succeeds, all allies with him gain a morale bonus equal to the penalty for their next roll.

Become: At the start of every encounter, the skjæren receives a pool of 5 d4s. In combat, he may use these himself or divvy them out to others in his presence to be rolled during the round as a morale bonus with any roll. D4s unused at the end of the encounter are lost and may not be saved.



9. Kyndighet ("Skill")

Skill is not mere knowledge or raw talent, but the application of both in practical matters. Patient and precise, it was the god of Skill that led the Living Runes to victory against the Great Wyrms, and it was through his single-minded will that each achieved their ultimate destiny.

Invoke: DC 10

Inscribe: DC 20

Become: DC 30

Effect: Allows the reroll of one die (either the to hit roll or the damage roll) each round of a combat. Note that all parameters for the use of runes that add dice also apply here.

10. Sterk ("Wholeness")

The protege of Skill, Wholeness did not believe in besting an opponent so much as improving himself. Where Strength was a furious assault, Wholeness was more akin to the Eisenfaust fighting style, protecting himself and prolonging the fight until he could defeat a foe on his own terms. His followers likewise act largely in defense, tempering Strength's will with Skill's wisdom.

Invoke: DC 20

Inscribe: DC 25

Become: DC 30

Effect: Add a +1 armor and +1 dodge bonus to the user's AC, as well as 1d6 temporary hit points. This bonus stacks with other armor and dodge bonuses.

11. Velstand ("Wealth")

Wealth is not mere coin and property in the Vesten's eyes, but the boundless hope and creativity of a mind unfettered by desires. Wealth himself was but a pauper, a foreigner who had lost his homeland in the struggle against the Wyrms. Ironically, these combined abilities lead to the more secular Wealth as the Vendel practice it. The Vesten consider the wasteful and rampant abuse of this rune for greed to be among the Vendel's greatest crimes, though the Vendel see it as merely invoking the rune in its purest form. The Vesten rather see it as a form of hereditary memory, drawing upon the "wealth" of their ancestors' experience and imagination.

Invoke: DC 10

Inscribe: DC 20

Become: DC 30

Note: When taking this rune, you must decide which aspect to follow — wisdom or money. Each has a permanent and pervasive effect which will remain with your character throughout his career, and you may never change this option.

Money: When negotiating fees for the user's services, the user may require double the going rate for his services, and others will be willing to pay the price if they fail a Will save (DC 30).

Wisdom: As a standard action, the skjæren may tap into his hereditary memory, and ask the DM one question relevant to his current situation. The answer will be a brief "flash-back" into the life of a former skjæren devoted to the Wealth rune which is somehow pertinent to the character's present status. The player will have to determine the relevance of the vision for himself.

12. Fjell ("Mountain")

The Mountain does not act rashly, though it can act when necessary. It simply is what it is, enduring and faithful. The god of Mountain heroically sacrificed himself not once but twice against the Great Wyrms, taking on the wounds

of Warrior (see *Krieg*) when that god would have died. Mountain's sacrifices drove Warrior to ever greater heroics during the great battle, ultimately bringing the Living Runes their victory.

Invoke: DC 15

Inscribe: DC 25

Become: DC 30

Note: All listed effects apply to all skjæren who choose this rune.

Invoke/Inscribe: When used, the skjæren gains 1d8 temporary hit points, which may be invoked when the user is below 1 hit point.

Become: The skjæren gains 8 permanent hit points.

13. Høst ("Harvest")

The Harvest is the reward for a year of hard labor, but it is also the reaping of any difficult but worthy task. Through toil, man grows stronger and wiser, and though less directly involved in the fight against the Wyrms, the Harvest god was no less important in the war, driving mortal man to continue their duties despite their enemy's depredations. Vesten and Vendel alike eat their first meal before every winter in his name.

Invoke: DC 10

Inscribe: DC 25

Become: DC 30

Note: All listed effects apply to all skjæren who choose this rune.

Invoke/Inscribe: When the sorcerer loses a level, he may choose to reduce one of his skills by 1 or more ranks, although he may not reduce the skill by more ranks than he has in it. When he gains a level, he also gains that many skill points, which he may invest in the reduced skill. This allows him to have a skill higher than normally allowed for his level.

Become: The skjæren may use his Invoke/Inscribe ability once per level without rolling.

14. Grenseløs ("Unbound")

The Unbound desire of freedom is basic to the Vesten's heart, and no lock or shackle can keep this skjæren against his will. Though no great warrior, Unbound himself was said to be the only escapee of the Great Keep of Krigsfang, Legion's cage.

Invoke: DC 15

Inscribe: DC 25

Become: DC 30

Note: All listed effects apply to all skjæren who choose this rune.

Invoke/Inscribe: Bindings and shackles, both mundane and magical, fall off the sorcerer when this rune is invoked.

Become: Bindings and shackles slip off the sorcerer whenever he wishes.

15. Krieg ("Warrior")

The path of the Warrior is common but dangerous. While Vesten enjoy the sheer power that this rune brings in combat, the War God himself degenerated into a monstrous beast that led his men to mindless combat against their own kind. While Warrior may not be the most subtle or dangerous of temptations, it is the deadliest.

Invoke: DC 15

Inscribe: DC 20

Become: DC 30

Effect: Add a +1d4 insight bonus to all attack rolls.

16. Nød ("Intensity")

Intensity stands in opposition to Calm (*see Stans*), meddling and attentive but without a clear vision. The two gods were once husband and wife, but their ascension drove them apart. Like her lost mate, she is a terror upon the seas, tearing sails in her storms and capsizing boats in her waves. Endlessly loving and endlessly jealous, her howls are equal parts remorse and anger, and her bitter tears blind all that set eyes upon her.

Invoke: DC 10

Inscribe: DC 20

Become: DC 30

Note: When taking this rune, you must decide which aspect to follow — weather or emotion. Each has a permanent and pervasive effect that will remain with your character throughout his career, and you may never change this option.

Weather: Worsens the present weather conditions within a five-mile radius (*see Tables 3-17 and 3-19 in the DUNGEON MASTER'S Guide*). Slight breezes become howling winds and gentle seas can turn into deadly storms. Apprentices can raise the weather effects by one listed rank (Abnormal Weather to Inclement Weather, for example, or Strong Winds to Severe Winds); adepts can raise them two ranks (Normal Weather to Inclement Weather, or Moderate Winds to Severe Winds); masters can raise them three ranks (Normal Weather to a Storm, or Strong Winds to Hurricane Winds).

Emotional: Add a +1d6 insight bonus to any Cha (and all Cha skills) checks when trying to incite another's wrath or promote aggressive emotions.

17. Sinne ("Anger")

If Warrior is the blind malice of battle, Anger defies even the faintest confines of the laws of combat. Irrational and seductive, the goddess herself was as beautiful as her chosen rune, and none could touch her and survive her unfettered wrath. Unsurprisingly, more and more Vesten choose to emulate Anger as the Vendel expand into their traditional holdings.

Invoke: DC 15

Inscribe: DC 20

Become: DC 30

Effect: Add a +1d6 insight bonus to all Str (and all Str skill) checks.

18. Tungsinn ("Gloom")

One of the lesser Living Runes, Gloom's nihilistic outlook insisted that the Vesten lost their War even after it ended, a notion some have come to agree with. His rune brings forth the utter despair of a life of regrets, and many a reckless PC has felled all obstacles in his path before falling to the Gloom of their own deeds' consequences. Few follow Gloom, as few can stand to live in its shadow for all their days.

Invoke: DC 15

Inscribe: DC 25

Become: DC 35

Emotion: Add a +1d6 insight bonus to all skill and ability checks when trying to cause depression or fear in another person (this includes Bluff and Intimidation).

19. Herje ("Ruin")

Ruin is the pointless nihilism of fate and nature, forcing survival on the unready and striking down those prepared for

anything else. The god of this rune was so luckless as to be almost comical, save that his ill fortune befell his comrades as well. The Vesten destroyed almost all his idols lest they share his luck, and only those who pay homage to him through his rune would even recognize the exiled god.

Invoke: DC 20

Inscribe: DC 25

Become: DC 35

Effect: Target another person or creature. That individual suffers a -5 penalty to his or her next roll.

20. Reise ("Journey")

Legends speak of not one god of Journey, but of many — each Journey eventually ends, though there is always another waiting to begin. The Journey rune is never about the destination, but rather about everything along the way; as such, the followers of the rune care little for such concepts as destiny and fate, at least in comparison to those moments between their births and deaths. Many are sorrowful at the end of any distance, for that is one less experience left to them.

Invoke: DC 10

Inscribe: DC 20

Become: DC 35

Effect: Add a +1d6 insight bonus to any Spot, Listen or Search check.

21. Fornuft ("Gateway")

The god of Gateway was an artist blinded by the sunlight, whose rune inspired him to portraits of the others' struggles even as they occurred. Opposed only by Mystery, the Gateway plunges the depths of knowledge both near and distant, and the secrets of the world lay unveiled in the light. The Vendel particularly enjoy the use of this rune, using it to garner profits or to watch those portions of the world that the Vesten alone may visit.

Invoke: DC 15

Inscribe: DC 25

Become: DC 30

General Effect: You can call up visions of distant realms, but you must close your eyes and remain silent when doing so. The rune of Mystery blocks your rune's sight, showing a foggy haze in a 50 ft. radius.

Invoke: The skjæren may view events in a place with which he is familiar for one round. For each additional round he wishes to view, he may increase the DC by 5.

Inscribe: When this item is used, it shows events in a location the mage has seen before for one round. For each additional round he wishes to view a location or an item in that location he may increase the DC by 5. The object must have a reflective surface of some kind in order for this to function.

Become: The skjæren may call up visions of anywhere in the world he has visited and maintain them for one round. For each additional round he wishes to view a location he may increase the DC by 5. While calling up a vision, he must close his eyes and cannot speak. This ability may be used only once per day.

22. Lidenskap ("Passion")

Passion is the expression of any emotion, but it is also the pure, unrelenting beauty of the day without cloud or fog. The god of Passion loved and seethed in equal measure,

and was both a warrior and a lover, oft with and against the same person. Combined with Hatred (*see Kjølrig*), any journey can be either a blissful repast or a harsh and unforgiving trial.

Invoke: DC 15

Inscribe: DC 20

Become: DC 30

Effect: You can force existing weather patterns to last longer than they normally would. Roll a number of d4s equal to the skjæren's Wisdom bonus. The result is the number of days the skjæren may extend the current weather pattern. (*See the DUNGEON MASTER'S Guide™ for more information.*)

23. Kjølrig ("Hatred")

Hatred is the unrelenting determination of controlled malice, and the bitter and endless night of the northern lands. The goddess Hatred was a frightening and hard woman whose beauty was tempting, but never worth the risk. Her lovers all died from her acid kisses, their bodies littering the frozen mountain she once called home.

Invoke: DC 15

Inscribe: DC 20

Become: DC 30

Effect: For every point in the skjæren's Wisdom bonus, he can decrease the temperature within a five-mile radius by 1d4 times 10 degrees Fahrenheit. The effects last for twenty-four hours. (*See the DUNGEON MASTER'S Guide™ for more information.*)

24. Villskap ("Fury")

The final known rune is that of Fury, the storm and lightning that rallied allies to battle even as it foretold the enemy's doom. Not anger, nor hatred, nor bloodlust, Fury instead represents a willful and directed retaliation, the righteous wrath of the gods and the justice of the heavens. Though Villskap stood beside Krieg in the battle against Wyrms, it was he who ultimately slew Krieg when that god went mad.

Invoke: DC 10

Inscribe: DC 20

Become: DC 30

Effect: Allows you to fire a lightning bolt from your hands, which is targeted like a ray attack. The range increment is 10 if the user is an apprentice, 20 if the user is an adept or level 10 or less, 20 if the adept is level 10–18, and 50 if the user is a master. The damage is 3d4 if the user is an apprentice, 3d6 if the user is an adept of level 10 or less, 3d8 if the adept is level 10–17, and 3d12 if the user is a master.

Lærdom Spells

Note: These spells are all enabled by invocation of the various runes described on the previous pages. They serve as the verbal and material components for these spells. All other verbal and material components are waived.

0 Level

Arcane Lock. Magically locks a portal or chest.

Arcane Mark. Inscribe a personal rune (visible or invisible).

Icy Touch. This spell is identical to the spell *ray of frost* in all respects.

Light. Cast on an object, it shines like a torch for 10 minutes/caster level.

Mending. Makes minor repairs on an object.

Yngvild Olafssdottir

Her enemies describe her as a fierce Valkyrie, a seven-foot warrior woman as beautiful as she is ruthless. Her crew thinks of her as both a little sister and a captain they would gladly follow into the flames of the Abyss. Yngvild Olafssdottir, the pirate and prophetess, knows she is none of these things, all of things, and something more altogether.

Her legend has greatly exaggerated her physical form. By Vestenmannavnjar standards, she is quite petite, standing a little over five feet tall. When on deck with her massive shipmates, she often seems more like a little girl in long braids than a cold-blooded killer. She is indeed beautiful, with eyes as blue as the waters surrounding the islands of her embattled people. Like those waters, they can be calm and friendly or icy and tumultuous.

She purchased her flagship, the *Revensj*, with guilders her cousins "liberated" from a Vendel merchant who wanted to buy her deceased grandfather's farm. The merchant was not the first to have an impact on her life — a greedy Vendel murdered her father when she was a child — and he certainly wouldn't be the last. With the aid of her potent Lærdom magic, Yngvild amassed a loyal crew of Vestenmannavnjar who were equally enraged at the ways of their Vendel neighbors. In the months that followed, these "Vesten Raiders" captured at least seven merchant ships and sank dozens more. The large bounty on Yngvild's head, offered by the Vendel League, is an indication of the successful of her piratical ways.

As a strategist, Yngvild's tactics are simple but effective. Long before making her presence known, she calls upon her mastery of Lærdom to throw storms at a targeted vessel, battering the ship and its crew into submission. When she feels they have had enough, she fills her own sails with witch-wind and comes alongside with no warning. Her crew leap aboard the waterlogged craft, kill any who resist and retrieve their plunder. If the opposition is too great to face in a head-on fight, she escapes under the cover of fog or similar magically-induced weather. When out of range of opponents' weapons, she sends lightning and wind into their masts, burning their sails and frying the crew. Once Yngvild has regained the advantage, she turns about and captures the ship.

When Cabora arose from the depths of the Mirror Sea (*see page 232 of Swashbuckling Adventures*), Yngvild began an ancient ceremony on its shores to bring about Ragnarok, the fabled end of the world. Instead, however, she opened a pathway between her soul and thousands of Vestenmannavnjar who had already passed into the next life. She could hear their voices as no Skjæren before and, if she allowed it, the spirits could enter her body and control her actions. Yngvild has since halted most of her confrontations with Vendel ships, turning her attention to finding several individuals revealed to her by her spirit companions. Although she has not told her crew exactly why these people are important, they continue to serve her without question, knowing she has the best interest of the Vestenmannavnjar at heart.

1st Level

Bull's Strength. Subject gains 1d4+1 Str for 1 hour/level.
Enlarge. Enlarges items to fight Giant sized creatures for 1 hour/level.

Magic Stone. Three stones gain +1 attack, deal 1d6 +1 damage.

Shrink Item. Object shrinks to 1/12th it's original size for 1 day/level.

Soften Earth and Stone. Turns stone to clay or dirt to sand or mud.

2nd Level

Cat's Grace. Subject gains 1d4+1 Dex for 1 hour/level.

Endurance. Subject gains 1d4+1 Con for 1 hour/level.

Locate Object. Senses direction toward object (specific or type).

Obscure Object. Masks object to divination.

Shatter. Sonic vibration damages objects or crystalline creatures; 3 ft. radius spread over target.

3rd Level

Explosive Runes. Deals 6d6 damage when read.

Haste. Extra partial actions and +4 AC for 1 round/level.

Lightning Strike. This spell is identical to the spell *call lightning* in all respects.

Meld into Stone. You and your gear merge with stone.

Slow. One subject/level takes only partial actions, -2 AC, -2 all melee rolls.

4th Level

Flesh to Stone. Turns subject creature into statue.

Rune of Warding. This spell is identical to the spell *glyph of warding* in all respects.

Stoneskin. Gives subject DR 10/+5 for 10 minutes/level or discharged.

Stone to Flesh. Restores petrified creature to normal.

5th Level

Move Earth. Digs trenches and builds hills.

Ring of Lightning. This spell is identical to the spell *chain lightning* in all respects.

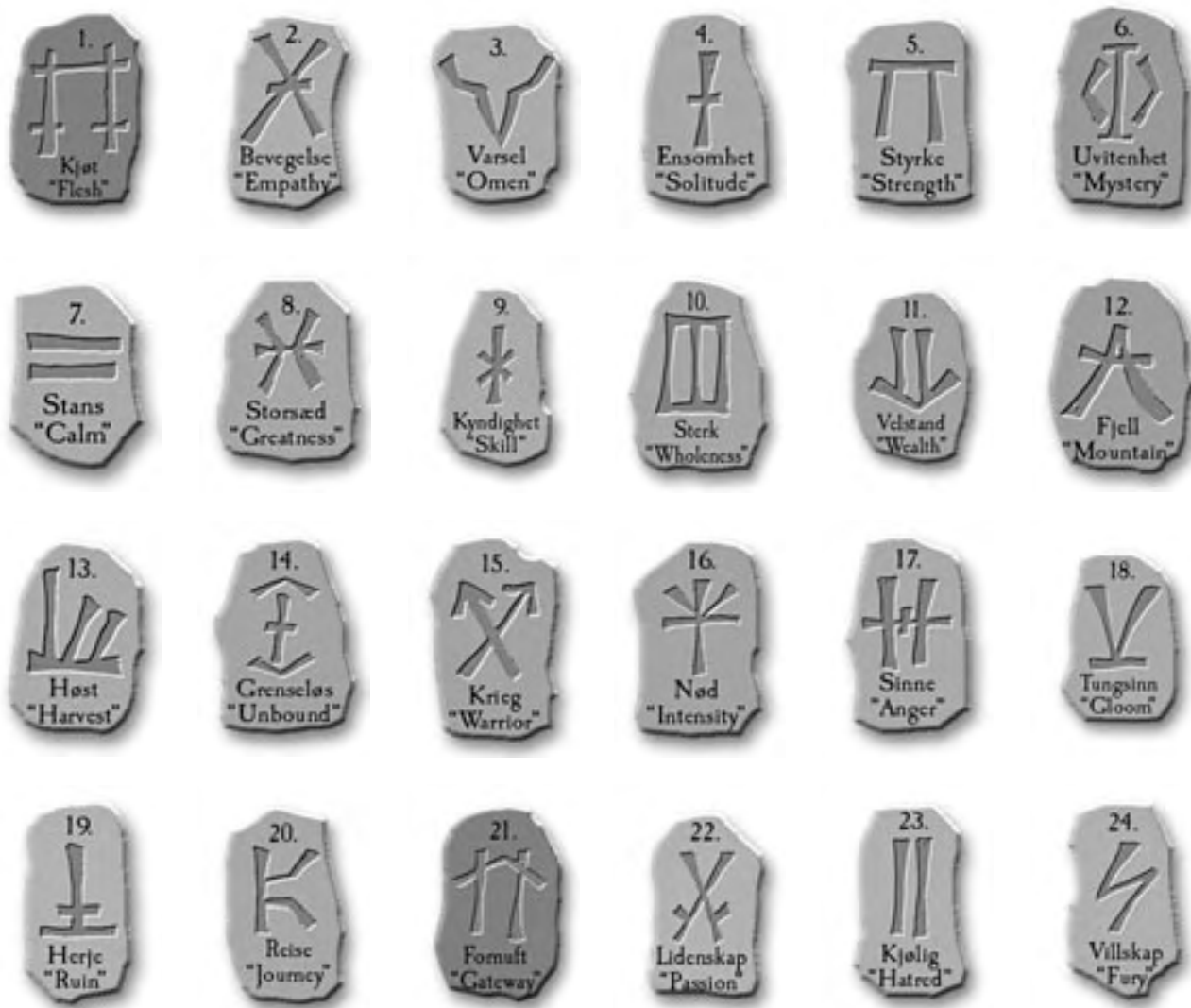
Stone Shape. Sculpts stone into any form.

6th Level

Control Weather. Changes weather in local area.

Wall of Stone. 20 hp/four levels; can be shaped.

Stone Tell. Talk to natural or worked stone.



7th Level

Hand of Stone. This spell is identical to the spell *Bigby's grasping hand* in all respects.

Move the Stones. This spell is identical to the spell *earthquake* in all respects.

8th Level

Iron Body. Granted DR of 50/+3, various immunities and bonuses, for 1 minute/level.

Repel Metal or Stone. Pushes away metal or stone.

9th Level

Imprisonment. Entombs subject beneath the earth.

Stony Grasp. This spell is identical to the spell *Bigby's crushing hand* in all respects.

Pyeryem

The shapeshifting power of Pyeryem defies the usual stereotypes for sorcery. Like Glamour, the art derives from the good will of a known entity — in this case, the goddess Matushka instead of Glamour's alien Sidhe — and like Lærdom, Pyeryem focuses more on the natural world than upon anything truly alien to Théah. The shapeshifters view their abilities less as magic than as holy blessings, not unlike those bestowed upon the faithful, and revere both the spiritskins they gain and the ties to the earth which those skins grant them. Even those for whom Pyeryem runs in the blood pay at least lip service to Matushka since she will take back her gifts from those who would abuse her good graces. If she feels especially benevolent, she may even wait until the wayward Ussuran resumes human form.

In most instances, Pyeryem passes along as it does with other sorceries. A child born of two parents blessed with Pyeryem has the art himself, a child with only one such parent has limited aspects, and so on. Unlike other sorceries, however, Pyeryem derives from an act of Matushka's will, and Matushka is always present in Ussuran lands, ever watchful over her people. It is not unknown for her to bestow Pyeryem upon someone of undistinguished bloodline who shows great piety or courage, though such gifts are uncommon. It may even be possible for a foreigner to impress her so, though such an individual would have to be so noble of spirit as to put all but the Prophets themselves to shame.

Pyeryem derives not only from Matushka, however, but also from the animals that wander her lands. When someone first gains its ability, an animal usually approaches the new sorcerer and offers up a "spirit skin" — an intangible essence that the sorcerers describe as wrapping about themselves like cloaks during the transformations. Animals who have given up their spirit skins have their natural life spans increased to the sorcerer's own life; if the animal dies, the Ussuran's obligations to the animal do not end, and he will likely have to provide for its young.

Brief History

Matushka, the true spirit and essence of Ussura, is a demanding mistress. The focus of one of the most ancient traditions in Théah, she is worshipped and feared and adored as the source of all living things in the land. According to Ussuran tradition, she was born in the time when mountains were

forming and rivers ran with milk. As she traveled around Théah, she created animals upon the land and creatures in the sea, but she was alone. So she betook herself to a cave deep under the ground and there she slept and dreamed. From her dreams and her wishes for companionship, humans were born.

While she slept, her creations continued to thrive. There were wars and battles, but there were also times of great feasting and rejoicing. Yet she continued to slumber until one day, she awakened. When she did, the magic of the land awoke with her, granting her favored children the ability to assume the form and power of animals. Thus was Pyeryem born.

This strange gift — marked by startling green eyes — is most often found among those with noble blood. While Ussurans are distrustful of most forms of sorcery, those with Pyeryem are treated with reverence and respect. Indeed, Ussura's ruler, the Gaius, often exercises the most potent form of Pyeryem: he alone may take the form of Matushka's beloved best, the white Arkanun tiger... and only he or Matushka herself may strip the power of Pyeryem from another.

Pyeryem Shapeshifter

Pyeryem shapeshifters come from a wide variety of backgrounds. Most members of the class belong to the Ussuran nobility, but that need not always be the case. They can be identified by their brilliant green eyes, which remain the same color even when the sorcerer assumes different forms. At the early stages, shapeshifters can invoke whole transformations, taking on the complete aspect of the animals they have befriended. As they grow more powerful, they may pick and choose which aspect of the beast they wish to use — a bear's claws, for example, or a hawk's unerring vision — instead of the entire form. Master Pyeryem mages understand that the form itself is irrelevant, and can invoke beast-like powers without changing shape at all.

Game Rule Information

Alignment: Any.

Hit Die: d10.

Requirements

To become a Pyeryem shapeshifter, a character must fulfill the following criteria:

Feats: A character must take Half Blooded (Pyeryem) as his 1st level feat which makes him a Half Blooded Pyeryem shapeshifter. The character may advance to 7th level but no farther. Alternately, a character may, at 1st level, take Full Blooded (Pyeryem) as an additional feat which allows him to advance past 7th level.

Class Skills

The Pyeryem shapeshifter's class skills (and the key ability for each skill) are Animal Empathy (Cha), Balance (Dex), Bluff (Cha), Climb (Str), Escape Artist (Dex), Gather Information (Cha), Handle Animal (Cha), Heal (Wis), Hide (Dex), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Listen (Wis), Move Silently (Dex), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), Tumble (Dex), and Wilderness Lore (Wis). See the *Player's Handbook*™ for skill descriptions.

Skill Points at 1st Level: (2 + Int modifier) × 4.

Skill Points at Each Additional Level: 2 + Int modifier.

Class Features

The following are class features of the Pyeryem shapeshifter.

Weapon and Armor Proficiency: A Pyeryem shapeshifter is proficient with all simple weapons. The Pyeryem shapeshifter is not proficient in the use of armor or shields.

Spells: A Pyeryem shapeshifter may cast arcane spells according to Table 2-8, below. He is limited to casting a certain number of spells per day, but he need not prepare his spells in advance (they are part of his blood). The number of spells is determined by his level, as indicated on Table 2-9. Wisdom determines the maximum spell level the Pyeryem shapeshifter can access, along with the DC of the spells he uses. To cast a spell, a Pyeryem shapeshifter must have a Wisdom score of 10 + the spell's level. The Pyeryem shapeshifter gains bonus spells based on his Wisdom score, and the DC necessary to resist his spells equals 10 + the spell's level + the caster's Wisdom modifier. He otherwise casts spells as a sorcerer, as per the *Players' Handbook*.™

Note: These spells come about as part of the shapeshifter's ability to communicate with Matushka's animal children, and will adhere to the appearance and general demeanor of his Pyeryem abilities. The effects are identical to those described in the appropriate section or the *Player's Handbook*,™ but the precise manifestation matches his other class features. For example, the spell *phantom steed* represents the shapeshifter's ability to summon an actual horse, who will possess the appropriate abilities and will serve him for the allotted time, rather than calling upon a ghostly magical steed.

Shape of the Beast: At 1st level, most of the shapeshifter's abilities remain beyond him. Incapable of the more clever or challenging transformations, he may still attempt basic shapeshifting, changing his own form into that of his spirit skin's. This is a spell-like ability, equivalent to *polymorph self*, and is initially limited to one form (*the animal he first convinced to give him its spirit skin, see "Forms," below*). The creatures available include Animals only (no Dragons, Giants, Humanoids,

TABLE 2-7: THE PYERYEM SHAPESHIFTER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+2	+0	Forms: 1, Shape of the Beast, Speak with Animals, Transformation 1/ day
2	+1	+3	+3	+0	Forms: 2
3	+2	+3	+3	+1	Apprentice
4	+3	+4	+4	+1	Forms: 3
5	+3	+4	+4	+1	Transformation 2/ day
6	+4	+5	+5	+2	Forms: 4
7	+5	+5	+5	+2	
8	+6/+1	+6	+6	+2	Forms: 5, Transformation 3/ day
9	+6/+1	+6	+6	+3	Heart of the Beast
10	+7/+2	+7	+7	+3	Adept, Forms: 6
11	+8/+3	+7	+7	+3	Transformation 4/ day
12	+9/+4	+8	+8	+4	Forms: 7
13	+9/+4	+8	+8	+4	
14	+10/+5	+9	+9	+4	Forms: 8, Transformation 5/ day
15	+11/+6/+1	+9	+9	+5	Soul of the Beast
16	+12/+7/+2	+10	+10	+5	Forms: 9, Mystical Forms
17	+12/+7/+2	+10	+10	+5	Transformation 6/ day
18	+13/+8/+3	+11	+11	+6	Master, Forms: 10
19	+14/+9/+4	+11	+11	+6	
20	+15/+10/+5	+12	+12	+6	Forms: 11, Transformation 7/ day

TABLE 2-8: SPELLS PER LEVEL

Character Level	Maximum Spell Level	Transformations Per Day	Forms Known	Total Spells Known
1	0	1	1	3
2	1	1	2	4
3	1	1	2	4
4	2	1	3	6
5	2	2	3	6
6	3	2	4	7
7	3	2	4	7
8	4	3	5	9
9	4	3	5	9
10	5	3	6	10
11	5	4	6	10
12	6	4	7	12
13	6	4	7	12
14	7	5	8	13
15	7	5	8	13
16	8	5	9	14
17	8	6	9	14
18	9	6	10	15
19	9	6	10	15
20	9	7	11	16

TABLE 2-9: SPELL PROGRESSION (SPELLS PER DAY)

Level	0	1	2	3	4	5	6	7	8	9
1	1	-	-	-	-	-	-	-	-	-
2	1	1	-	-	-	-	-	-	-	-
3	2	1	-	-	-	-	-	-	-	-
4	2	2	1	-	-	-	-	-	-	-
5	3	2	1	-	-	-	-	-	-	-
6	3	3	2	1	-	-	-	-	-	-
7	4	3	2	1	-	-	-	-	-	-
8	4	4	3	2	1	-	-	-	-	-
9	5	4	3	2	1	-	-	-	-	-
10	5	5	4	3	2	1	-	-	-	-
11	6	5	4	3	2	1	-	-	-	-
12	6	6	5	4	3	2	1	-	-	-
13	7	6	5	4	3	2	1	-	-	-
14	7	7	6	5	4	3	2	1	-	-
15	8	7	6	5	4	3	2	1	-	-
16	8	8	7	6	5	4	3	2	1	-
17	9	8	7	6	5	4	3	2	1	-
18	9	9	8	7	6	5	4	3	2	1
19	10	9	8	7	6	5	4	3	2	1
20	10	10	9	8	7	6	5	4	3	2

etc.), though Giant Animals and Beasts with a CR of less than 2 are available at the DM's discretion. A Pyeryem shapeshifter can speak with other animals (and gifted Ussurans) while transformed, but cannot speak with humans who do not know the art of Pyeryem. Depending on the shapeshifter's location, the DM may require the shapeshifter to make an Int check (DC based on relative location to Ussura) to speak with an animal outside of Ussura's borders. Shapeshifters do not run the risk of disorientation (as detailed in the *polymorph* spells), and may only use this ability a number of times per day as dictated by their Transformation ability (see below). The CR of the animal cannot exceed the mage's Pyeryem level. In other respects, this ability matches the spell *polymorph* self.

Forms: Starting at 1st level, then at 2nd level and every two levels thereafter (4th, 6th, 8th, etc.), the Pyeryem shapeshifter chooses one animal (only non-Dire animals — no Dragons, Beasts, Giants, Humanoids, etc.) with whom he has bargained for its spirit skin. When the Pyeryem shapeshifter uses his Transformation feature, he may transform into one of these forms. When choosing the new form, the shapeshifter may only choose a form whose hit dice are equal to or less than his class level.

Speak with Animals: Starting at 1st level the Pyeryem shapeshifter may speak with animals while in human form. To do so he must make a Cha check against a DC of 10. If successful he may communicate with the animal in simple terms. A shapeshifter need not make the Cha check if communicating with an animal whose form he possesses; his roll is considered a natural 20.

Transformation: Starting at 1st level, once per day the Pyeryem shapeshifter may transform himself into one of his chosen forms (as stipulated in "Shape of the Beast," above). When in animal form the Pyeryem shapeshifter may transform back to his natural human form at will, which does not count against the number of times per day that he may transform into an animal. It takes a standard action to transform. At 5th level the Pyeryem shapeshifter may transform twice per day, three times per day at 8th level, four times per day at 11th level, five times per day at 14th level, six times per day at 17th level, and seven times per day at 20th level.

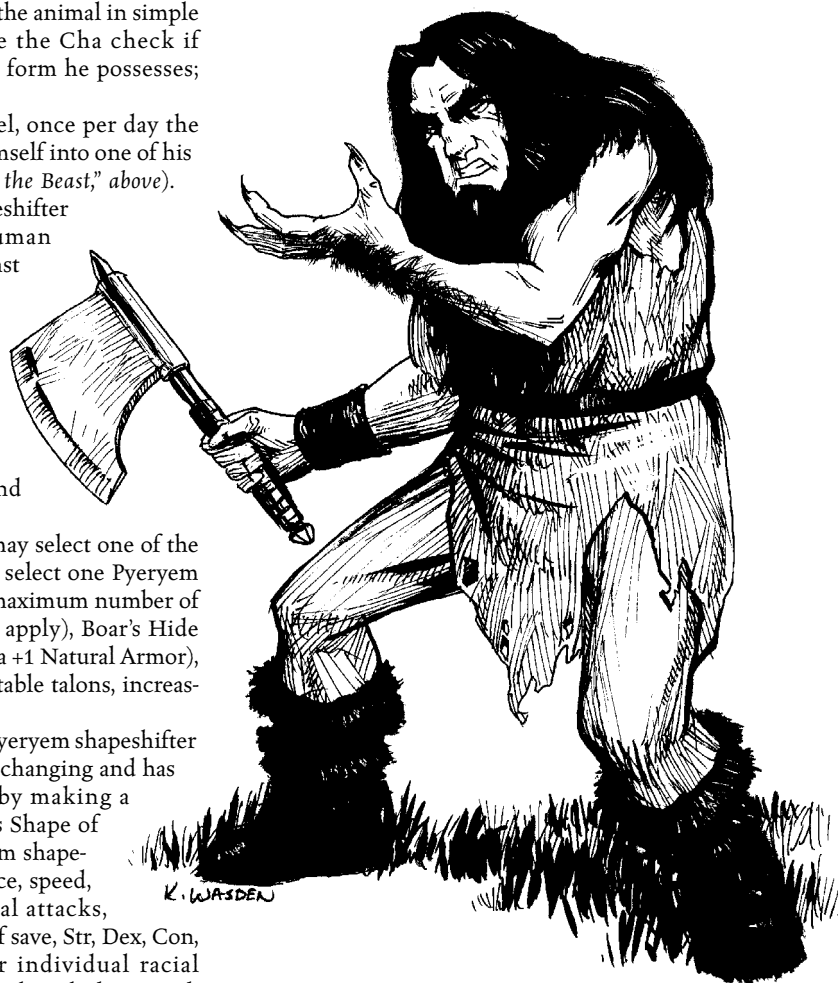
Apprentice: At 3rd level, the mage may select one of the following abilities: spell (the mage may select one Pyeryem spell, which does not count against his maximum number of spells, though all other limitations still apply), Boar's Hide (the mage's skin toughens, granting him a +1 Natural Armor), Tiger's Claw (the mage is granted retractable talons, increasing his unarmed damage to 1d6).

Heart of the Beast: At 9th level, the Pyeryem shapeshifter has become familiar with the process of changing and has learned to better control the effects by making a partial transformation. When using his Shape of the Beast ability (see above), the Pyeryem shapeshifter may select one boon (size, hit dice, speed, attacks (individual), individual special attacks, individual special qualities, Fort save, Ref save, Str, Dex, Con, individual skills, individual feats, or individual racial bonuses); instead of transforming into the whole animal, only the body part involved with the Boon transforms. It still takes a standard action to invoke the change.

If an animal has more than one rate listed under the Speed category (fly, swim, burrow, etc.) the Pyeryem shapeshifter may choose one (and the ability that goes with it, i.e., fly, swim, burrow). This is a physical transformation, immediately obvious to anyone nearby. Thus, if the Pyeryem shapeshifter takes on an owl's racial bonus for Spot checks, he gains a downy cover of feathers around his eyes and a faint hook to his nose. The Pyeryem shapeshifter cannot use two boons at once that obviously interfere with one another. This includes boons with contradictory effects as well as those that both affect the same area of the body (DM's decision). Some boons include a temporary increase or decrease in a specific ability. Those changes are noted under the particular animal, and last for as long as the boon is being used.

Lastly, the Pyeryem shapeshifter cannot activate more than one boon at a time from the same animal type. The shapeshifter could use the owl's racial bonus to Spot checks from his owl form and the ability to fly from his goshawk form, but cannot use both boons from his owl form. When the shapeshifter takes on an animal's boon it affects other stats (such as Dex) which in turn may have a chain effect on still others (for instance, Dex affects Initiative, AC, etc.).

Apprentice: At 10th level, the Pyeryem mage may select one of the following abilities: spell (the mage may select one Pyeryem spell, which does not count against his maximum



number of spells, though all other limitations still apply), Leopard's Spots (the mage gains the speed of the leopard, his speed increases by 10 ft.), Bear's Claws (the mage grows larger claws, increasing his unarmed damage to 1d8.)

Soul of the Beast: At 15th level, the shapeshifter has earned the greatest of Old Grandmother's gifts — the greater truth that no matter his form, his identity remains. Now the Pyeryem shapeshifter may use the boons granted by animal forms (as dictated in Heart of the Beast, above) without actually physically transforming himself. This is done through a process called spirit conjuration.

The Pyeryem shapeshifter may activate as few or as many boons from a single form as he desires, all with one standard action (size, hit dice, speed, attacks (individual), individual special attacks, individual special qualities, Fort save, Ref save, Str, Dex, Con, individual skills, individual feats, and individual racial bonuses). If an animal has more than one rate listed under the Speed category (fly, swim, burrow, etc.) the Pyeryem shapeshifter may choose one of these speeds (and the ability that goes with it, i.e., fly, swim, burrow). However, he may not conjure up boons from more than one form at a time using this ability. There is no need to transform back to his human form as no actual physical transformation has taken place. The effects of the Conjuration always wear off at the next dawn, unless canceled beforehand. As noted above, when the shapeshifter takes on an animal's boon it affects other stats (such as Dex) which in turn may have a chain effect on still others (for instance, Dex affects Initiative, AC, etc). As with lesser transformations, it takes one standard action to invoke a given form.

Mystical Form: At 16th level, the shapeshifter may begin taking forms of the following non-natural creatures only: Dire Animals, Beasts, Dragons, and Magical Beasts. The hit die of the creature may not exceed the shapeshifter's class level. Furthermore the shapeshifter must still bargain for the creature's skin, and make the same deals just as he would with a regular animal. The availability of each creature depends upon the campaign world and the DM.

Master: At 18th level, the mage may select one of the following abilities: spell (the mage may select one Pyeryem spell, which does not count against his maximum number of spells, though all other limitations still apply), Heart of the Cheetah (the mage gains the essence of the cheetah, increasing his speed by 10 ft.), Wings of the Falcon (as a move equivalent action, the mage may sprout falcon wings, granting him a fly speed equal to his ground speed with average maneuverability).

Animal Forms

Note: Refer to the *Monster Manual*™ for stats on additional animals, including Boar, Boca, Camel, Hind, Horse, Monkey, Raven and Songbird. A Pyeryem shapeshifter may assume the form of any non-Dire creature of the Animal or Beast category type (assuming he can find it and convince it to grant him its spiritskin, that is). Certain Beasts may not exist in a given game world, and certain others may require lengthy quests to even find.

No Grasping Limbs: When this boon is given, the shapeshifter loses the ability to hold and grasp objects for as long as the boon is in use. He or she cannot use any skills or feats which require the use of hands, nor can they hold or use any tool, weapon, or object requiring an opposable thumb.

Albatross

Medium-Size Animal

Hit Dice: 1d8 +2 (6 hp)

Initiative: +2 (Dex)

Speed: 10 ft., fly 80 ft. (average)

AC: 13 (+2 Dex, +1 natural)

Attacks: Bite +0 melee

Damage: Bite 1d2

Face/Reach: 5 ft. by 10 ft./5 ft.

Special Attacks: None

Special Qualities: None

Saves: Fort +4, Ref +4, Will +2

Abilities: Str 10, Dex 15, Con 14, Int 2, Wis 14, Cha 6

Skills: Spot +6

Feats: Flyby attack

Climate/Terrain: Temperate ocean and shore

Organization: Solitary or pair

Challenge Rating: ¼

Treasure: None

Alignment: Always neutral

Boon: Flight, Str –2

The albatross is a large bird, one of the biggest capable of flight, that feeds upon small fish, carrion, and krill. Though harmless, some cultures (such as the Vesten and the inhabitants of the Midnight Archipelago) hunt them for food. Most sailors consider sighting the albatross to be an auspicious sign.

Asprey

Tiny Beast

Hit Dice: 1/4d10 (1 hp)

Initiative: +3 (Dex)

Speed: 15 ft. climb 15 ft.; fly 30 ft. (average)

AC: 17 (+2 size, +3 Dex, +2 natural)

Attacks: Bite +3 melee

Damage: Bite 1d3

Face/Reach: 2½ ft. by 2½ ft. (coiled)/0 ft.

Special Attacks: Flutter

Saves: Fort +2, Ref +5, Will –1

Abilities: Str 3, Dex 16, Con 10, Int 16, Wis 8, Cha 14

Skills: Escape Artist +8, Hide +2, Listen +5, Move Silently +8, Spot +5

Feats: Weapon finesse (bite)

Climate/Terrain: Tropical

Organization: Solitary, brood (2–5), nest (5–20),
drove (20–40), flock (40–60)

Challenge Rating: ¼

Treasure: None

Alignment: Always neutral

Advancement: ½ HD (Small), 1 HD (Medium-size)

Boon: Armor +1, Str –1; flight, No Grasping Limb

Aspreys are small snakes with brightly colored, feathered wings. Their scales are bright, iridescent greens and yellows. An average asprey is 2–3 ft. long, with a comparable wingspan. Despite their small size, they are quite intelligent. They have been known to bond with humans occasionally, especially when the bond involves bribes of food. An asprey that bonds to a human follows him around wherever he goes. They are highly prized as pets, because they make affectionate, clever companions, and they will often act to protect their human if they perceive him to be threatened.

Combat

In combat, the asprey attacks with its painful, but non-venomous bite. Also, if the asprey has a human companion it perceives to be in danger, it will attack the nearest threat. Its flutter attack is useful for preventing an attacker from harming the asprey's human.

Flutter (Ex): The asprey attacks the face of a human or other creature in an attempt to confuse or distract its target. It flaps and writhes wildly, snapping at the target's eyes and nose. The target must make a Will save (DC 20) or be affected by the asprey's crazed fluttering. Any Large-sized or smaller creature that fails its save must roll on the following table and suffer the appropriate effect.

TABLE 1-1: ASPREY FLUTTER EFFECTS

1d10	Effect
1	Target may not take actions for one full round.
2-4	Target may move normally, but may not attack or take any other action.
3-6	Target loses a half-action at its next initiative
5-7	Target may act normally, but with a -4 penalty to all attack rolls and action checks.
8-9	Target may act normally, but with a -2 penalty to all attack rolls.
0	Target may act normally.

Barracuda (Aquatic)

Medium-Size Animal

Hit Dice: 1d8+2 (6 hp)

Initiative: +6 (+2 Improved Initiative, +4 Dex)

Speed: Swim 40 ft.

AC: 15 (+2 Dex, +3 natural)

Attacks: Bite +2 melee

Damage: Bite 1d6

Face/Reach: 10 ft. by 5 ft./5 ft.

Special Attacks: None

Special Qualities: Poison (*see below*)

Saves: Fort +4, Ref +4, Will -1

Abilities: Str 10, Dex 15, Con 14, Int 2, Wis 8, Cha 4

Skills: Hide +3, Listen +3, Move Silently +3 Spot +3, Swim +10

Feats: Improved Initiative, Weapon Finesse (bite)

Climate/Terrain: Temperate and warm aquatic

Organization: Solitary or school (1d%)

Challenge Rating: 2

Treasure: None

Alignment: Always neutral

Advancement: 2-3 HD (Medium-size), 4-5 HD (Large)

Boon: Swim, Con -1

Barracuda are large, predatory fish that roam coral reefs and ocean floors, but sometimes approach the surface. Though it is not unheard of for some to attack humans, such incidents are rare, and more people die from eating barracuda than by an attack from them.



Poison: Creatures eating barracuda and other fish in its climate run the risk of food poisoning (the barracuda's diet consists of many things indigestible by other species). Those who eat the barracuda must make a Fortitude save every hour (DC 17, -1 for each hour) or lose 1d4 temporary Constitution. Characters who make a save can digest the fish safely from this point on.

Bird, Diminutive

Diminutive Animal

Hit Dice: 1/8 d8 (1 hp)

Initiative: +3 (Dex)

Speed: 5 ft. fly 50 ft. (average)

AC: 18 (+3 size, +3 Dex, +2 natural)

Attacks: Bite +3 melee

Damage: Bite 1

Face/Reach: 1 ft. by 1 ft./0 ft.

Saves: Fort +0, Ref +5, Will -4

Abilities: Str 1, Dex 16, Con 10, Int 4, Wis 3, Cha 12

Skills: Spot +1, Listen +1, Escape Artist +5

Feats: Weapon finesse (bite)

Climate/Terrain: Any

Organization: Solitary, covey (2-5), flight (5-20),
drove (20-40), flock (40-60)

Challenge Rating: 1/8

Treasure: None

Alignment: Always neutral

Advancement: None

Boon: Armor +2, Dex -1; flight, Str -1

These statistics apply to any species of small bird, such as robin, nightingale, blackbird, bullfinch, sparrow, swallow, etc.

Combat

In combat, the bird pecks at its target with tiny but sharp claws and a lightning quick bite.

Bull

Large Animal

Hit Dice: 5d8+15 (37 hp)

Initiative: +0

Speed: 40 ft.

AC: 13 (-1 size, +4 natural)

Koshchei

Who is Koshchei? Is he human? Was he ever? He is, at the very least, very very old. Born over a thousand years ago, his memory reaches back to the first rulers of Ussura. He himself was ruler of Molhyna and most probably human. When Matushka called upon him in 523 to unite the Land of the Living Wilderness, he was unwilling to relinquish his dreams of building a mighty nation under his own leadership. But one refuses the Little Grandmother at his peril and Koshchei is not a stupid man.

The enigmatic man has since served an enigmatic purpose in Matushka's design. He has wandered Ussura for over a millennium, appearing at will in the most seemingly inconsequential places. Does he look the same to you and to your mother and to her mother? Perhaps, but what does it matter? Youthful appearance is not the greatest gift Matushka bestowed upon him, though. He is probably the first and undoubtedly the greatest practitioner of Pyeryem Ussuran has ever known.

Ah, such *talent*, little one! You grow so quickly! Your old uncle Koshchei is jealous, yes. It took me many years to learn what you can already do after a few short months. Such a talented child, yes. Now, however, you shall learn my favorite form — the raven.

No, no, don't be afraid. The raven is unfairly maligned, I assure you. Now, calm. Focus. The spirits are unimpressed by a faint heart, you know that. Yes, yes, much better. That's it. Let yourself reach out, feel the wind around you, imagine yourself.

Child, I may be mistaken, but I don't believe that ravens have brilliant red fur.

Oh, come now. Don't be so downhearted! You've made an excellent start. So you changed into a fox, that is the first spirit you learned from, is it not? Just change back into your charming young self, and we may continue. Yes, that's it. I think we're going to have to speak to Raven before you continue.

Very well, from the beginning. Always a good place to start, the beginning. First, you must make appropriate supplicate to Raven. Humility is good; that you are willing to go through this again should show your dedication to the old bird. Ha! Not me, you devious little fox, Raven! Excellent, excellent. Now let's try this again. Your feathers are as black as night. Feel the wind through them, let yourself become aware of every breeze, every motion by the way the air flows around you. Next, concentrate on your beak, hard and sharp. The world is big and you are small, but you are also clever. Sharp-eyed, keen-witted raven, invisible in the shadows, small and swift.

Heh heh. Now look at yourself, my talented young raven.

Well now! Don't we sound surprised? I *was* trying to teach you to become a raven, little one, and I am a fairly good teacher, if I do say so myself. Now listen, child. You'll be getting to the best part in a moment if you pay attention and stop panicking!

Much better. Now spread your wings. Try to simply be what you are. What you are now is a raven, not a silly child pretending to be a raven. Now flap!

Wonderful! Yes, circle around a bit — mind the bottle, it is a Falisci — and enjoy yourself! Flying is the best part, isn't it? Have a bit to eat, there, get used to the beak and the claws. Child, you are going to have to land to eat, you know. There. Now have a bite or two of that caviar. Oh, nicely done. You're a natural. No, wait, don't fly off yet! Oh dear. I believe you are having a bit too much fun.

Land at once.

Now let your wings grow, turning into arms. Your talons become feet. That shiny beak should be a nose. Good. Your talent is magnificent, dear one, but if you become too enamored of one form, how will you be able to serve Matushka with your gift?

Attacks: Butt +7 melee
Damage: Butt 1d8+7
Face/Reach: 5 ft. by 10 ft./5 ft.
Special Attacks: Gore 1d8+7, Stampede
Special Qualities: Scent
Saves: Fort +7, Ref +4, Will +1
Abilities: Str 20, Dex 10, Con 16, Int 2, Wis 8, Cha 4
Skills: Listen +8, Spot +5

Climate/Terrain: Any
Organization: Solitary or herd (5–60)
Challenge Rating: 2
Treasure: None
Alignment: Always neutral
Advancement: 6–7 HD (Large)
Boon: Horns (granting a gore attack 1d12 at highest attack bonus), Str +2, Cha –2

Bulls represent domesticated male bovines with full sets of horns. Their appearance varies wildly with region and breed. They are fiercely territorial and dangerous when aroused.

Combat

Gore (Ex): If the bull hits successfully with a butt attack, on the following round it may gore the same target automatically, doing 1d8+7 damage.

Stampede (Ex): A frightened herd of bulls flees as a group in a random direction (but always away from the perceived source of danger). They literally run over anything of size Large or smaller that gets in the way, dealing 1d12 points of damage for each five bulls in the herd. A successful Reflex save (DC 16) halves the damage.

Drachen

Gargantuan Magical Beast
Hit Dice: 33d12+231 (445)
Initiative: +0
Speed: 60 ft.
AC: 24 (–4 size, +18 natural)
Attacks: 1 bite +41 melee, 2 claws +36 melee, 1 tail +36 melee
Damage: 4d8+12 bite, 2d8+6 claws, 2d8+6 tail
Face/Reach: 20 ft. by 40 ft./15 ft.
Special Attacks: Frightful presence
Special Qualities: Damage resistance 15/+2 and dracheneisen weaponry, immunity to bare-handed attacks, poison and repartee, scent, spell resistance 25
Saves: Fort +25, Ref +18, Will +18
Abilities: Str 35, Dex 10, Con 25, Int 8, Wis 10, Cha 8
Skills: Hide +2, Listen +11, Move Silently +3, Spot +11, Wilderness Lore +6
Feats: Alertness, Track, Weapon Focus (bite)

Climate/Terrain: Temperate and cold mountain
Organization: Solitary
Challenge Rating: 18
Treasure: Standard
Alignment: Chaotic neutral
Advancement: None

Drachen are covered more fully in *Heroes, Villains, and Monsters*™; their statistics are reprinted here for your convenience.

Duck

Small Animal
Hit Dice: 1d8–2 (2 hp)
Initiative: +2 (+2 Dex)
Speed: 10 ft., 15 ft. water, 30 ft. fly (average)
AC: 14 (+1 Size, +2 Dex, +1 natural)
Attacks: Bite +0 melee
Damage: Bite 1d2
Face/Reach: 3 ft. by 3 ft./3 ft.
Special Attacks: None
Special Qualities: None
Saves: Fort +0, Ref +4, Will +0
Abilities: Str 10, Dex 14, Con 7, Int 6, Wis 10, Cha 6
Skills: Spot +6, Swim +5
Feats: None

Climate/Terrain: Any temperate
Organization: Solitary, pair, or flock (1d12)
Challenge Rating: ¼
Treasure: None
Alignment: Always neutral
Advancement: None
Boon: Flight, Wis –1; Swim, no grasping limbs

Small aquatic fowl, ducks commonly populate the ponds and rivers of Théah.

Firebird

Huge Magical Beast
Hit Dice: 16d10 +64 (155 hp)
Initiative: +1 (Dex)
Speed: Fly 100 ft. (average)
AC: 16 (–2 size, +1 Dex, +7 natural)
Attacks: 2 claws +19 melee, bite +14 melee
Damage: Claws 2d6+6, bite 4d6+6
Face/Reach: 10 ft. by 5 ft./15 ft.
Special Attacks: Burn
Special Qualities: Damage reduction 15/+2, evasion, fire resistance 30, spell resistance 15
Saves: Fort +13, Ref +10, Will +11
Abilities: Str 22, Dex 13, Con 18, Int 13, Wis 15, Cha 15
Skills: Knowledge (nature) +2, Listen +6, Sense Motive +12, Spot +9, Wilderness Lore +9
Feats: Alertness, Flyby Attack, Weapon Finesse (bite)

Climate/Terrain: Cold forest, hills, plains, mountains
Organization: Solitary
Challenge Rating: 14
Treasure: Special (magical feather)
Alignment: Chaotic neutral
Advancement: None

The Firebird is covered more thoroughly in the *Heroes, Villains, and Monsters*™ sourcebook. Its stats are reprinted here.

Fish (aquatic)

Diminutive Animal
Hit Dice: 1d8+1 (5 hp)
Initiative: +2 (+2 Dex)
Speed: 30 ft. swim
AC: 16 (+1 Dex, +5 size)
Attacks: Bite +6 melee
Damage: Bite 1d2–2

Face/Reach: 2 ft. by 2 ft./2 ft.
Special Attacks: None
Special Qualities: None
Saves: Fort +3, Ref +4, Will +0
Abilities: Str 8, Dex 12, Con 14, Int 2, Wis 11, Cha 8
Skills: Spot +4, Swim +10
Feats: Weapon Finesse (bite)

Climate/Terrain: Any water
Organization: Solitary or school (1d100)
Challenge Rating: ¼
Treasure: None
Alignment: Always neutral
Advancement: 2 HD (Small), 3–4 (Medium-Size), 5–6 (Large), 7–8 (Huge), 9 (Gargantuan), 10+ (Colossal)
Boon: Breathe water, no grasping limbs; swim, no grasping limbs

Although widely varied in size and species, most fish are too skittish to fight, and even the rare breeds that sailors speak of are prone to flee combat.



Fox, Red

Small Animal
Hit Dice: ½d8+2 (4 hp)
Initiative: +3 (Dex)
Speed: 40 ft.
AC: 16 (+1 size, +3 Dex, +2 natural)
Attacks: Bite +3 melee
Damage: Bite 1d4
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Qualities: Scent
Saves: Fort +2, Ref +5, Will +1
Abilities: Str 7, Dex 17, Con 14, Int 3, Wis 12, Cha 10
Skills: Escape Artist +5, Hide +5, Listen +10*, Move Silently +6, Spot +5, Swim +1, Wilderness Lore +2
Feats: Weapon finesse (bite)

Climate/Terrain: Temperate forest, hills, or mountains
Organization: Solitary, pair, or family (2–5)
Challenge Rating: ¼
Treasure: None
Alignment: Always neutral
Advancement: None
Boon: Speed, Int –1, Dex +2, Wis –2

Foxes are a small canine-like creatures with brownish red fur and long, bushy tails. They are highly valued for the beauty of their skins, and are often hunted for sport. They are notorious for being clever and mischievous. Occasionally they can be found in mated pairs. They are devoted to their pups so a shapeshifter who adopts this form should be prepared to act as foster-parents in the event of the fox's demise.

Combat

Foxes prefer to avoid combat whenever possible, but if cornered or protecting their young, they fight viciously with their sharp teeth.

Skills: Red foxes receive a +8 racial bonus to Listen and Move Silently checks and to Wilderness Lore checks when tracking by scent.

Frog

Diminutive Animal
Hit Dice: 1d8–2 (2 hp)
Initiative: +2 (+2 Dex)
Speed: 5 ft., 10 ft. swim
AC: 16 (+4 size, +2 Dex)
Attacks: None
Damage: None
Face/Reach: 1 ft. by 1 ft./1 ft.
Special Attacks: None
Special Qualities: Leap
Saves: Fort +0, Ref +4, Will +0
Abilities: Str 6, Dex 14, Con 6, Int 2, Wis 10, Cha 8
Skills: Climb +4, Jump +6, Swim +2
Feats: Dodge

Climate/Terrain: Any temperate
Organization: Solitary or pair
Challenge Rating: ½
Treasure: None
Alignment: Always neutral
Advancement: None
Boon: Hold breath (twice standard), Cha –2; leaping (twice normal), Str –2; swim, no fine manipulation.

Frogs are nocturnal insectivores, and considered a delicacy by the Montaigne. Foreigners occasionally used the word as a slur against Montaigne. Some frogs have poisonous flesh, particularly those native to the Midnight Archipelago and other tropical islands.

Leap (ex): A frog's jumping height and distance is not limited by its height.

Goat

Medium-Size Animal

Hit Dice: 1d8+2 (6 hp)

Initiative: +0

Speed: 30 ft.

AC: 10

Attacks: Butt +0 melee

Damage: Butt 1d6

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: None

Special Qualities: Poison resistance

Saves: Fort +4, Ref +2, Will +0

Abilities: Str 12, Dex 10, Con 14, Int 4, Wis 10, Cha 6

Skills: Spot +2, Listen +2

Feats: None

Climate/Terrain: Any land

Organization: Solitary or herd (2d10)

Challenge Rating: 1

Treasure: None

Alignment: Always neutral

Advancement: None

Boon: Attack (Gore: 1d8 damage), Str +2; no grasping limbs, Cha -2

Goats are among the hardiest animals in Théah, capable of eating most anything. They are also ill-tempered beasts, something to which many a bruised child can attest.

Poison Resistance: Goats have a +4 racial bonus to all Fort saves against ingested poisons.

Goshawk

Small Animal

Hit Dice: 1d8+3 (7 hp)

Initiative: +4 (Dex)

Speed: 10 ft., fly 60 ft. (average)

AC: 16 (+1 size, +3 Dex, +2 natural)

Attacks: Claws +6 melee

Damage: Claws 1d4-1

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Flutter

Saves: Fort +5, Ref +6, Will +1

Abilities: Str 8, Dex 18, Con 16, Int 2, Wis 12, Cha 6

Skills: Listen +6, Spot +6*

Feats: Weapon finesse (claws)

Climate/Terrain: Temperate forests, mountains, hills

Organization: Solitary or pair

Challenge Rating: ½

Treasure: None

Alignment: Always neutral

Advancement: None

Boon: Fly, no grasping limbs

Goshawks are short-winged, forest-dwelling hawks often used for falconry, because they can take game as large as foxes. The goshawk stands just over 2 ft. tall, with a wingspan of almost 4 ft. Its use in falconry is often reserved for the clergy.

Combat

Goshawks combine both claws into a single attack.

Skills: Goshawks gain a +8 racial bonus to Spot checks in daylight.

Leopard, Snow

Medium-size Animal

Hit Dice: 3d8+6 (19 hp)

Initiative: +4 (Dex)

Speed: 40 ft.; climb 20 ft.

AC: 17 (+4 Dex, +3 natural)

Attacks: Bite +5 melee, 2 claws +0 melee

Damage: Bite 1d6+2; claw 1d3

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Pounce, Improved Grab, rake 1d3

Special Qualities: Scent

Saves: Fort +5, Ref +7, Will +2

Abilities: Str 15, Dex 19, Con 15, Int 2, Wis 12, Cha 10

Skills: Balance +12, Climb +11, Hide +9*, Listen +6,

Move Silently +9, Spot +6

Climate/Terrain: Tundra, arctic, cold mountains

Organization: Solitary, pair

Challenge Rating: 2

Treasure: None

Alignment: Always neutral

Advancement: 4-5 HD (Medium-size)

Boon: Pounce, Int -2

These large cats are also called *ounces*. They can reach 7 ft. long (including the 3 ft. long tail), stand about 2 ft. high, and average about 70 lbs. Their fur is much longer than a tropical leopard, up to 4 inches long, and is a pale grayish color with dark rosettes and a dark streak along the spine. The underbelly is a uniform white. Snow leopards hunt mostly at night, preying on wild and domestic sheep, livestock, and smaller mammals.

Combat

Pounce (Ex): If a snow leopard leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Improved Grab (Ex): To use this ability, the leopard must hit with its bite attack. If it gets a hold, it can rake.

Rake (Ex): A leopard that gains a hold can make two rake (claw) attacks (+5 melee) with its hind legs for 1d3 damage each. If the leopard pounced on an opponent, it can also rake it with razor-sharp claws.

Skills: Snow leopards receive a +4 racial bonus to Hide and Move Silently checks and a +8 racial bonus to Balance checks. In areas of snowy terrain, the Hide bonus improves to +8.

Mouse

Diminutive Animal

Hit Dice: 1d8+1 (5 hp)

Initiative: +7 (+3 Dex, +4 Improved Initiative)

Speed: 15 ft.

AC: 17 (+4 size, +3 Dex)

Attacks: bite +4

Damage: 1d4–3 (minimum 1)

Face/Reach: 1ft. by 1ft./1 ft.

Special Attacks: None

Special Qualities: Scent

Saves: Fort +3, Ref +5, Will +0

Abilities: Str 4, Dex 16, Con 12, Int 8, Wis 10, Cha 10

Skills: Hide +10, Balance +5, Spot +4, Listen +4

Feats: Dodge, Weapon Finesse (bite)

Climate/Terrain: Any land

Organization: Solitary or pair

Challenge Rating: ¼

Treasure: None

Alignment: Always neutral

Advancement: None

Boon: Scent, Str –2

These pests can destroy whole crops if left unchecked, though they are otherwise quite harmless (and fairly cute to boot).

Otter

Small Animal

Hit Dice: 1d8 (4 hp)

Initiative: +1 (+1 Dex)

Speed: 15 ft., 30 ft. swim

AC: 13 (+1 size, +1 Dex, +1 natural)

Attacks: 2 claws +0

Damage: 1d6–1

Face/Reach: 3ft. by 3ft./3 ft.

Special Attacks: None

Special Qualities: None

Saves: Fort +2, Ref +3, Will +0

Abilities: Str 8, Dex 13, Con 10, Int 7, Wis 10, Cha 8

Skills: Swim +6, Spot +2, Listen +2

Feats: None

Climate/Terrain: Any temperate river or lake

Organization: Single, pair, or romp (2d8)

Challenge Rating: ¼

Treasure: None

Alignment: Always neutral

Advancement: None

Boon: None

These fish-eating animals prowl the rivers of Théah in search of food. While Ussurans and Vesten prize their fur for clothing, the rest of the world tends to ignore them.

Parrot

Tiny Animal

Hit Dice: ¼d8 (1 hp)

Initiative: +2 (Dex)

Speed: 5 ft. fly 40 ft. (average)

AC: 16 (+2 size, +2 Dex, +2 natural)

Attacks: Bite +3 melee, Slam –3 melee

Damage: Bite 1d3, Slam 1

Special Qualities: Mimic

Face/Reach: 2 ½ ft. by 2 ½ ft. (coiled)/0 ft.

Saves: Fort +0, Ref +4, Will –1

Abilities: Str 4, Dex 14, Con 10, Int 4, Wis 8, Cha 14

Skills: Listen +2, Spot +2

Feats: Weapon finesse (bite)

Climate/Terrain: Tropical

Organization: Solitary or pair

Challenge Rating: ¼

Treasure: None

Alignment: Always neutral

Advancement: None

Boon: None

Parrots have been published in the *Swashbuckling Adventures*™ sourcebook, page 237. Their stats are reprinted here for your convenience.

Mimic (ex): Parrots may learn speech patterns and sounds. Whether they know the meaning of the phrases is a matter of debate.

Rabbit

Tiny Animal

Hit Dice: ¼d8 (1 hp)

Initiative: +4 (Dex)

Speed: 40 ft.

AC: 16 (+2 size, +4 Dex)

Attacks: Claws +4 melee

Damage: Claws 1d2–4

Special Qualities: Scent

Face/Reach: 2½ ft. by 2½ ft./0 ft.

Saves: Fort +2, Ref +6, Will +1

Abilities: Str 4, Dex 14, Con 10, Int 4, Wis 8, Cha 14

Skills: Escape Artist +5, Listen +3*, Move Silently +4, Spot +2

Feats: Weapon finesse (claw)

Climate/Terrain: Any land

Organization: Solitary or family (2–5)

Challenge Rating: ⅛

Treasure: None

Alignment: Always neutral

Advancement: None

Boon: None

Rabbits are some of the most ubiquitous rodents in Théah, and can be found practically anywhere. Considered a pest by many humans, they are still valued for their meat and pelts.

Combat

Rabbits flee from combat whenever possible, and will never attack unless they are cornered and practically in a predator's clutches.

Skills: Rabbits receive a +5 racial bonus to all Listen checks.

Reindeer

Large Animal

Hit Dice: 3d8+3 (16 hp)

Initiative: +3 (Dex)

Speed: 50 ft.

AC: 13 (–1 size, +4 natural)

Attacks: Gore +6 melee
Damage: Gore 1d8+3
Face/Reach: 5 ft. by 10 ft./5 ft.
Special Attacks: Stamped
Special Qualities: Scent
Saves: Fort +4, Ref +3, Will -1
Abilities: Str 18, Dex 16, Con 12, Int 2, Wis 6, Cha 6
Skills: Listen +8, Spot +5, Swim +8

Climate/Terrain: Any arctic
Organization: Herd (5-200)
Challenge Rating: 1
Treasure: None
Alignment: Always neutral
Advancement: 4-5 HD (Large)
Boon: Attack (Gore: 1d10 damage), Str +1; no grasping limbs; warmth (immune to cold temperatures) Wis -2

Also called caribou or snow deer, reindeer are domesticated in the northern regions of Ussura. They differ from all other deer in that both genders have antlers, which can grow up to 3 ft long. Reindeer stand four feet at the shoulder and are quite stocky, often weighing as much as 660 lbs. Their large lateral hooves allow their feet to spread on snow or soft ground, thereby preventing them from sinking into the snow. Their coloring varies from nearly black to whitish, but is usually grayish or brown with light colored underparts. Reindeer are always found in herds. They are also strong swimmers, famous for their seasonal migrations. They breed in fall, during which time males fight to acquire harems. Some far northern Ussurans use reindeer as pack and draft animals, and also as a source of meat, hide, antlers, and milk.

Combat

Stampede (Ex): A frightened herd of reindeer flees as a group in a random direction (but always away from the perceived source of danger). They literally run over anything of size Large or smaller that gets in the way, dealing 1d12 points of damage for each five reindeer in the herd. A successful Reflex save (DC 16) halves the damage.

Tiger, White Arkanun

The white tiger, whose form only the Gaius himself may take, uses the same stats as the dire tiger, found in the *Monster Manual*™.

Turtle

Small Animal
Hit Dice: 1d8+3 (7 hp)
Initiative: -3 (Dex)
Speed: 5 ft., 10 ft. swimming
AC: 13 (+1 size, -3 Dex, +5 natural)
Attacks: Bite -3 melee
Damage: Bite 1d2 -2
Face/Reach: 2 ft. by 2 ft./2 ft.
Special Attacks: None
Special Qualities: None
Saves: Fort +5, Ref -1, Will -3
Abilities: Str 6, Dex 4, Con 16, Int 4, Wis 4, Cha 6
Skills: Swim +5, Spot +2, Listen +2
Feats: None

Climate/Terrain: Any temperate
Organization: Solitary
Challenge Rating: ½
Treasure: None
Alignment: Always neutral
Advancement: 2-3 HD (Medium-size), 4 HD (Huge)
Boon: Armor: +2 (natural armor) Dex -1; hold breath (twice normal capacity), no grasping limbs; swim, Dex -1.

One of the longest-lived creatures in Théah, turtles are the subject of great debate among learned scholars. Many Vaticine and Invisible College treatises have been published about their longevity and the medicinal qualities of their flesh and shells.

Pyeryem Spells

Note: These spells come about as a result of Matushka's blessing, and are innate to the shapeshifter who practices them. Unless otherwise noted, any material components are waived for purposes of invoking the spell.

0 Level

Animal Friendship. Gains permanent animal companions
Calm Animals. Calms 2d4 +1/level HD of animals, beasts, and magical beasts.

Detect Animal. This spell functions in a manner identical to the spell *detect animals and plants*, save that it works only for animals. No type of plant — even monstrous plants such as shambling mounds — may be detected by this spell.

Hold Animal. Holds one animal helpless, 1 round/level.
Detect Snares and Pits. Reveals natural or primitive traps.

1st level

Animal Messenger. Sends a Tiny animal to a specific place.
Barkskin. Grants +3 natural armor bonus (or higher).

Magic Fang. One natural weapon of subject gets +1 bonus to attack and damage.

Summon Monster I. Calls outsider to fight for you.

Summon Nature's Ally I. Calls creature to fight for you.

2nd Level

Animal Trance. Fascinates 2d6 HD of animals.

Bull's Strength. Subject gains 1d4+1 Str for 1 hour/level.

Cat's Grace. Subject gains 1d4+1 Dex for 1 hour/level.

Summon Monster II. Calls outsider to fight for you.

Summon Nature's Ally II. Calls creature to fight for you.

3rd Level

Charm Monster. Makes monster believe it is your ally for 1 hour/level

Summon Monster III. Calls outsider to fight for you.

Summon Nature's Ally III. Calls creature to fight for you.

Phantom Steed. Magical horse appears for 1 hour/level.

4th Level

Summon Monster IV. Calls outsider to fight for you.

Summon Nature's Ally IV. Calls creature to fight for you.

Giant Vermin. Turns insects into giant vermin.

Locate Creature. Indicates direction to familiar creature.

5th Level

Animal Growth. One animal/two levels doubles in size, HD.
Awaken. Animal or tree gains human intellect.
Faithful Hound. This spell functions in a manner identical to the spell *Mordenkainen's faithful hound* in all respects.
Summon Monster V. Calls outsider to fight for you.
Summon Nature's Ally V. Calls creature to fight for you.

6th Level

Find the Path. Shows most direct path to a location.
Insect Plague. Insect horde limits vision, inflicts damage, and weak creatures flee.
Summon Monster VI. Calls outsider to fight for you.
Summon Nature's Ally VI. Calls creature to fight for you.

7th Level

Dominate Monster. As *dominate person*, but any creature.
Summon Monster VII. Calls outsider to fight for you.
Summon Nature's Ally VII. Calls creature to fight for you.

8th Level

Summon Monster VIII. Calls outsider to fight for you.
Summon Nature's Ally VIII. Calls creature to fight for you.

9th Level

Summon Monster IX. Calls outsider to fight for you.
Summon Nature's Ally IX. Calls creature to fight for you.

Scrying

Scrying is a form of sorcery unique to the secret society known as Sophia's Daughters. They serve the Lady of the Lake (a benevolent Sidhe of immense power), working secretly to guide Théah away from potential apocalypse. Those who practice the art of Scrying gaze into a body of water and enter an almost trance-like state in which they can see across vast times and distances. A gift bestowed by the Lady of the Lake upon her mortal descendants, Scrying brings with it other water-related gifts: the ability to breathe underwater, to brew elixirs and potions, to know a person's true nature and in the case of those rare men who carry the blood, the ability to perfect their physical abilities.

The presence of the Lady's gift is marked by a caul draped across the child's head and shoulders at birth as the mark of Sidhe blood. The bloodline does not diminish with time or space but it rarely becomes manifest; maybe only one in a hundred has the mark. It is these potential sorceresses who are called to serve the Lady through the Daughters of Sophia, probably the most secret society in Théah.

Scrying Sorceress

- A sorceress who has perfected the art of Scrying may be able to look into the past or the future. When Scrying into the past, a yellow haze distorts the images she sees, almost as if she were gazing through fine parchment. Some of the details are obscured, but usually not to any great degree. When she peers into the future, the images are blurred and the sounds register as whispers, both of which worsen the further into the future she tries to see. The future is always uncertain and what she sees may not be events that will take place but only those that *might* take place.

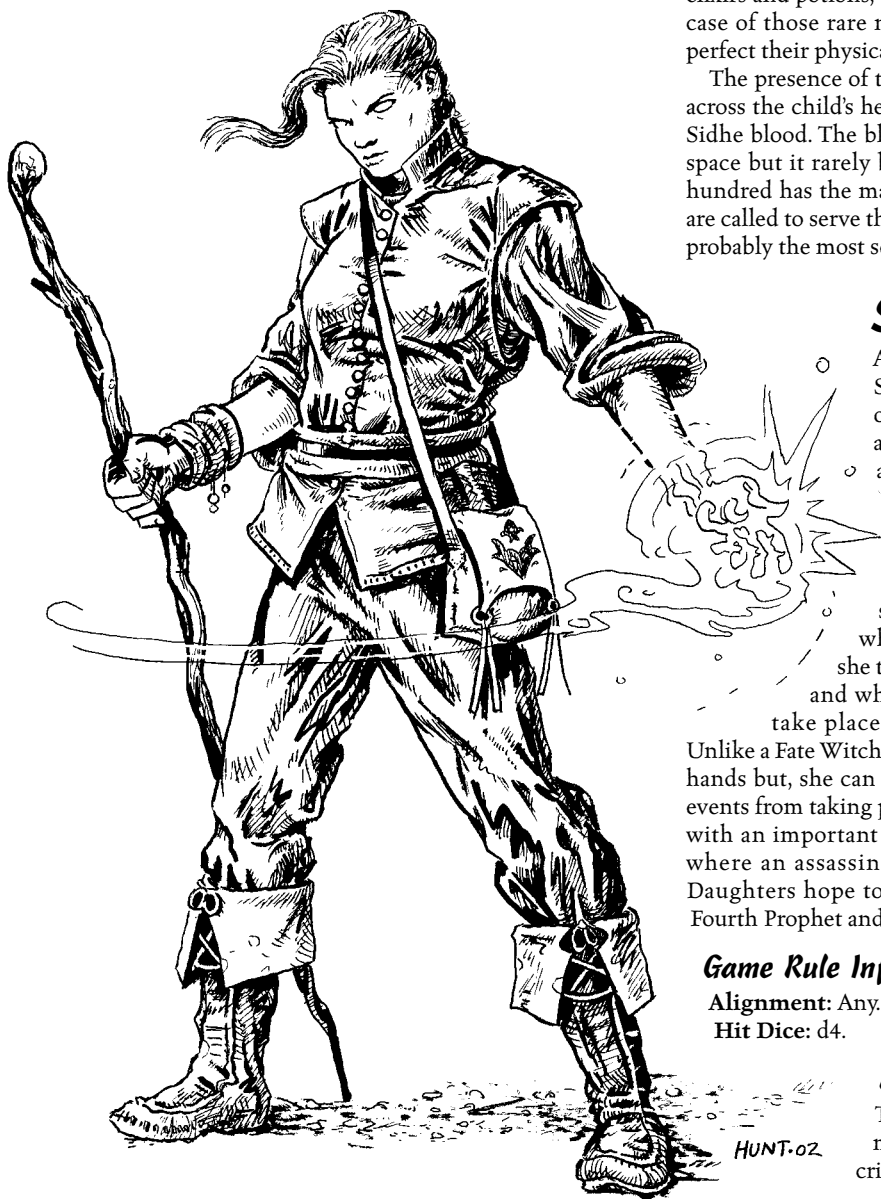
Unlike a Fate Witch, she cannot alter the events with her own hands but, she can work through others to try and prevent events from taking place (for example, by stopping a carriage with an important nobleman before it reaches the square where an assassin is waiting). In this way, the Sophia's Daughters hope to protect Théah from the advent of the Fourth Prophet and the apocalypse that will follow.

Game Rule Information

Alignment: Any.
Hit Dice: d4.

Requirements

To become a Scrying sorceress, a character must be female and fulfill the following criteria:



Feats: Taking Half Blooded (Scrying) at 1st level makes the character a Half Blooded Scrying sorceress. She may advance in this class to 7th level but no farther. She may take Full Blooded (Scrying) as her additional feat at 1st level which allows her to advance past 7th level.

Male Scrying sorcerers have their own rules (see page 63).

Class Skills

The Scrying sorceress's class skills (and the key ability for each skill) are Alchemy (Int), Bluff (Cha), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Gather Information (Cha), Knowledge (Int), Listen (Wis), Read Lips (Int), Scry (Int), Search (Int), Sense Motive (Wis), Spot (Wis), and Swim (Str). See the *Player's Handbook™* for skill descriptions.

Skill Points at 1st Level: (4 + Int modifier) × 4.

Skill Points at Each Additional Level: 4 + Int modifier.

Class Features

The following are class features of the Scrying sorceress:

Weapon and Armor Proficiency: The sorceress is proficient with all simple weapons; she is not proficient in the use of armor or shields.

Spells: A Scrying sorceress may cast arcane spells according to Table 2-11. She is limited to casting a certain number of spells per day, but she need not prepare her spells in advance (they are part of her blood). The number of spells is determined by her level, as indicated on Table 2-12. Wisdom determines the maximum spell level the Scrying sorceress can access, along with the DC of the spells she uses. To cast a spell, a Scrying sorceress must have a Wisdom score of 10 +

TABLE 2-10: THE SCRYING SORCERESS

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Apprentice, Breathe Water, Brew Potions: 3, Scry Checks +0, Sense Alignment, Spells (3)
2	+1	+0	+0	+3	Brew Potion: 4, Scry Present, Scry Checks +1, Spell
3	+2	+1	+1	+3	Brew Potion: 5, Scry Checks +2
4	+3	+1	+1	+4	Brew Potion: 7, Scry Checks +3, Spells (2)
5	+3	+1	+1	+4	Brew Potion: 8
6	+4	+2	+2	+5	Brew Potion: 9, False Potion, Scry Checks +4 Spell
7	+5	+2	+2	+5	Brew Potion: 11
8	+6/+1	+2	+2	+6	Brew Potion: 12, Scry Checks +5, Spells (2)
9	+6/+1	+3	+3	+6	Brew Potion: 14
10	+7/+2	+3	+3	+7	Adept, Brew Potion: 15, Bryn Bresail Portal, Scry Checks +6, Spell
11	+8/+3	+3	+3	+7	Brew Potion: 16
12	+9/+4	+4	+4	+8	Brew Potion: 17, Scry Checks +7, Spells (2)
13	+9/+4	+4	+4	+8	Brew Potion: 18, Scry Checks +8
14	+10/+5	+4	+4	+9	Brew Potion: 20, Scry Checks +9, Spell
15	+11/+6/+1	+5	+5	+9	Brew Potion: 21
16	+12/+7/+2	+5	+5	+10	Brew Potion: 22, Scry Checks +10, Spell
17	+12/+7/+2	+5	+5	+10	Brew Potion: 24, Scry Checks +11
18	+13/+8/+3	+6	+6	+11	Master, Brew Potion: 25, Scry Checks +12, Spell
19	+14/+9/+4	+6	+6	+11	Brew Potion: 26 Scry Checks +13
20	+15/+10/+5	+6	+6	+12	Brew Potion: 28, Spell

TABLE 2-11: SPELLS PER LEVEL

Character Level	Maximum Spell Level	Potions Known	Total Spells Known
1	0	3	3
2	1	4	4
3	1	5	4
4	2	6	6
5	2	7	6
6	3	8	7
7	3	11	7
8	4	12	9
9	4	14	9
10	5	15	10
11	5	16	10
12	6	17	12
13	6	18	12
14	7	20	13
15	7	21	13
16	8	22	14
17	8	24	14
18	9	25	15
19	9	26	15
20	9	28	16

TABLE 2-12: SPELL PROGRESSION (SPELLS PER DAY)

Level	0	1	2	3	4	5	6	7	8	9
1	1	-	-	-	-	-	-	-	-	-
2	1	1	-	-	-	-	-	-	-	-
3	2	1	-	-	-	-	-	-	-	-
4	2	2	1	-	-	-	-	-	-	-
5	3	2	1	-	-	-	-	-	-	-
6	3	3	2	1	-	-	-	-	-	-
7	4	3	2	1	-	-	-	-	-	-
8	4	4	3	2	1	-	-	-	-	-
9	5	4	3	2	1	-	-	-	-	-
10	5	5	4	3	2	1	-	-	-	-
11	6	5	4	3	2	1	-	-	-	-
12	6	6	5	4	3	2	1	-	-	-
13	7	6	5	4	3	2	1	-	-	-
14	7	7	6	5	4	3	2	1	-	-
15	8	7	6	5	4	3	2	1	-	-
16	8	8	7	6	5	4	3	2	1	-
17	9	8	7	6	5	4	3	2	1	-
18	9	9	8	7	6	5	4	3	2	1
19	10	9	8	7	6	5	4	3	2	1
20	10	10	9	8	7	6	5	4	3	2

the spell's level. The sorceress gains bonus spells based on her Wisdom score, and the DC necessary to resist her spells equals 10 + the spell's level + the caster's Wisdom modifier. She otherwise casts spells as a sorcerer, as per the *Players' Handbook*.™

Note: These spells come about as part of the mage's ability to call upon the favor of the Lady of the Lake, and will adhere to the appearance and general demeanor of her other Scrying abilities. The effects are identical to those described in the appropriate section or the *Player's Handbook*,™ but the precise manifestation matches her other class features.

Scry Checks: When a sorceress wishes to make a Scry check (as defined in the appropriate rules) she may add this bonus to the check.

Apprentice: At 1st level, the Scrying sorceress may see and hear what is going on in another place. The sorceress situates herself around her chosen Scrying instrument (a mirror or a pool of water) and closes her eyes, concentrating on what she wishes to Scry. Then she makes a Scry check. The DC for this check is 20 + relevant modifiers. As an Apprentice, the Scrying sorceress's ability is limited to the present and may only be used it to see and hear the events going on in or around a place, person, or thing with which she is familiar. She may try to Scry something about which she has only heard descriptions, but this will increase the DC by 10. Scrying something that only she has seen before (perhaps seen while performing another Scrying) raises the DC by 5. Possession of certain items will aid in the Scrying attempt. A likeness or picture of the subject adds a +5 bonus to the check; a possession or garment adds a +8 bonus; a body part, lock of hair, nail clipping, adds a +10 bonus. If a Scrying check fails, the sorceress may not attempt to Scry the same person, place or thing until 24 hours have past. There is no maximum range for the ability to Scry. For example, knowing that someone is in the Crescent Empire while she herself is in Avalon does not negatively affect her ability.

This ability takes several minutes to use (minimum 10 minutes in game time) and its DC is increased by 10 if there is anything happening that could distract her, such as combat (the Scrying sorceress may make a Concentration check to avoid this penalty). Anyone within line of sight of the Scrying instrument may see what is going on in the scene being Scryed upon, and all within earshot can hear its noises. Of course, various magical and mundane methods can be taken to prevent others from hearing or viewing the pool.

Breathe Water: Starting at 1st level, the Scrying sorceress learns to master the ability to breathe through water. She never suffers from the rules concerning drowning when she is immersed in water, although they do apply if she is immersed in any other liquid substance or a solution that is less than three-quarters water.

Brew Potion: Starting at 1st level the Scrying sorceress learns to brew three potions unique to this form of sorcery. As she progresses in this ability, she learns to brew other potions. At each level she learns a new potion, except at 7th, 9th, 14th, 17th and 20th levels where she learns two additional potions.

Sense Alignment: Starting at 1st level, a Scrying sorceress may sense the alignment of another character. She makes a Scry check (DC 10) and if successful, she can determine both components of the target's alignment. Designating a character to "read" is a free action; it is up to the DM whether the information is revealed publicly or in private. This ability may be used twice per day per level.

Portal to Bryn Bresail: At 10th level, the Scrying sorceress gains the power to travel to and from Bryn Bresail — the land of the Sidhe — through special pools hidden throughout Théah. To do this, she immerses herself in the pool and calls upon this power. Such a transportation is disorienting; the sorceress is dazed for 1 minute and may do nothing that requires concentration. To use one of these pools in this manner, the sorceress makes a Scry check (DC 25), which takes a standard action. Each additional person the sorceress attempts to bring along increases the check DC by 5. Each person who comes along must roll a 1d20 and subtract their Con. The result is the number of minutes that he or she will suffer from disorientation (minimum 1). While disoriented, all rolls a character makes take a –4 penalty.

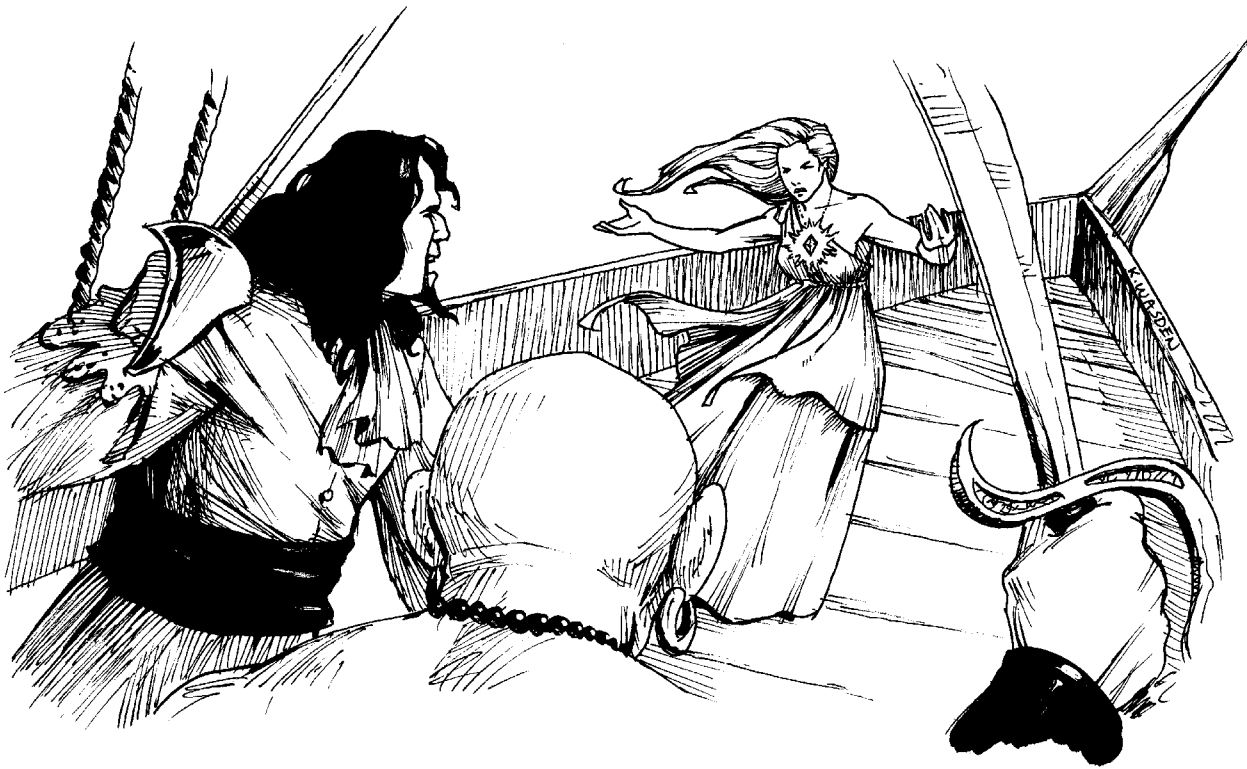
Adept: At 10th level, the Daughter can peer into either the future or the past, with increasing difficulty the farther she gazes. She cannot see before her own birth nor ahead more than a year. After applying the normal modifiers for Scrying, detailed in "Apprentice," above, time modifiers must be applied as well. For every month the sorceress wishes to see into the future, a +1 modifier is applied to the DC of her Scry check; for every year she wishes to see into the past, a +1 modifier is applied to the DC of her Scry check. Further, the sorceress can Scry persons, places and things with which she is not personally familiar; the DC modifiers for unfamiliarity no longer apply.

Master: At the peak of her ability, the sorceress can now search throughout time without fetters on distance, and the difficulties of looking further into the past or future ease significantly. Daughters adept in this skill are most careful in its use, knowing full well that some secrets are best left unknown, even to them. For every year the sorceress wishes to see into the future, a +1 modifier is applied to the DC of the Scry check and for every 2 years she wishes to see into the past, a +1 modifier is applied to the DC of the Scry check.

When a sorceress uses her Scrying ability to try to see something, the DM may roll 1d20. On a result greater than 12 the DM may replace the vision with something else. This is an excellent way to give a clue or to establish a plot point in the story. Visions presented in this fashion are not restricted by the boundaries of space and time that apply to the sorcerer's Scrying ability. Scrying sorceresses call such events "Currents of Destiny" and regard them as a blessing. This can also be used to prevent characters from obtaining a bit of information too soon in a story, although such an application ought not to be abused.

Potions and Elixirs

Potions come in a variety of forms that dictate the means of their application. Elixirs and philters are meant to be ingested while fumes and vapors are made to be inhaled. Balms, dusts, oils, and powders take effect by contact. Each potion's entry specifies which type it is. The sorceress may attempt to brew a potion in another form but this increases the DC by 5. She needs at least a pool of fresh water to brew a potion. She may leave out ingredients but doing so raises the DC by 5 for each ingredient omitted. A potion may not be brewed without at least a pool of fresh water.



A person may never be under the affect of more than one elixir, oil, philter, vapor, etc., at any given time. When the sorceress wishes to brew a potion she must spend one hour minus two minutes for every Scrying class level. Then she makes an Alchemy check versus the listed DC. If the check is successful, the potion is complete and may be saved for use at a later time. A potion retains its potency indefinitely. A natural 1 is an automatic failure and has a chance of becoming a deadly poison. If a natural 1 is rolled, there is a 50% chance that the potion appears normal but is actually a deadly poison. Anyone ingesting the poison must make a Fortitude save (DC equal to the potion's listed creation DC) or suffer 2d6 points of temporary Constitution damage. After one minute, a second Fortitude save must be made or the victim will suffer 2d6 points of permanent Constitution drain.

False Potion: Starting at 6th level, the Scrying sorceress may pass off false potions as real ones. Sometimes it is useful to give someone something that only appears to be a potion. When the sorceress wishes to make something that looks, tastes, smells and feels just like a real potion, she makes an Alchemy check with a +1 bonus for every 3 ranks she has in the Bluff skill, against the DC of the potion she is attempting to forge. The sorceress must be able to Brew the potion normally.

A false potion is indistinguishable from a normal one in every way, except that it does not grant any of the effects of the potion. False potions count against a person's limit of how many potions they may be affected by at once, however. A False potion requires the same ingredients and is subject to the usual modifications to its DC's as a normal potion.

Scry Potions

Antidote Philter

DC 13

Ingredients: One spider.

Upon being consumed, this potion will completely nullify the effects of any one poison currently in the ingester's system.

Cooling Balm

DC 10

Ingredients: A fresh leaf from an oak tree.

When this balm is rubbed onto someone's body, it keeps them cool and renders them immune to damage from hot weather, even in the heat of a desert. The recipient gains fire/heat resistance 20 and is considered to suffer the effects of temperatures 20 degrees cooler when in hot or extremely hot weather. The effects of this balm last for one day.

Dust of Irritation

DC 14

Ingredients: A pinch of pepper.

When this dust is sprinkled or blown onto someone, the target suddenly experiences strong itching and sneezing fits, suffering a -5 penalty to all die rolls. The effects of this balm last for one day.

Dust of Petrification

DC 25

Ingredients: One stone from a riverbed.

Anyone sprinkled with this dust takes on a stone-like appearance; his skin toughens and becomes as hard as a rock. When he applies the dust to his body, the target rolls 2d4; the resulting number is then subtracted from any damage rolls dealt to him. However, while under the effects of this potion, his initiative is reduced by 4. These effects last for 1 day.



Fumes of Slumber

DC 15

Ingredients: A pinch of sand.

Anyone inhaling the Fumes of Slumber must make a Fort save (DC equal to 10 + the brewer's Scrying class level.) If the victim fails the save he falls into a deep sleep. The effects of this potion last a number of hours equal to the brewer's Scrying level. The target cannot be roused until the effects of the potion have worn off.

Elixir of Eagle's Flight

DC 27

Ingredients: Two feathers from an eagle.

Anyone who drinks this elixir gains the temporary ability to fly. This does not improve one's speed; it merely removes the movement restrictions based upon changing levels of elevation. Essentially, this potion duplicates the fly spell (see the *Player's Handbook*TM). The effects last for a number of hours equal to the brewer's Scrying level.

Elixir of Good Fortune

Base IN: 30

Ingredients: The foot of one rabbit.

Once someone has consumed this potion, he becomes extremely lucky and gains a bonus on all die rolls equal to the brewer's Scrying level divided by 3 (rounded down, minimum 1). The effects of this potion last one day.

Note: this potion does not stack with the Jeremiah Berek Legend listed in the Glamour section (see page 32). The recipient may decide which of the two takes effect; the other does nothing for the duration of the elixir's effects, though the recipient is still considered to have imbibed the elixir for purposes of limitations.

Elixir of Tongues

DC 17

Ingredients: None.

The imbiber of this potion can understand and speak in any human language until its effect wears off. However, he does not gain the ability to read in any languages in which he is not already literate. The effects of this potion last one day.

Elixir of Velum

DC 9

Ingredients: One feather from a songbird.

Anyone who drinks this potion will feel inclined to pursue romantic activities. Any Bluff check made to seduce or charm the imbiber made by members of the gender to which the imbiber is attracted will get a +4 circumstance bonus. The effects of this potion last one day.

Elixir of Warmth

DC 16

Ingredients: A pinch of white ash from a fire.

This potion will keep its imbiber warm in even the coldest climates. He gains fire/heat resistance 20 and is considered to suffer the effects of temperatures 20 degrees warmer when in cold or extremely cold weather. The effects of this balm last one day.

Gilead's Whisper (Elixir)

DC 19

Ingredients: A glove of white silk.

This potion disguises all signs of sorcery within the imbiber. Porté-stained hands appear as normal, Pyeryem's green eyes turn a more ordinary color and even the marks of Lærdom fade to ordinary flesh. This applies to all forms of sorcery, even rare types such as *Nacht* or *Zerstörung*. The benefits of this potion are lost if the drinker uses his or her sorcery at any time before the duration expires. The effects of this Elixir last one day.

Glasswater Balm

DC: 20

Ingredients: One snake's shed skin.

This balm makes the user's flesh rearrange itself according to his desires, allowing him to reshape to disguise himself. His general build and facial features are altered, although he cannot change his size, his clothing or his equipment. He gains a +8 Competence bonus to any disguise checks. The effects of this potion last one day.

Healing Balm

DC 17

Ingredients: A scab from the brewer's body.

Applying this balm to someone's wound will cause that wound to heal quickly. Using this potion heals 2d8 Hit Points of damage upon being applied.

Love's Scented Oil

DC 14

Ingredients: One dozen red roses.

Anyone who is soaked in this oil will be very attractive to the opposite sex. Any time he attempts to Seduce or Charm a member of the opposite gender who can smell him, he will get a +4 Competence bonus to his roll upon successful completion of a Bluff check. The effects of this potion last one day.

Oil of Clumsiness

DC 16

Ingredients: The foot of an albatross and the down of a fledgling hawk.

This potion makes anyone who is soaked with it less graceful until its effects wear off. The affected person's Dex checks and Ref saves suffer a -4 penalty while under the effects, which last one day.

Oil of Dullness

DC 16

Ingredients: A powdered mule's hoof and three worker ants.

This potion makes anyone who is soaked with it less intelligent until its duration ends and its effects wear off. The affected person's Int and Cha checks suffer a -4 penalty while under the effects of this oil, which last one day.

Oil of Feebleness

DC 16

Ingredients: An earthworm and a cobweb.

This potion makes anyone who is soaked with it weaker until its duration ends and its effects wear off. The affected person's Str checks and Fortitude saves suffer a -4 penalty while under the effects, which last one day.

Oil of Sloth

DC 16

Ingredients: A handful of moss and a powdered clamshell.

This potion makes anyone who is soaked with it react less quickly until its duration ends and its effects wear off. The affected person's Wis and Dex checks and Reflex saves suffer a -4 penalty while the oil is in effect. The effects of this potion last one day.

Oil of Weakness

DC 16

Ingredients: A mouse's tail and three eggshells.

This potion makes anyone who is soaked with it less intelligent until its duration ends and its effects wear off. The affected person's Con checks and Will saves suffer a -4 penalty while under the influence of the oil. The effects last one day.

Philter of Champions

DC 21

Ingredients: One used fencing glove.

Drinking this potion will temporarily make the user a better swordsman. Until the effects of the potion expires, the drinker is considered proficient in the use of all weapons (even exotic). The effects of this potion last for one day.

Isabelle du Montaigne

The eighth daughter of *l'Empereur* of Montaigne, Princesse Ysabelle Alexandra Léonie, was actually happy to be born without *Porté* magic like her father and sisters. She was not about to thrust her hand into space and pull out a bloody stump. A bright and physically active girl, she planned to have as normal a life as the daughter of the most powerful monarch in Théah could. There was only one small problem. Princess Ysabelle was not her father's daughter. Some twenty years ago, a number of powerful Vodacce noblemen came to discuss trade alliances with Montaigne. Among the delegation was a handsome, dark-eyed, totally degenerate Viscount named Tigran Lorenzo. It never occurred to *l'Empereur* that someone might find his wife entrancing... or indeed, might seduce her under his very nose. The queen took care to bed her husband in the days which followed, and nine months later, Ysabelle was born. Ysabelle's entry into the world was so difficult that those in attendance were focused solely on the queen; they never noticed the nursemaid whisk the child into a blanket, quickly wiping away the telltale caul that marked the gift of Sidhe blood.

Thankfully, the gift manifested itself in private — *la princesse* found herself unable to tear away from the basin of water in which she was washing her face. When Ysabelle regained her senses, her nursemaid was staring at her as if she were Legion itself. She soon learned the facts of her heritage, and fled the palace in shame and disgust at her "tainted" blood. After a series of near-fatal mishaps on the road, the exhausted young woman found herself under the protection of a Vodacce pirate named Sebastiano Scogna. Introducing herself as "Isabelle," she was accepted onto the crew and soon found herself living the life of a swashbuckler. Fortunately (or perhaps not) for

the new recruit there was a woman aboard who knew Scrying power when she saw them, having been charged by her order to keep an eye out for future Handmaidens of Sophia. She thought about recruiting the princess into the Daughters, but "Isabelle" was unwilling to even discuss her gifts.

A few years later, the rebellious princess was ready to assume command of her own ship. Sophia's Daughters approached her again and this time, she was more receptive. She agreed to patrol the dangerous waters between Montaigne, Castille and Vodacce, providing safe passage for women who needed it. In exchange, she received the *Wayward Swan*, a trim vessel that remains her pride and joy. She has since served the Order with distinction and risen in the ranks to become a Handmaiden of Sophia — one of only eight in all of Théah.

To most people, she is the beautiful captain with bright blue eyes and long dark hair who refuses to wear men's clothing favored by so many of her piratical sisters. She retains the upbringing of a *princesse* and acts with impeccable manners, though she disdains the stifling formality of her old life. Adept in the Rogers Swordsman school, she fights with an exotic scimitar fashioned in the Crescent Empire. Her Scrying abilities not only allow her to keep her passengers safe and navigate the dangerous southern coast of Théah, but also to keep an eye on matters back home in Montaigne. When the Revolution came, she returned home for the first time to rescue her sister Rosamonde as the elder *princesse* was being led to execution. The two escaped to sea and now top the list of Montaigne's most wanted outlaws. Ysabelle is secretly thrilled: the life of a swashbuckling pirate is better than she could have possibly hoped for.

Philter of Grace

DC 15

Ingredients: A sparrow's feather and a serpent's tooth.

This potion makes anyone who drinks it temporarily more agile. The affected person's Dex checks and Ref saves benefit from a +2 competence bonus while under its effects, which last one day.

Philter of Intelligence

DC 15

Ingredients: An owl's feather and a handful of fox's fur.

This potion makes anyone who drinks it temporarily more perceptive and intelligent. The affected person's Int and Cha checks benefit from a +2 competence bonus while under its effects, which last one day.

Philter of Invisibility

DC 22

Ingredients: One diamond worth at least 400 g.

After drinking this oily potion, the user becomes invisible to anyone who is watching him, even by use of Scrying sorcery. This includes clothes he is wearing at the time as well as any weapons and possessions he is carrying. The imbiber gains a +6 Competence bonus to Hide checks. The effects of this potion last for one day.

Philter of Quickness

DC 15

Ingredients: Fish scales and the forelegs of a praying mantis.

This potion makes anyone who drinks it react more quickly temporarily. The affected person's Wis and Dex checks benefit from a +2 Competence bonus while under the effects, which last one day.

Philter of Stamina

DC 15

Ingredients: A piece of the root of an old tree and a ground turtle's shell.

This potion makes anyone who drinks it temporarily sturdier. The affected person's Con checks and Fort saves benefit from a +2 Competence bonus while under its effects, which last one day.

Philter of Strength

DC 15

Ingredients: The powdered horn of a bull and the claw of a bear.

This potion makes anyone who drinks it temporarily stronger. The affected person's Str checks and Will saves benefit from a +2 competence bonus while under its effects, which last one day.

Powder of the Buffoon

DC 17

Ingredients: One handful of dirt.

Being sprinkled with this powder will cause the victim to become a less competent swordsman. For the next twenty-four hours, he is not considered proficient with any weapons (even simple weapons) regardless of his actual skill.

Vapor of Forgetfulness

DC 10

Ingredients: The dust from one cobweb.

When this vapor is inhaled, the victim must make a Will save (DC equals 10 + the brewer's Scrying class level.) If he fails the save, he forgets all events of the past 1d4 days. Normally the effects of this potion last for 1 day; after that, the inhaler's memory returns. If the brewer wishes, she may make a roll to brew this potion versus DC 30; if successful, the gap in the victim's memory will last for as long as he lives. If he learns what happened, he will remember being informed about it but will not actually recall anything that happened during that period of time.

Scrying Spells

Note: Scrying sorceresses require a pool of fresh water as a focus for their powers. It could be as small as a simple bowl, but it must be fresh. This serves as the material component for all of the spells below: unless stated otherwise, all other material components are waived.



HUNT. 02

0 Level

Create Water. Creates 2 gallons/level of pure water.
Detect Magic. Detects spells and magic items within 60 ft.
Detect Secret Doors. Reveals hidden doors within 60 ft.
Detect Poison. Detects poison in one creature or small object.
Read Magic. Read scrolls and spellbooks.

1st Level

Comprehend Languages. Understands all spoken and written languages.
Identify. Determines the most basic function of a magic item.
Message. Whispered conversation to 1 person/level for 10 min/level at 100 ft. +10 ft./level.
True Strike. Adds +20 to your next attack roll.
Whispering Wind. Sends a short message up to 1 mile/level.

2nd Level

Detect Thoughts. Allows listening to surface thoughts in 60 ft. quarter circle emanating from you.
Locate Object. Senses direction toward object (specific or type).
Misdirection. Misleads divinations for one creature or object.
Obscure Object. Masks object to divination.
See Invisibility. Reveals invisible creatures or objects.

3rd Level

Augury. Learns whether an action will be good or bad.
Clairaudience/Clairvoyance. Hear or see at a distance for 1 min/level.
Non-Detection. Hides subject from divination/scrying.

4th Level

Arcane Eye. Invisible floating eye moves 30 ft. round.
Detect Scrying. Alerts you of magical eavesdropping.
Locate Creature. Indicates direction to familiar creature.
Locate Object. Senses direction toward object (specific or type).

5th Level

Bryn Bresail. The effects of this spell are almost identical to the spell *contact other plane*. The sorceress reaches out to the land of Bryn Bresail, where she may question the Sidhe there in a manner dictated by contact other plane. Most of the inhabitants of Bryn Bresail are considered demideities, while the Queens are considered intermediate deities. In other respects, the spell is identical to *contact other plane*.
Control Water. Raises, lowers, or parts bodies of water.
False Vision. Fools scrying with an illusion.
Purify Water. The effects of this spell are identical to the spell *purify food and drink*, save that it applies only to water. It cannot purify foods, or liquids that are less than seventy-five percent water. It is in all other aspects identical.
Sending. Delivers a short message anywhere, instantly.

6th Level

Analyze Dweomer. Reveals one property, spell or power per round; lasts 1 round/level.
Legend Lore. Learn tales about a person, place, or thing.

Prying Eyes. 1d4 +1/level floating eyes scout for you.
True Seeing. See all things as they truly are.
Water Walk. Subject Treads on water as if solid.

7th Level

Insanity. Subject suffers continuous *confusion*.
Refuge. Alters item to instantly transport its possessor to you, when broken willingly.
Seeming. Changes appearance of one person/two levels.
Vision. As *legend lore*, but quicker and strenuous.

8th Level

Demand. As *sending*, plus you can send *suggestion*.
Discern Location. Exact location of creature or object is given.
Screen. Illusion hides area from vision and scrying.

9th Level

Foresight. "Sixth Sense" warns of impending danger.
Weird. As *phantasmal killer*, but affects all within 30 ft.

It is assumed that if a character takes Scry as her sorcery, her background involves the presence of a mentor — her mother, a member of Sophia's Daughters or even a Sidhe itself. Unlike other sorceries whose practice manifests more dramatically, a girl might assume she has "visions" and if she is poor or an orphan, local villagers could stone her to death as a witch. If the character is male, he might never know that his strength and extreme physical beauty come from something other than hours spent perfecting his sword work. Such characters may have the blood but because it does not manifest, they gain no abilities for it and thus do not have the appropriate ability. Story should not become the slave of the mechanics.

Male Scrying Sorcerer

It is rare that the gift of Scrying passes to a man, but it does occasionally happen. In such cases, the gift manifests in the man's physical abilities and appearance. He is incredibly attractive, never has a sick day in his life and heals in an amazingly short time. His physique takes on the look of a classically-sculpted marble statue. He can withstand increasingly greater physical punishment, and when he takes damage, his wounds heal in a much shorter time than normal men.

Game Rule Information

Alignment: Any.
Hit Die: d10.

Requirements

To become a male Scrying sorcerer, the character must fulfill the following criteria:

Feats: Either take Half Blooded (Scry) as his 1st level feat which makes him a Half Blooded Male Scrying sorcerer. He may advance to 7th level, but no farther unless he takes Full Blooded (Scry) as his additional 1st level feat, which allows him to advance past 7th level.

Class Skills

The male Scrying sorcerer's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Escape Artist (Dex), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Pick Pocket (Dex), Sense Motive (Wis), Spot (Wis), Swim (Str), Tumble (Dex), and Use Rope (Dex). See the *Player's Handbook* for skill descriptions.

Skill Points at 1st Level: $(4 + \text{Int modifier}) \times 4$.

Skill Points at Each Additional Level: $4 + \text{Int modifier}$.

Class Features

The following are class features of the male Scrying sorcerer:

Weapon and Armor Proficiency: A male Scrying sorcerer is proficient with all simple weapons, and he may choose one martial weapon in which he can be considered proficient.

Ability Advancement: At 1st, 5th, 11th, 16th and 20th level, any one of the male Scrying sorcerer's abilities is increased by 1. He may not increase an ability for a second (third, fourth, etc.) time until all other abilities have been increased at least once by this or his natural ability advancement gained every 4 levels.

Youthful: The Scrying sorcerer is considered to be half his age when determining the effects of old age, unless he is under 32 in which case he is considered to be 16. If he is younger than 16, he is considered to be his actual age.

Breathe Water: At 2nd level the Scrying sorcerer learns to master the ability to breathe water. He never suffers from the rules concerning drowning when immersed in water, although they do apply if he is immersed in any other liquid substance, or in a solution that is less than three-quarters water.

Quick Heal: Starting at 4th level, the Scrying sorcerer heals double the normal amount of hit points each day (2 hit points per level for each day of rest, 3 points per level per day of bed rest).

Disease Immunity: Starting at 5th level, the male Scrying sorcerer is immune to all diseases, including those of magical origin.

Scry Regeneration: Starting at 7th level, the male Scrying sorcerer heals 1d4 hit points one hour after an encounter in which he suffered 1 or more points of damage. During that healing hour he may not exert himself or engage in combat. This regeneration will only heal damage suffered during the encounter, not damage suffered before the encounter. At 10th level the amount healed increases to 1d6, to 1d8 at 17th level and to 1d10 at 20th level. These increments are not cumulative.

Always Stabilized: Starting at 8th level, the male Scrying sorcerer does not need to roll to stabilize when he is below 0 hit points. He is always considered stabilized. He does not continue to lose hit points in the normal fashion, although he may suffer damage from some other source. If reduced to -10 hit points, he still dies as normal.

Hardened Skin: At 9th level the male Scrying sorcerer applies a +1 luck bonus to his AC when wearing light or no armor. This luck bonus stacks with all other bonuses, and increases to +2 at 13th level, +3 at 15th level and +4 at 20th level. These increments are not cumulative.

Ignore the Wound: Starting at 12th level, once per day after suffering damage, the male Scrying sorcerer may make a Fort Save (DC 25) to reduce the damage suffered to 0. This is considered a free action. Even if the weapon had poison and/or magical effects, he is still considered to have been hit. He may do this twice per day at 14th level and three times a day at 18th level. Failing the save still counts as having used this ability for the day.

TABLE 2-13: THE MALE SCRYING SORCERER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+2	+0	Ability Advancement, Youthful
2	+1	+3	+3	+0	Breathe Water
3	+2	+3	+3	+1	Sense Alignment
4	+3	+4	+4	+1	Quick Heal
5	+3	+4	+4	+1	Disease Immunity
6	+4	+5	+5	+2	Ability Advancement
7	+5	+5	+5	+2	Scry Regeneration 1d4
8	+6/+1	+6	+6	+2	Always Stabilized
9	+6/+1	+6	+6	+3	Hardened Skin: +1
10	+7/+2	+7	+7	+3	Scry Regeneration: 1d6
11	+8/+3	+7	+7	+3	Ability Advancement
12	+9/+4	+8	+8	+4	Ignore the Wound 1/day
13	+9/+4	+8	+8	+4	Hardened Skin: +2
14	+10/+5	+9	+9	+4	Ignore the Wound 2/day
15	+11/+6/+1	+9	+9	+5	Hardened Skin: +3
16	+12/+7/+2	+10	+10	+5	Ability Advancement
17	+12/+7/+2	+10	+10	+5	Scry Regeneration: 1d8
18	+13/+8/+3	+11	+11	+6	Ignore the Wound 3/day
19	+14/+9/+4	+11	+11	+6	Scry Regeneration: 1d10
20	+15/+10/+5	+12	+12	+6	Ability Advancement, Hardened Skin: +4

CHAPTER THREE:

Shamanism and Other Magics

Sorcery and Shamanism

While there are many different forms of magic in the world of Théah, all of them can be sorted into one of two categories: shamanism and sorcery. To most people the distinction between the two has become a bit fuzzy. "Magic is magic," the commoner will say, "why bother differentiating between them?" While both types grant a character superhuman power, they differ greatly in the source of that power and its ability to be passed from parent to child.

Sorcery refers to any magic that passes through bloodlines, either as a result of a nefarious deal with a higher power (Sorte, Porté or *El Fuego Adentro*, for example) or through descent from a magical forebear (Scrying, for instance). The source of sorcerous power is a connection to some other, higher being, which usually passes genetically to one's offspring. In many cases, having a bloodline with a weaker connection to that power can cause one to have a less potent version of the sorcery, and descending from multiple sorcerous bloodlines may allow for the possession of multiple types of sorcery. In Théah, for instance, almost all sorcery is derived from the hideous Bargain made by the Numan senators with the creatures from beyond the Barrier, or from gifts to humans from more or less friendly entities like Matushka or the Sidhe. But all cases, the sorcery (or at least the potential to use it) passes from parent to child as a genetic gift.

Unlike sorcery, shamanism is not genetic. It has nothing to do with bloodlines or a connection to some higher being

(though some children show propensity for it if their parents are shamans). The most common source of shamanism is the person's own confidence in his or her ability to perform some superhuman feat and his direct connection with the source of the power. He may believe that he is dependent upon some higher being to do this, but in truth, shamanism springs from humanity's own beliefs — in its potential to affect the world around it. Usually, this sort of belief requires a religious fervor or fanatical devotion to work, but it has no external ties. It comes only from the human spirit. +

Théan Druid

*I am a wave upon the sea
I am the sound of poetry
I am a stag in birch grove white
I am a hawk in airborne flight
I am a salmon in the stream
I am the dancer in a dream
Who but I can know the way
When darkness rises over day?*

— ancient Avalon riddle song

Most people outside of Avalon regard druids as "natural" magicians, when in fact they are not sorcerers at all. They are watchers, keepers of secrets whispered on the wind and students of the mysteries of the Gesa. They also serve as *de facto* judges in rural areas where their words carry the power of law. Druids keep the bardic traditions of Avalon alive, and also serve as healers, applying the lessons they

have learned from studying nature. Thus, druids can more accurately be classified as shaman, who work within the structure of Avalon's natural magic. As far back as anyone, including Derwyddon, can recall, there have always been druids.

Druids move freely about Avalon and can just as easily be found singing in a nobleman's great hall as tending to an elderly peasant's aching back. They are also counselors in spiritual matters involving the old ways of the Glamour Isles. Druids are highly prized for their excellent tracking abilities although they would never agree to aid a party that is hunting for sport. A druid may venture into the city for a brief time but cannot remain parted from the woods and the wilds for long: they are the source of his strength and power. Preferring to maintain a more passive and watchful position, Avalon's druids are increasingly disturbed by what they see as the disruptive force of technology. Nature must be preserved at all costs if Avalon (and indeed the rest of Théah) is going to survive.

It is not uncommon in the waters between Avalon and the continent to find a druid aboard ship. In addition to their healing skills, some druids have the ability to *breathe water* while others can *control winds*, making them valuable as crew members. (For more information about clerics, see pages 13–14, *Swashbuckling Adventures™*, and for druids, bards and rangers, see pages 14–19, *Swashbuckling Adventures™*.) Other professions in which one might find a druid include Field Surgeon (see pages 52–53, *Swashbuckling Adventures™*) and Helmsman (see pages 53–54, *Swashbuckling Adventures™*).

Druids do not have a formal school, personally teaching their abilities to worthy individuals. Characters who join their ranks are indoctrinated into the Gesa — the great mysteries as taught by nature. Apprentice druids generally spend their time studying the bardic arts, for Avalon is a land where legends abound (and in fact provide the source of power for Glamour magic). A student of the druid's ways must commit himself fully to this path and should not try to

divert his energies into other forms of shamanism or sorcery. By the time they advance to higher ranks, they learn a great deal about the ways of the world.

Game Rule Information

Alignment: Any neutral or good.

Hit Die: d10.

Requirements

To become a Théan druid, a character must fulfill the following criteria:

Feats: The character may not possess any Blood-related feats.

Class Skills

The Théan druid's class skills (and the key ability for each skill) are Bluff (Cha), Craft (Int), Diplomacy (Cha), Gather Information (Cha), Handle Animal (Cha), Heal (Wis), Intuit Direction (Wis), Knowledge (Int), Listen (Wis), Ride (Dex), and Wilderness Lore (Wis). See the *Player's Handbook™* for skill descriptions.

Skill Points at 1st Level: (2 + Int modifier) × 4.

Skill Points at Each Additional Level: 2 + Int modifier.

Class Features

The following are class features of the Théan druid:

Weapon and Armor Proficiency: A druid is proficient with all simple weapons, but not armor or shields. Druids cannot normally wear metal armor, as it interferes with their connection to nature. When a druid wears metal armor or wielding a metal weapon (other than those that have farming uses like the scythe), he cannot use any of his class abilities or spells.

Ascendancy Checks: Druidic magic waxes and wanes with both the seasons and the 28 day lunar cycle. Some of the druids' most important rituals take place during the passing of the five "ascendancies" each year, upon which the druids



base much of their power. When a druid wishes to make an ascendancy check (as defined in the appropriate skill), he adds a bonus equal to his level to the role. However, a druid who has not mastered an ascendancy suffers a -3 penalty to his ascendancy checks during the those times when the unmastered ascendancy is dominant.

Winter Ascendancy	Primus 1 – Tertius 30
Spring Ascendancy	Quartus 1 – Sextus 30
Summer Ascendancy	Julius 1 – Septimus 30
Autumn Ascendancy	Octavus 1 – Decimus 30
Lunar Ascendancy	Night (unless it is a new moon). Lunar ascendancy overrules the other four.
*Prophet's Mass	During the last five days of the year, NO druid abilities are ascendant.

Mastered Ascendancy: At 1st, 5th, 10th, 15th and 20th level, the druid has mastered one of the ascendancies (Autumn, Spring, Summer, Winter or Moon). When he uses his magic during these times, he does not suffer the -3 penalty to his ascendancy checks.

Apprentice: At 1st level, the druid may select one of the following abilities: Spell (the mage may select one druid spell which does not count against his maximum number of spells, though all other limitations still apply), Nature's Boon (the mage gains +2 inherent bonus to his Con only when he is in a natural setting).

Adept: At 10th level, the druid may select one of the following abilities: Lesser Gesa, Spell (the mage may select one druid spell), Nature's Bounty (the mage can promote health in plants and animals by touch: whenever the mage touches a living plant or animal may make an ascendancy

TABLE 3-1: THE THÉAN DRUID

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Apprentice, Ascendancy Checks +1, Mastered Ascendancies: 1
2	+1	+0	+0	+3	Ascendancy Checks +2
3	+2	+1	+1	+3	Ascendancy Checks +3,
4	+3	+1	+1	+4	Ascendancy Checks +4, Lesser Gesa
5	+3	+1	+1	+4	Ascendancy Checks +5, Mastered Ascendancies: 2
6	+4	+2	+2	+5	Ascendancy Checks +6
7	+5	+2	+2	+5	Ascendancy Checks +7
8	+6/1	+2	+2	+6	Ascendancy Checks +8, Lesser Gesa
9	+6/1	+3	+3	+6	Ascendancy Checks +9
10	+7/2	+3	+3	+7	Adept, Ascendancy Checks +10, Mastered Ascendancies: 3
11	+8/3	+3	+3	+7	Ascendancy Checks +11
12	+9/4	+4	+4	+8	Ascendancy Checks +12, Lesser Gesa
13	+9/4	+4	+4	+8	Ascendancy Checks +13
14	+10/5	+4	+4	+9	Ascendancy Checks +14
15	+11/6/1	+5	+5	+9	Ascendancy Checks +15, Mastered Ascendancies: 4
16	+12/7/2	+5	+5	+10	Ascendancy Checks +16, Greater Gesa
17	+12/7/2	+5	+5	+10	Ascendancy Checks +17
18	+13/8/3	+6	+6	+11	Master, Ascendancy Checks +18
19	+14/9/4	+6	+6	+11	Ascendancy Checks +19
20	+15/10/5	+6	+6	+12	Ascendancy Checks +20, Mastered Ascendancies: 5, Greater Gesa

TABLE 3-2: SPELLS PER LEVEL

Character Level	Maximum Spell Level	Total Mastered Ascendancies	Lesser Gesa	Greater Gesa	Total Spells Known
1	0	1	0	0	3
2	1	1	0	0	4
3	1	1	0	0	4
4	2	1	1	0	6
5	2	2	1	0	6
6	3	2	1	0	7
7	3	2	1	0	7
8	4	2	2	0	9
9	4	2	2	0	9
10	5	3	2	0	10
11	5	3	2	0	10
12	6	3	3	0	12
13	6	3	3	0	12
14	7	3	3	0	13
15	7	4	3	0	13
16	8	4	3	1	14
17	8	4	3	1	14
18	9	4	3	1	15
19	9	4	3	1	15
20	9	5	3	2	16

TABLE 3-3: SPELL PROGRESSION (SPELLS PER DAY)

Level	0	1	2	3	4	5	6	7	8	9
1	1	-	-	-	-	-	-	-	-	-
2	1	1	-	-	-	-	-	-	-	-
3	2	1	-	-	-	-	-	-	-	-
4	2	2	1	-	-	-	-	-	-	-
5	3	2	1	-	-	-	-	-	-	-
6	3	3	2	1	-	-	-	-	-	-
7	4	3	2	1	-	-	-	-	-	-
8	4	4	3	2	1	-	-	-	-	-
9	5	4	3	2	1	-	-	-	-	-
10	5	5	4	3	2	1	-	-	-	-
11	6	5	4	3	2	1	-	-	-	-
12	6	6	5	4	3	2	1	-	-	-
13	7	6	5	4	3	2	1	-	-	-
14	7	7	6	5	4	3	2	1	-	-
15	8	7	6	5	4	3	2	1	-	-
16	8	8	7	6	5	4	3	2	1	-
17	9	8	7	6	5	4	3	2	1	-
18	9	9	8	7	6	5	4	3	2	1
19	10	9	8	7	6	5	4	3	2	1
20	10	10	9	8	7	6	5	4	3	2

check, DC 15; if successful it is immediately healed to its full hit point capacity; this ability may only be used three times per day).

Master: At 18th level, the druid is a master, a friend of Théah's flora and fauna, and may select one of the following abilities: Lesser or Greater Gesa, spell (the mage may select one druid spell which does not count against his maximum number of spells, though all other limitations still apply), Nature's Blessing (the mage can promote health and growth in plants and animals by touch: whenever the mage touches a living plant or animal and permanently sacrifices one hit point, it immediately gains one hit die; this ability may only be used once on any given creature, and no more often than three times per day).

Druids in Swashbuckling Adventures™

Because the role of a druid in a fantasy setting has been well-established, it may seem odd at first to consider including one in a swashbuckling game. However, focusing on the character's intense connection with nature presents some interesting options. With the astounding scientific advancements in a swashbuckling campaign, playing an outspoken opponent of technology and ardent advocate for the preservation of nature can be very rewarding. While there are undoubtedly those, especially in Avalon proper, who look and act very much the way one expects of a "traditional" druid, their skills and talents offer an intriguing challenge to someone who likes playing a multi-talented hybrid character in a new setting.

Gesa

The Gesa are the mysteries of the universe as expressed in the stars and in the natural world. Druids spend their lives studying these mysteries trying to solve even the tiniest portion of the great riddle. A druid can cast a Gesa (restriction) upon a character to enhance his or her abilities, but it carries a price. A Lesser Gesa can be as simple as a restriction on the target's behavior like being forbidden to eat a certain food or use a certain weapon while a Greater Gesa can be almost a prophecy (for example, that the character can only be killed by a one-eyed man). Lesser Gesa affects how a character lives while Greater Gesa affect what he does. Gesa are gained at the appropriate levels noted on Table 3-2: Spells per Level.

Lesser Gesa: Lesser Gesa are restrictions placed on a character's actions to strengthen him. The druid may use his knowledge of the power of words to place a Lesser Gesa on other characters. However, he may have no more than three Lesser Gesa in effect at once, and no single character may be affected by more than two Lesser Gesa simultaneously. If the character ever violates one of these restrictions, the Gesa is broken and ceases giving him its benefit. The DM has the final say on what constitutes a "restriction," but we recommend that each one involves some sort of tangible mechanical penalty in the game.

Casting Lesser Gesa: To cast a Lesser Gesa, the druid must say it out loud in front of the character he wishes to aid. This is a standard action. He then makes an ascendancy check (DC 10); the difficulty increases as the Gesa becomes more restrictive. Relatively simple Gesa have a base DC of 10. Gesa that

are more difficult to avoid have a DC of 15–20. Those Gesa that are the most difficult to avoid have a DC of 20–25. (DC is determined at the DM's discretion.) If the druid fails his check he may not attempt to place another Gesa on the target for one week. If the Gesa is cast in Queen Elaine's court (or a similar locale in non-Théan campaigns, DM's discretion), the Druid gains a +5 circumstance bonus to the check. If cast in any other nobleman's court, the Druid gains a +2 circumstance bonus to the check.

Benefits of Lesser Gesa: Lesser Gesa have challenge ratings which are factored in when determining party experience. For each Lesser Gesa a character has in effect upon him for the duration of an entire adventure or a campaign, the party gains an additional amount of experience based on the Gesa's challenge rating. The DM is the arbiter of the exact CR of each Gesa, though samples are listed to the right.

Breaking Lesser Gesa: When a character breaks a Lesser Gesa, any potential experience points the party might have received from that Gesa during the current adventure are lost. In addition, he may not receive a new Gesa until the beginning of the next month.

Greater Gesa: Greater Gesa are restrictions placed on the manner in which a character may die. Only if the conditions of the Gesa are met can the character be killed; otherwise, Fate (with the DM's help) will conspire to save his life somehow. A druid may place a Greater Gesa on other characters but may put no more than one Greater Gesa in effect at once. No character may be affected by more than one Greater Gesa at time.

Casting Greater Gesa: To cast a Greater Gesa, a druid must choose a character's weakness (with DM approval), tell the character being affected that she may only be killed by the particulars of Greater Gesa (which takes a standard action), then spend 100 experience points and make an ascendancy check (DC 20). These experience points are lost if the check fails and the druid may not attempt to cast a Greater Gesa on the same target until next month.

The weakness bestowed by the Gesa has but a single, general trait attached. "A Vodacce man" is a possible choice; "A Vodacce priest who speaks no Avalonian and whose left eye is scarred shut" is not. If the Greater Gesa is cast in Queen Elaine's court the druid gains a +5 circumstance bonus to the check. If cast in any other court the druid gains a +2 circumstance bonus to the check.

Benefits of Greater Gesa: Unless the condition of the Gesa is met, the character cannot be killed. He can still be wounded as usual, just not slain. Should the character be reduced below 0 hit points he stabilizes and begins healing at a normal rate. The character is disabled. Should another character attempt to take extreme actions to kill the target, Fate (the DM) will distract the attacker from his action.

Breaking Greater Gesa: When a character is attacked by his weakness, he is in a lot of trouble. Not only can it kill him, he is nearly helpless against it. His AC against his weakness is 10 and may not be modified in any way from any bonus. If the character takes twice his Con score in damage from his weakness, he dies immediately, and the damage can never be healed (even through magical effects).

Note: Greater Gesa are extremely powerful, and have the potential to unbalance the game. They are intended as story tools for the DM, and should be brought in with the specific character and/or storyline in mind, NOT as a convenient way to keep someone's favorite PC alive.

Derwyddon

Perhaps the greatest druid in all of the Théah is the powerful and mysterious Derwyddon who serves as Queen Elaine's chief advisor. His physical appearance is disturbing; one eye is red and enables him to see the past while the other, bright blue, shows him the future. His shoulder-length dark hair is often wildly unkempt and he favors a strange collection of garments, heavily embroidered with interlaced patterns that give the impression of swirling motion even when he is standing still. His speech is full of riddles and he has an unerring ability to tell a person precisely what they do not want to hear. He counsels the Queen in all matters, and his words are wise... but some whisper that his unnaturally long life and connection to the wilds of Avalon have driven him mad. Of course, no one would ever suggest such a thing were he in earshot. A mere glance from him can bring strong men whimpering to their knees.

Sample Gesa Weaknesses

- Fire
- Pistols
- A type of monster or a person of a particular nationality
- Night
- Spells/magic
- Within a city
- Onboard a ship

Sample Lesser Gesa

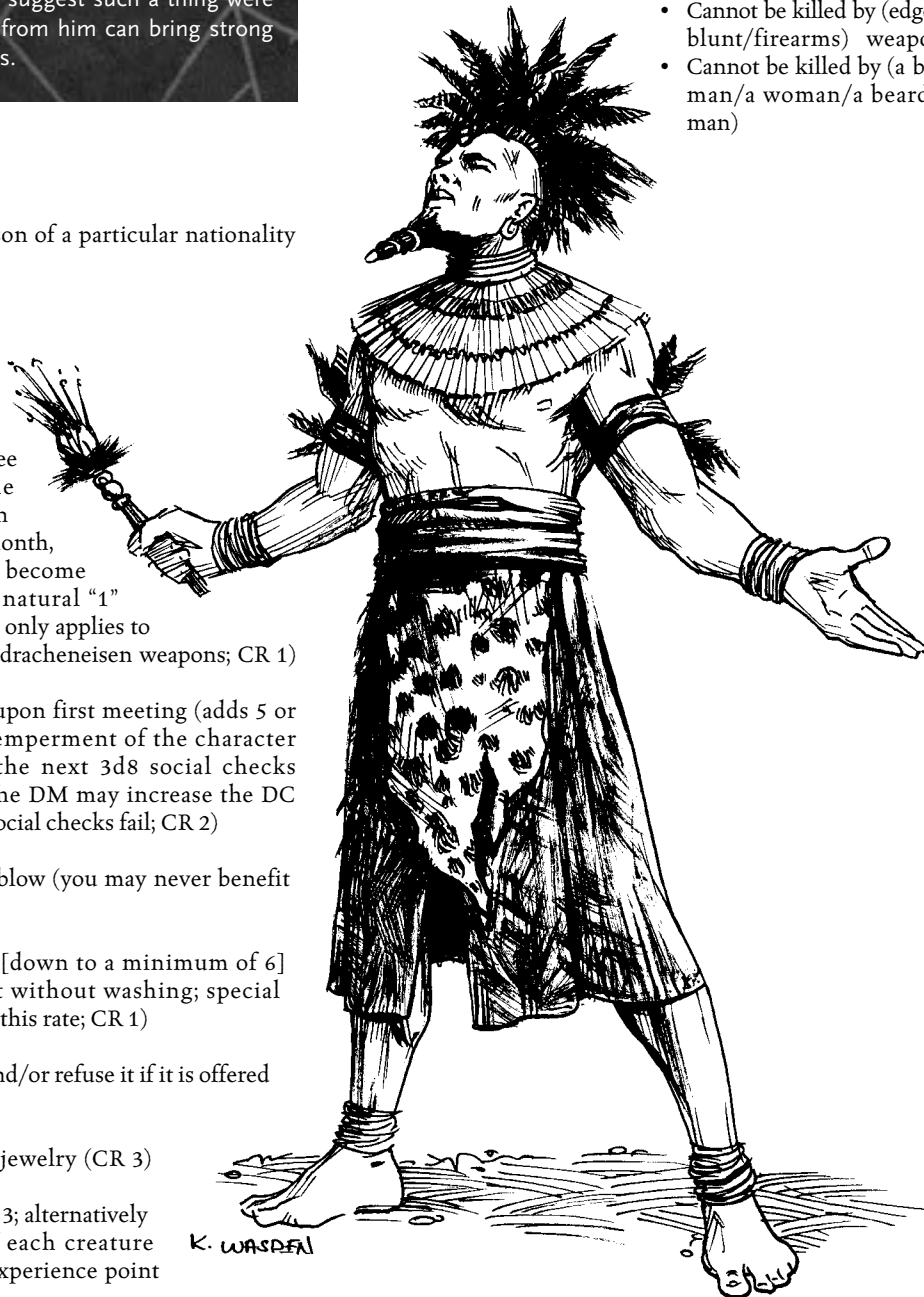
- Must never clean personal weapons (weapons which see regular use will become rusted and useless within 1d4 +2 months; after one month, the weapon will break and become useless if the user rolls a natural "1" while attacking with it. This only applies to normal metal weapons, not dracheneisen weapons; CR 1)
- Must insult any character upon first meeting (adds 5 or more depending on the temperament of the character insulted) to the DC for the next 3d8 social checks involving that character; the DM may increase the DC even further if subsequent social checks fail; CR 2)
- Must never strike the first blow (you may never benefit from surprise rounds; CR 2)
- Must never wash (-1 Cha [down to a minimum of 6] for every two weeks spent without washing; special circumstances may increase this rate; CR 1)
- Must never ask for reward and/or refuse it if it is offered (CR 2-4)
- Must never touch gems or jewelry (CR 3)
- Must never wear armor (CR 3; alternatively add 1 to the CR rating of each creature defeated for determining experience point

awards. Do not add this additional CR value to creatures with a natural CR or 2 or lower.)

- Must never use a particular type of magic item (rings/potions/Syrneth, etc.; CR 1)
- Must never use a particular type of weapon (bladed/blunt/ranged/firearms, etc; a broad category of weapon is recommended; CR 2)
- Must never fight during the day/night (CR 3)

Sample Greater Gesa

- Can only be killed by (fire/sword/pistol)
- Can only be killed on a (sunny/rainy) day
 - Can only be killed at night
 - Cannot be killed by (edged/blunt/firearms) weapons
 - Cannot be killed by (a bald man/a woman/a bearded man)



Druid Spells

Use the standard list of spells available to druids in the *Player's Handbook*.™ The DM may restrict the use of certain spells if he feels that they do not fit with his campaign.

Théan Priest

Théan clerics tend to behave differently than their high fantasy counterparts. Most of them pray to but a single god — Theus — who does not reveal himself the way fantasy gods do. Faith in Théah means believing in forces that cannot be seen, and accepting the will of a being which remains hidden from human sight. For most priests service to Theus is enough, but a few — those whose belief transcends mere faith — have exhibit miraculous abilities. Whether those abilities come from Theus or the priest's own potential is unknown, for they are quite rare. Players interested in portraying such individuals may use the character class outlined below. It is intended for extraordinary individuals (i.e., PCs and specific NPCs), not a broad representation of the class in general. Normal Théan priests use this template, but do not gain any of the special abilities stipulated in the class chart.

Game Rule Information

Alignment: Any lawful.

Hit Die: d6.

Class Skills

A priest's class skills (and the key ability for each skill) are Alchemy (Int), Bluff (Cha), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Heal (Wis), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Intuit Direction (Wis), Knowledge (Int), Listen (Wis), Perform (Cha), Read Lips (Int), Search (Int), Sense Motive (Wis), Spot (Wis), Summon Miracle (Cha), Use Magic Devise (Cha), and Wilderness Lore (Wis). See the *Player's Handbook*™ for skill descriptions.

Skill Points at 1st level: (4 + Int Modifier) × 4.

Skill Points at each additional Level: 4 + Int modifier.

Class Features

All of the following are class features of the priest.

Weapon and Armor Proficiency: A priest is proficient with all simple weapons, but not armor or shields.

Bless Object: At first level, once per day, a priest with the Faith feat may bless any object as a standard action. If this item provides a bonus (such as to Armor Class) or is used in the completion of a task requiring a skill check or attack roll, the blessed item provides an additional +1 sacred bonus. In addition should the item come in contact with a non-humanoid evil creature, the creature will suffer +1d4 holy damage in addition to any other damage inflicted. At 4th level, this ability may be used twice a day. At 7th level this ability provides a +2 sacred bonus and +2d6 holy damage. At 10th level this ability may be used three times per day. At 13th level this ability provides a +3 sacred bonus and +3d8 holy damage. At 16th level this ability may be used four times per day. At 19th level this ability provides a +4 sacred bonus and a +4d10 holy damage. If a weapon is blessed, it gains a luck bonus instead of a sacred bonus. The effects last until the following sunrise. This is an extraordinary ability for a priest of 10th level or less, and a supernatural ability for a priest higher than 10th level.

Immune to Evil: A priest with the Faith feat gains a certain advantage over the forces of evil. DC checks created by evil creatures (humanoid and non-humanoid) are halved for the priest (rounded up).

Turn Evil: A priest with the Faith feat has the supernatural ability to turn non-humanoid creatures of evil alignment as a cleric turns undead. A priest may attempt to turn evil a number of times per day equal to his Charisma modifier + 1 at 2nd level. At 6th level and every four levels thereafter the priest may turn evil one additional time per day. The turning damage inflicted is doubled against Outsiders.

Extra Turning: As a feat, a priest may take Extra Turning. However, this feat only allows him to turn undead two more times per day than normal. A priest can take this feat multiple times, gaining two extra daily turning attempts each time.

Apothecary: Théan priests commonly study Theus' gifts hidden within nature. At 3rd level the priest may spend one hour to make an Alchemy check (DC 15). If successful,

TABLE 3-4: THE THÉAN PRIEST

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Bless, Immune to Evil
2	+1	+0	+0	+3	Turn Evil
3	+1	+1	+1	+3	Apothecary
4	+2	+1	+1	+4	Bless, Summon Miracle
5	+2	+1	+1	+4	
6	+3	+2	+2	+5	Turn Evil
7	+3	+2	+2	+5	Bless
8	+4	+2	+2	+6	Summon Miracle
9	+4	+3	+3	+6	
10	+5	+3	+3	+7	Bless, Turn Evil
11	+5	+3	+3	+7	Conversion
12	+6/+1	+4	+4	+8	Summon Miracle
13	+6/+1	+4	+4	+8	Bless
14	+7/+2	+4	+4	+9	Turn Evil
15	+7/+2	+5	+5	+9	
16	+8/+3	+5	+5	+10	Bless, Summon Miracle
17	+8/+3	+5	+5	+10	
18	+9/+4	+6	+6	+11	Turn Evil
19	+9/+4	+6	+6	+11	Bless
20	+10/+5	+6	+6	+12	Summon Miracle

he concocts a mixture that either heals 1d6 hit points when placed on a wound, or allows the user to feign death for 24 hours when consumed internally. The target appears to be dead by all means, and only a Heal check (DC 30 + the consumer's Cha modifier) will reveal positive signs of life. Concocting the potion is an extraordinary ability.

Summon Miracle: At 4th level a priest may attempt to use the Summon Miracle skill once per day. At 8th level and every four levels thereafter the priest may use the Summon Miracle skill one additional time per day.

Conversion: At 11th level the priest may attempt to convert someone of a different alignment. The priest may only attempt to use this ability once on any one target. After at least fifteen minutes of speaking with the target, the priest makes a Cha check and adds half his level. The target then must make a Will save DC equal to the priest's total. If the target fails, his alignment shifts one step from either neutral to lawful or good, or from evil or chaotic to neutral. This change in alignment lasts for a number of days equal to the priest's class level.

New Skill

Summon Miracle (Cha; Théan Priest Only)

You may use this skill to summon miracles in the most dire instances by praying to your deity. The number of times a priest may attempt a use of this skill each day is governed by your priest's level.

Check: If you have the Faith feat and have obtained 4th level as a priest you may attempt to summon a miracle as a standard action by praying to your patron deity (usually Theus). Select any one cleric spell and roll. The DC is equal to twice spell's level plus 10 (if the spell may be cast at multiple levels by different classes, use the highest level listed on the spell). Thus a ninth level spell would have a DC of 28. $(9 \times 2) + 10$. If successful the priest immediately casts the selected spell.

New Feat

Extra Miracle Summoning [General, Priest Only]

Your relationship with your patron deity is remarkable.

Prerequisites: Faith, Théan priest level 4.

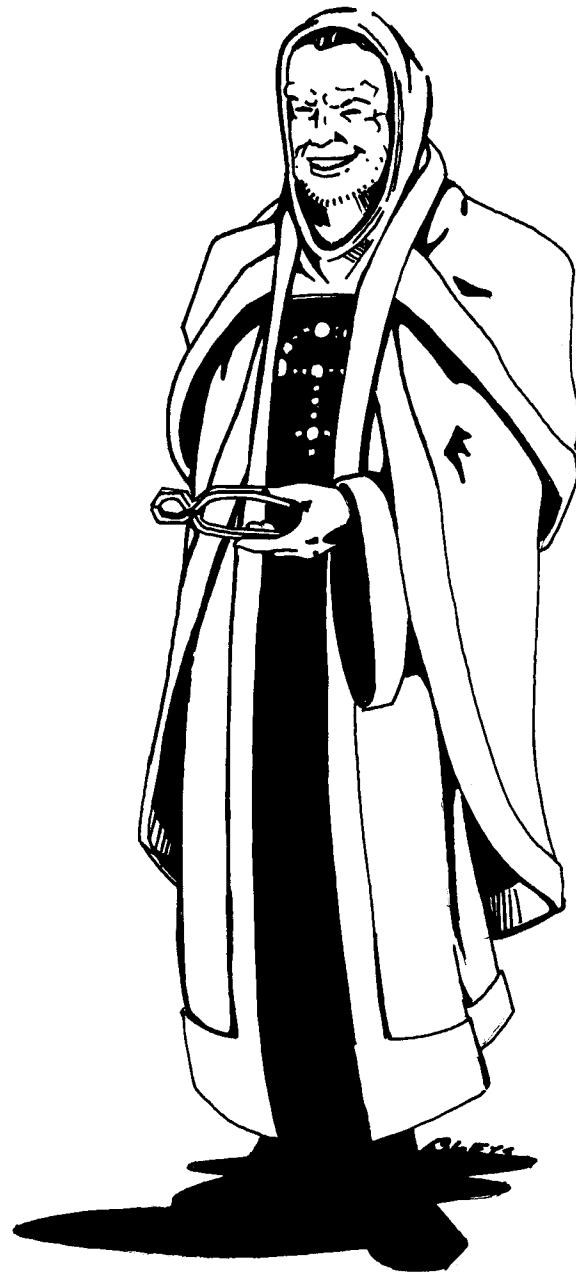
Benefit: You may attempt to summon an additional miracle each day.

Special: This feat may be taken multiple times, each time adding an additional attempt per day.

Knights of the Rose and Cross

The members of the Order of the Rose and Cross are not sorcerers and you will find yourself on the business end of a sword should any of them hear you hint at such a thing. Yet the greatest among them possess an ability which not even they are consciously aware of, one which would give even the greatest sorcerer pause. Founded in secrecy, the Order came to public notice in a dramatic gesture on 5 Octavus 1615 when across the land, 150 men of high birth, prestige and position put on a small silver pin decorated with a rose and a cross and declared themselves Knights of the Order.

Those within the Order know the truth about its origins, which reach back to the days of the Numan Empire, the First Prophet and the dreadful Bargain. Sixteen centuries ago, a group of men and women called the Fraternity of the Sword served the Emperor along with a rival faction known as the "Invisibles." The two groups became fierce rivals, even though they served the same cause. In the years following the Senators' Bargain, the Emperor's power declined, and Fraternity faded away until very few of the faithful remained. One brave soul named Frater Verginius sought out the Invisibles and proposed that the two groups form a new entity called "the Invisible Sword" to combat the "Enemy," the code word they used for sorcerers. Using their combined political positions they pledged to end all practice of the dark arts in Théah. Once again, it was their fate to be destroyed — this time as a result of betrayal by a Fate Witch to her husband. And once again, one brave soul remained.



A young monk named Guillaume found a journal of the Invisible Sword and vowed to restore the Order. His journeys took him far and wide to the Crescent Empire and possibly beyond. He died in the arms of his young apprentice, who would eventually be known as Verkündigen Rosenkreuz and who would, in time, meet the Third Prophet.

The story from here is clouded with more blood and more betrayal until 1118, when the Hierophant granted a Montaigne Crusader named Hughes Allais du Crieux the right to form the Holy Order of the Poor Knights of the Prophet. Following Rosenkreuz' teachings, these Knights pledged themselves to purity of both soul and flesh. For a time all was well until the Church decided that the power of this Order was a threat to its authority. Once again, virtue was hounded and destroyed by greed as knight after knight was burned at the stake for refusing to confess to sins they had not committed.

Not all of the Knights perished, however. Guarding the mystically uncorrupted body of Rosenkreuz, the survivors fled to the Highland Marches of Avalon where the Vaticine Church could not find them and began the rebuilding process once again. So it remained until 1615, when the "new" Order of the Rose and Cross took its place in the long succession of those who have pledged themselves to justice.

In many ways, the Rose and Cross are no different than any other order (though they are larger and more well-known). Through the dedication, perseverance, and unbending belief in the virtue of man, they have tapped into extraordinary abilities. In essence, the Knights of the Rose and Cross are a type of shaman, their powers springing from within their own soul. These powers are subtle: they lack the flash of sorcery and only careful observation could detect them. But through them, the Knights are able to pursue their noble creed and seek out justice for all mankind.

The Vow

All members of the Rose and Cross take three vows: (1) to protect those who cannot protect themselves; (2) to bring justice to the unjust; and (3) to serve the Order and those who wear its Seal. Upon taking the vow, the Master Knight holds a sword to the new member's throat and should he doubt the pledge for even a moment, he ends the initiate's life with a swift plunge of steel. Formal rules for taking the Vow can be found on page 147 of the *Swashbuckling Adventures* sourcebook.

Rose and Cross Lost Feats

The following feats represent the often-astounding abilities that dedicated Knights of the Rose and Cross possess. Though not attached to a formal class, they represent a form of shamanism.

Extended Endurance [General]

You can endure hard physical exertion as easily as the brawniest laborer.

Prerequisites: Membership (Rose and Cross), Con 13+.

Benefits: Whenever the character makes a check for performing a physical action that extends over a period of time (running, swimming, holding one's breath, and so on),

he receives a +4 competence bonus to the check. Additionally the character only requires a number of hours worth of sleep every night equal to eight minus his Constitution modifier (8 – Con Modifier) to be fully rested.

Feign Death [General]

You may appear to be dead, even when you are not.

Prerequisites: Membership (Rose and Cross), Bluff 4 ranks, Concentration 4 ranks.

Benefits: When you are lying prone you may make a Bluff check to slow all your vital signs to the point of arrest. This is considered a move-equivalent action. Anyone examining your body to check for life requires a Spot or Search check (DC equal to your Bluff check).

Healing Meditation [General]

By entering a trance you may heal yourself of minor injuries.

Prerequisites: Membership (Rose and Cross), Concentration 4 ranks.

Benefits: By taking a full-round action and making a Concentration check (DC 20) you may heal yourself of 1 hit point. You may use this ability any number of times per day. If you roll a natural 1 or 2 on the check you may not use this ability again until the next day.

Heighten Senses [General]

Your senses are heightened to an extraordinary degree, and work very well in conjunction with each other.

Prerequisites: Membership (Rose and Cross).

Benefits: You add half of your ranks in the Listen skill to your Spot checks, and half of your ranks in the Spot skill to your Listen checks as synergy bonuses.

Hold Breath [General]

You are adept at holding your breath for extended periods of time.

Prerequisites: Membership (Rose and Cross), Str 13+.

Benefits: You can hold your breath for additional number of rounds equal to your Strength modifier before suffering the effects of drowning (see *DUNGEON MASTER'S Guide™*).

Ignore Heat and Cold [General]

You can more easily resist extremes in temperature.

Prerequisites: Membership (Rose and Cross).

Benefits: When you fail a check or save for being in extreme cold or extreme heat (relating to natural weather conditions, not special attacks or spells) you may reroll the die and you keep the better result (if the DM decides that there are levels of failure). You may use this effect once every 10 minutes. Additionally you receive a +1 competence bonus to your Fort saves.

Ignore Pain [General]

You have a higher tolerance for pain than most people.

Prerequisites: Membership (Rose and Cross).

Benefits: When you are reduced to 0 hit points or lower, you may continue to act until you fall dead. You will still need to be stabilized or continue to lose 1 hit point per turn, but you will be able to act as normal.

Raging Attack [General]

You have can harness the energy within yourself into devastating attacks.

Prerequisites: Membership (Rose and Cross).

Benefits: Before you take a full attack action you may declare that you are using this feat. You lose all of your dodge bonuses and your Dexterity modifier to your Armor Class until next round (which draws an attack of opportunity if applicable). You may then make your full attack. Any attacks that strike their target do an additional amount of damage equal to your Dexterity modifier plus any other dodge bonuses that you forfeited.

Resist Sleep [General]

You are adept at staying awake for extended periods of time.

Prerequisites: Membership (Rose and Cross).

Benefits: You may automatically stay awake for an additional number of days equal to your Constitution modifier + 1 without having to make any checks or saves. You may not use this ability again until you have slept for an amount of time equal to half of the time you stayed awake. Additionally you gain a +2 save versus magic effects that will cause you to fall asleep.

Total Focus [General]

You are adept at making focused strikes against your opponents.

Prerequisites: Membership (Rose and Cross), Power Attack.

Benefits: When you use your Power Attack feat you may add your Intelligence modifier to the damage inflicted with the blow. You may use this ability a number of times per day equal to your Intelligence modifier.

Blood Scientist

"If it can be reasoned, it must be true."

— The First Prophet

Théah contains a few other forms of magic, which are neither sorcery nor shamanism. The most prominent of them is Nacht magic, which is granted through the use of certain magic items held by the order of die Kreuzritter. Another is Blood Science, a sinister form of alchemy practiced by certain members of the Invisible College

Reason says that if something is possible, there must be something else that makes it possible. This is true for every phenomena, even sorcery. The common man will undoubtedly shrug and say "ah well, it's magic," but for scientists — particularly the members of the Invisible College — that answer simply will not do. By following the four rules of scientific study — Hypothesis, Theory, Experimentation and Proof — many of these scholars study sorcery in hopes of understanding the rules governing arcane practices. Perhaps one day they will discern the intrinsic laws of sorcery itself. Some in the College believe that sorcery is not a violation of natural law, but rather the logical progression of natural laws that are simply not yet understood. Once these laws are known, they reason, they may be able to fathom the reason for the Prophets' warnings against sorcery and end the threat it represents without resorting to genocide.

A Brief History of the Invisible College

The history of the Invisible College is less than 100 years old, beginning officially with the founding of the Royal Fraternity of Scientific Minds in 1620. But the seeds lie buried under some 1,200 years of history, reaching back to AV 400 with the appearance of a horrendous disease known as the White Plague. Despite its virulence, the plague came and went mysteriously without leaving any clue as to its origin. Six hundred years later, it reappeared and this time it lasted for a horrific four hundred years, consuming more than a third of the populace before vanishing as suddenly as it came. The Third Prophet declared it to be divine retribution for the sin of sorcery and set the considerable resources of the Church to discovering everything it could. Despite the best efforts of the brightest physicians in the land, the disease reappeared twice more, in 1347 and 1386. It would take another 300 years before anyone was able to discern a pattern.

With the dawn of the 17th century came a reawakening of scholarship. In 1620 Jeremy Cook founded the Royal Fraternity of Scientific Minds in Avalon; soon scholars all over western Théah were swept up in the quest for knowledge. Over and above their regular studies, certain members of the College set about working on "special projects" that required more secrecy than usual. The elite corps of scientists involved in such studies dubbed their subjects "Mysteries" and to date there are five of them; the Fifth being the study of Blood Science.

Unfortunately, the rise of the Inquisition forced the College underground. Cardinal Verdugo and his thugs viewed scientific knowledge as blasphemy, and actively persecuted those who pursued it. They successfully assassinated Jeremy Cook in 1662 and nearly killed Alvara Arciniega a few years later. The Fraternity endured, however. Their chapterhouse in the Avalon city of Luthon still stands, despite several veiled assaults against it, and its membership maintains a precious web of contacts for spreading scientific knowledge. They remain hidden in the shadows, performing experiments in secret and working to thwart the efforts of the Inquisition. Now known as the Invisible College, they spread their discoveries quietly along a "Chain of Knowledge," publicly releasing their findings when they believe the world is ready. Their quest is perilous — Verdugo is an implacable foe — but they consider their cause well-worth fighting for. Human knowledge will continue to expand... whether the Inquisition approves or not.

Led by Alvara Arciniega, the man responsible for gathering more scientific knowledge about sorcery than anyone else in Théah, a few scholars in the College seek answers beyond what they can learn from books. Arciniega first hit upon the brilliant notion that all sorceries have common links, and managed to isolate certain compounds which are passed through sorcerous families in the blood. Working with the blood of sorcerers by combining ancient alchemical lore and

modern science, Arciniega has created “extracts” that have been distilled, processed and refined by a process he calls “rendering.” Removing gross biological materials concentrates the physical traces of sorcery into a single elixir. More impressively, these extracts can be mixed to create potions of even greater power, which Arciniega whimsically calls “cordials.” They are more potent than even the mightiest individual sorcerer.

This rendering should not be mistaken for a purely chemical process; the raw blood produces no measurable effects. Mere boiling or evaporation of the blood also has no beneficial result. Only an alchemical reaction can concentrate the sovereign properties sufficiently and bring them to the fore. Once Arciniega and his colleagues developed the basic principle of extraction, the possibilities of their “Blood Science” seemed limitless.

Many of Arciniega’s colleagues have doubts about Blood Science, however, and for more than its questionable merits. To advance studies, Arciniega requires human test subjects, and dark rumors swirl about the methods used to acquire them. Although the Invisible College has occasionally resorted to unpleasant methods to protect humanity from dangerous knowledge, waylaying or kidnapping nobles for their empowered blood is another matter entirely. There are even frightening hints that some Blood Scientists kidnap the homeless and unwanted, forcing untested extracts and cordials upon them. Arciniega himself has expressed concerns about such methods and often exhorts his colleagues to use only the most ethical means in their studies.

It is not difficult to deduce the reasons for such villainous activities. While there is no question about the power of Blood Science, it often exhibits dangerous side effects, ranging from the unpleasant to the horrifically lethal. Botched extracts have produced dangerous fevers, limb-twisting spasms and even fits of madness that kill the subject. Many Blood Scientists try to eliminate these side effects, but it is a difficult process. Given the dangers, less ethical scientists often downplay (or fail to mention) the risks of testing extracts and cordials, or resort to extracting blood from unwilling subjects.

While some sorcerers are willing to make occasional blood donations for science, such patrons are too few to explain the Blood Scientists’ wealth of resources. A more altruistic explanation holds that Arciniega maintains a clinic for exiled *El Fuego Adentro* sorcerers, exchanging blood samples for access to much-needed medicine. For obvious reasons, most members of the Invisible College would rather not risk the danger to both the brave clinic workers and the sorcerers themselves, and thus prefer to leave the story unverified. The truth is probably far less noble. Some tales speak of an entire network of “Harvesters” who seduce sorcerers into a vulnerable state, then rob them of their blood for experiments. The most frightening rumor, though, holds that some patrons of Blood Science, addicted to their extracts, actually helped foster the Montaigne Revolution in the hopes of gaining sorcererous blood from executed nobles.

Regardless of the methods or the ultimate ends, the dangers of Blood Science are beyond dispute. Many Invisible College members still belong to the Vaticine Church, and the warnings of the Prophets weigh heavily upon them. Why was sorcery condemned by all three Prophets? Does the use of Blood Science constitute as great a sin as “normal” sorcery? Although some wonder whether all

forms of sorcery are equally forbidden, there is no question that something terrible lies beyond the natural world of Théah. If the Blood Scientists continue to experiment without regard for the consequences, they might ultimately cause far more harm than the Inquisition ever could.

Game Rule Information

Alignment: Any (*Note:* Since Blood Scientists favor science and science is almost always rigidly lawful, lawful alignments are both suggested and preferred. However, given their varied motivations, some Blood Scientists may be less than lawfully inclined.)

Hit Dice: d8.

Requirements

To become a Blood Scientist, a character must fulfill the following criteria:

Special: Membership in the Invisible College.

Skills: Alchemy 10 ranks, Knowledge (biology) 10 ranks, Knowledge (any other) 10 ranks, Heal 10 ranks.

Note: Because Blood Science is such a new medium, few members of this class exist... at least in Théah. The rules are presented in order to develop Blood Scientists in other campaigns, or to allow PCs the opportunity to advance Arciniega’s theories beyond even his capacity.

Class Skills

The Blood Scientist’s class skills (and the key ability for each skill) are Alchemy (Int), Appraise (Int), Craft (Int), Diplomacy (Cha), Gather Information (Cha), Heal (Wis), Knowledge (Int), Listen (Wis), Profession (Wis), Scry (Int), Search (Int), and Sense Motive (Wis). *See the Player’s Handbook™ for skill descriptions.*

Skill Points at Each Additional Level: 4 + Int modifier.

Class Features

The following are class features of the Blood Scientist:

Weapon and Armor Proficiency: A Blood Scientist is proficient with all simple weapons. He or she is not proficient in the use of armor, shields or fencing equipment such as bucklers, etc.

Knack: At 1st level and at every level thereafter, a Blood Scientist can select a number of knacks (the exact number is listed in parenthesis after the knack entry.) These knacks represent mixtures and cordials the Scientist has learned to brew, or arcane knowledge he has gleaned from his studies. They must be selected from the Blood Science knack list, and the level of available knacks depends upon the character’s class level (listed in the Knack Table.) The character may select his knacks from any level available to him. The total number of knacks per day the character can use is listed in the Knack Progression Table. Wisdom determines the maximum knack level the Scientist can access, along with the DC of the knacks he uses. To use a knack, a Blood Scientist must have a Wisdom score of 10 + the knack’s level. The Scientist gains bonus knacks based on his Wisdom score, and the DC necessary to resist his knacks equals 10 + the spell’s level + the caster’s Wisdom modifier.

Bachelor: At 1st level, the character is a Bachelor of Blood Science, newly trained in its secrets. He may select one of the following abilities: Fast Healing 2 (*see the DUNGEON MASTER’S Guide™*), Damage Reduction 1/–, or any one knack.

Extracts: Producing an extract requires a quantity of blood from a sorcerer. Draining enough blood to create one extract deals one point of temporary Constitution damage to the victim. Normally, a victim can only be drained of half of his Constitution per day. However, killing and completely draining a sorcerer yields enough blood to create a number of extracts equal his entire Constitution. Practical realities usually prevent such wholesale exsanguinations (among other reasons, it destroys an otherwise renewable resource), so most Blood Scientists prefer partial draining. Reducing the blood to a usable state (“rendering”) requires a fully stocked alchemist’s lab (see the *Player’s Handbook*™) and a full day’s efforts by a Blood Scientist. Each extract produced requires the expenditure of 100 experience points (to infuse the blood with power), and an alchemy check (DC 10). Only the blood from one person may be used (no mixed blood from multiple people.) Note that the blood is ruined if the alchemy check fails.

Each type of extract has a unique appearance, and may be easily be discerned by a Blood Scientist. The blood of twice-blooded donors (those with two sorts of sorcery in their veins) is very difficult to process and has a 95% chance of being rendered useless during the procedure. The blood of non-sorcerers (with certain rare exceptions noted below) produces nothing but a big mess.

Each extract weighs half a pint per dose, and may be imbibed like a potion. It may also be combined with other extracts to create a cordial. The effects of drinking an extract depend on the type of sorcery the original donor possessed. Sorcerers gain no additional benefits from imbibing either extracts or cordials, though the liquids have the same effect on them as anyone else). The entire extract must be consumed for the abilities to take effect.

- **Glamour:** This glittering gold liquid improves the imbiber’s appearance and provides a +2 competence bonus to Cha checks in social situations until the next sunrise or sunset. An imbiber may only be affected by one Glamour extract at a time.
- **El Fuego Adentro:** This fiery orange liquid causes immunity to fire and heat-based damage until the next sunrise or sunset. Any equipment kept in close contact with the imbiber (such as worn clothing) is similarly rendered immune. This effect has thus far baffled Blood Scientists, though Arciniega suspects it may have something to do with a field generated by the imbiber.

TABLE 3-5: THE BLOOD SCIENTIST

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+0	+2	Bachelor, Extracts, Side Effects: 1-5, Knacks (3)
2	+1	+3	+1	+3	Knacks (2)
3	+2	+3	+1	+3	Brew Cordial, Side Effects: 1-4, Knack
4	+3	+4	+2	+4	Knacks (2)
5	+3	+4	+2	+4	Master, Side Effects: 1-3, Knack
6	+4	+5	+3	+5	Improved Brewing, Knack
7	+5	+5	+3	+5	Side Effects: 1-2, Knack
8	+6	+6	+4	+6	Knacks (2)
9	+6	+6	+4	+6	Doctor, Side Effects: 1, Efficient Brewing, Knack
10	+7	+7	+5	+7	Add Side Effect, Knacks (2)

TABLE 3-6: KNACKS PER LEVEL

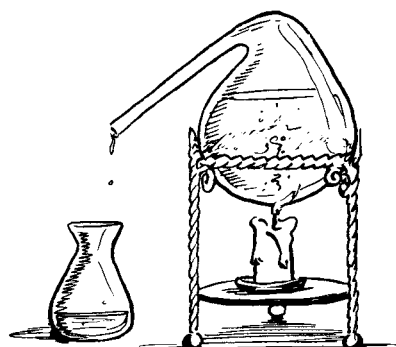
Character Level	Maximum Knack Level	Total Knacks Known
1	0	3
2	1	4
3	2	6
4	3	7
5	4	9
6	5	10
7	6	12
8	6	13
9	6	15
10	6	16

TABLE 3-7: KNACK PROGRESSION (KNACKS PER DAY)

Level	0	1	2	3	4	5	6
1	3	-	-	-	-	-	-
2	4	2	-	-	-	-	-
3	5	2	2	-	-	-	-
4	6	3	2	2	-	-	-
5	6	3	3	2	2	-	-
6	6	4	3	3	2	2	-
7	6	4	4	3	3	2	2
8	6	5	4	4	3	3	2
9	6	5	5	4	4	3	3
10	6	6	5	5	4	4	3

TABLE 3-8: EXTRACT/CORDIAL TABLE

Character Level	Extracts per Day	Cordials per Day
1	2	1
2	4	2
3	6	3
4	8	4
5	10	5
6	12	6
7	14	7
8	16	8
9	18	9
10	20	10



Thoughts on Blood Science: Ravenild Hibbot

Mistress Ravenild Hibbot is one of the Invisible College's foremost scholars. She made groundbreaking discoveries on everything from the inner workings of clocks to the basic structure of biological cells. In 1657, she became the first woman ever admitted into the Royal Fraternity of Scientific Minds. Although not a Blood Scientist herself, she conducted the first blood transfusion in Théan history, and Alvara Arciniega followed her theories during his initial founding of the discipline. Mistress Hibbot expounded upon Blood Science in a letter to a colleague, the pertinent portion of which is detailed below.

"Blood Science." Hmph. What a phrase! Well, it's half-right, anyway. It isn't any more "scientific" than using a reed to drink from the Graal, but it's enough, that's a certainty.

Now studying sorcery — *that's* a noble cause, without question. We need to know what it is and why it's supposedly so dangerous. Most of what people believe about sorcery comes from superstition or simple fear. The more we learn about sorcery's truths, the more we can replace ignorance with hard facts. This business of making "magic potions" out of a person's blood, though, there's no excuse for it. None. We have more than enough willing subjects for true study purposes, but if this nonsense about bottling sorcery doesn't stop, who knows the depths to which the College might sink?

Oh, I'm certain that there are plenty of practical applications for these extracts, and the cordials have endless possibilities. Mix this, match that, and you have a new way of making the air vomit blood. Very original, no doubt. Of course, science can always produce new and clever instruments of destruction. Does that mean we should make a deliberate effort to pursue such instruments? I don't think so.

We have many useful devices to aid us in our struggle against Vaticine-enforced ignorance. I'm certain that the possibility of wielding these... abilities... must be attractive to some. It can seem like an inequity that one person can fly or shoot lightning or twist fate while another cannot. Logically, however, my talent for mathematics is also an inequity. After all, few others possess such knowledge. Am I therefore "superior" to others who lack such "gifts?" Is it therefore just that some ambitious quack strap me to a table and drain the fluid around my brain in an attempt to become smarter? I think not.

I will concede that no knowledge is, in and of itself, evil. However, there is a great deal of questionable activity around this supposed Fifth Mystery, and I won't have any part of it. I maintain a great deal of respect for Arciniega's genius, to be sure, but I hope for all our sakes that his research remains above reproach. The last thing any of us needs is for the Inquisition to be proven right about him.

- **Porté:** The crimson liquid produces the ability to instantly teleport a short distance (several feet) away once during the next 24 hours. In game terms, the imbiber may add a +1d12 bonus to his AC for one round by disappearing and reappearing. Since he has no control over the direction of his "blink," he cannot use this ability for anything else. The ability fades away after twenty-four hours if it is not used.
- **Pyeryem:** This heavy brown liquid grants the ability to speak to and understand animals until the next sunrise or sunset. Animals with a strong sense of smell will be nervous and skittish around the imbiber for twenty-four hours after the extract is ingested.
- **Lærdom:** This pale yellow liquid immediately heals 3d8 wounds.
- **Sorte:** This inky black, bitter liquid immediately receives 3 +1d6 Luck Bonuses that may be used for any roll until sunset or sunrise. An imbiber may not drink more than one extract of this type in any twenty-four hour period.
- **Zerstörung:** This dark green liquid can be used as a grenade-like weapon (with a 5 ft. radius). Any non-living object that touches the liquid is dissolved as if it were struck with acid (4d4 damage to non-living objects only). Dracheneisen, Syrneath artifacts and other mystical materials are immune to this effect, as are certain high grades of glass which the Blood Scientists use to store the extract. This extract is quite rare in Théah; no one is quite certain where Arciniega acquired the blood to render it.

Brew Cordial: Starting at 3rd level, the scientist can combine certain extracts together to create cordials. This process takes one full-round action for each extract used in the cordial. The following are some of the known cordials. DMs can create others as they desire:

- **Daylen's Cordial:** A vial of inky black shot through with golden spikes, Daylen's cordial gifts the imbiber with a fool's luck. A character who drinks this gains 1d10 rounds of good fortune, during which time he may reroll a number of failed checks — skill checks, to-hit checks, damage checks, etc. — equal to 1d4. *Cost to Create:* 1 Glamour, 1 Sorte, + 100 XP.
- **Petrigal's Cordial:** This vile concoction appears to be a mass of thickening blood, and anyone who would actually drink such a mixture suffers a permanent –2 Str loss. If thrown, however, Petrigal's cordial explodes as a grenade-like weapon on impact, with a base damage of 5d6 and a 25 ft. radius. *Cost to Create:* 1 Porté, 1 Pyeryem, +100 XP.
- **Arciniega's Cordial:** This liquid glows a luminous yellow, and anyone who drinks it bursts into flames for 1d4 rounds. Strangely, this causes the imbiber no damage, but thereafter his barehanded strikes inflict normal damage, and an additional +1d6 points of damage. Anyone who the imbiber grapples, or who attempts to grapple him, suffers the effects of catching flame as though covered in alchemist's fire (see *DUNGEON MASTER'S Guide™*). *Cost to Create:* 1 El Fuego Adentro, 1 Lærdom, + 100 XP.

- **Magebane Cordial:** The only cordial spawned from the blood of non-sorcerers, the magebane cordial requires the blood of someone with the Miracle Worker feat. Any sorcerer who drinks it loses all of his sorcerous abilities for twenty-four hours thereafter. In non-Théan campaigns, wizards will lose their spellcasting period for the same amount of time. This cordial has no effect on divine spellcasters, or any non-sorcerer or non-wizard. *Cost to Create:* 1 extract of a Miracle Worker's blood, + 100 XP.
- **The Great Cordial:** The rarest and most potent cordial of all, only Arciniega himself has ever reported making this rainbow-colored fluid. The Great Cordial also represents the summit of the blood scientists' works, granting its imbiber absolute immortality for 5 rounds. During this time, nothing at all can cause him damage, and even massive damage effects heal instantly. After these 5 rounds, however, the drinker falls unconscious for twenty-four hours, during which time nothing can awaken him. *Cost to Create:* 1 of each sorcerous extract (including *Zerstörung*, if it exists; in its absence, DMs may substitute another rare chemical, such as ether), + 500 XP.

Side Effects: Blood Science remains new, its invention being within the lifetimes of most of its practitioners. While the alchemists who work its forbidden ways do their best to minimize side effects, the lack of properly refined experiments leads to uncontrollable, sometimes horrific reactions. Whenever a character consumes an extract or cordial, roll 1d20. On the result of 1–5 (or less with experience, to a minimum of 1; see Table 3-5), a side effect occurs. Roll 1d20 again, and consult Table 3-9: Side Effects.

Master: At 5th level, the character is a Master of Blood Science, well-versed in its ways. He may select one of the following abilities: Fast Healing 2 (which stacks with the Bachelor ability), Damage Reduction 1/– (which stacks with the Bachelor ability), 1 Blood Science knack (the Master must meet the knack's prerequisites.)

Improved Brewing: Starting at 6th level, Blood Scientists can detect when their concoctions are flawed and attempt to correct the impurities. Whenever it is determined that a cordial is flawed with a side effect, the Blood Scientist may make an Alchemy check (DC 20) as a standard action to realize the danger. If the first check is successful, he may make a second Alchemy check (DC 25) to determine the precise nature of the flaw. Regardless of whether the second check is successful, he may (if the first check is successful) labor for 1 additional hour to change the side effect. He may raise or lower the side effect by one category. This feature may only be used once per extract or cordial.

Doctor: At 9th level, the character is a Doctor of Blood Science, a true master of the medium's secrets. He may select one of the following abilities: Fast Healing 3 (which stacks with the Bachelor and Master abilities), Damage Reduction 2/– (which stacks with the Bachelor and Master abilities), 2 Blood Science knacks (the Doctor must meet the knack's prerequisites.)

Efficient Brewing: Starting at 9th level, the Blood Scientist can more efficiently produce cordials. When creating a cordial, the Blood Scientist needs only spend half the listed number of experience points.

Add Side Effect: Starting at 10th level, a Blood Scientist becomes a true master of the art of cordial creation. Whenever he brews a cordial, if he so desires, he may select a side effect to add to his creation, instead of rolling to determine if a side effect is added. The feature is automatically used whenever the Blood Scientist brews a cordial.

Blood Scientist Knacks

Note: All Blood Science knacks are essentially spell-like abilities. However, they work by scientifically altering the internal blood chemistry of the target in some way, not by "magic." Blood Scientists must use an alchemical kit and/or



apply some sort of specific chemical mixture to the subject. Unless otherwise stated, these tools replace any material components necessary for the effect. In addition, all verbal components are waived. Somatic components are assumed to be the Blood Scientist's pokes, prods, and examinations of the target. Unless otherwise noted in the knack's description, the knack is not accompanied by any visual signs; the effects are essentially invisible. Blood Scientists are not considered spellcasters in the classic sense of the term.

0 Level

- Cure Minor Wounds.** Cures 1 point of damage.
Detect Illness. Detects illness of disease in one creature or small object. (See page 86.)
Detect Poison. Detects poison in one creature or small object.
Inflict Minor Wounds. Touch attack, 1 point of damage.
Purify Food and Drink. Purifies 1 cu. ft./level of food or water.
Resist Poison. +2 to all saves vs. poison. (See page 90.)

1st Level

- Cure Light Wounds.** Cures 1d8 +1/level damage (max +5).
Inflict Light Wounds. Touch attack, 1d8 +1/level damage (max +5).

- Endure Illness.** +4 to all saves vs. disease. (See page 87.)
Endure Poison. +4 to all saves vs. poison. (See page 87.)

2nd Level

- Cure Moderate Wounds.** Cures 2d8 +1/level damage (max +10).
Delay Poison. Stops poison from harming subject for 1 hour/level.
Inflict Moderate Wounds. Touch attack, 2d8 +1/level damage (max +10).
Bull's Strength. Subject gains 1d4+1 Str for 1 hour/level.
Cat's Grace. Subject gains 1d4+1 Dex for 1 hour/level.
Endurance. Subject gains 1d4+1 Con for 1 hour/level.

3rd Level

- Cure Serious Wounds.** Cures 3d8 +1/level damage (max +15).
Inflict Serious Wounds. Touch attack, 3d8 +1/level damage (max +15).
Remove Disease. Cures all diseases affecting subject.
Blindness/Deafness. Makes subject blind or deaf.
Contagion. Infects subject with chosen disease.
Remove Blindness/Deafness. Cures normal or magical conditions.

TABLE 3-9: SIDE EFFECTS

Die Roll	Effect
1–2:	<i>Madness!</i> The formula reacts catastrophically with the drinker's system, forcing a rare form of blood fever (incubation of 1 round) that drives him into a frothing frenzy. His Str and Con both increase permanently by 4 each, while he permanently loses 12 from each of his Int, Wis, and Cha abilities (to a minimum of 3). The character goes berserk, attacking everything in sight. Each hour, the concoction deals 1d12 damage to the subject, until he is reduced to 0 or fewer points. At this time, the victim falls into a fitful slumber, and begins internal bleeding (1 hit point lost a round unless stabilized; continue making stabilization checks even after a successful one, with a failure renewing the blood loss). The process is irreversible. Fortunately, the earliest incidents of this side effect almost never occur anymore, and it is all but unheard of for a subject to continue his frenzy after his vital signs fail.
3–4:	<i>Tremors.</i> At first, the formula apparently works the way it should, and the drinker notices nothing out of the ordinary. After the formula's effects have run their course, however, the rigors of the tainted mixture wreak havoc with his metabolism. Tremors and muscle spasms wrack the user's body, leading to 6 points of temporary Str loss (min. 3), 2 points of permanent Str drain (no save). The temporary Str loss ends only if the character remains completely bed-ridden for 1d12 days.
5–6:	<i>Poison.</i> The imbiber suffers 1d10 points of temporary Con damage, which returns at the rate of 1 point per day of total rest and relaxation.
7–8:	<i>Swollen Joints.</i> The drinker suffers permanent damage to his joints and tendons, a condition easily confused with arthritis. He suffers 6 points of temporary Dex damage (min. 3), and 2 points of permanent Dex drain. The temporary Dex loss ends only if the character remains completely bed-ridden for 1d12 days.
9–10:	<i>Poison.</i> The concoction has turned virulently toxic, dealing 1d10 points of temporary Con damage upon drinking and then again 1 minute later. The lost Con returns at 1 point per day of total rest and relaxation.
11–12:	<i>Forgetfulness.</i> The formula leaves the drinker in a euphoric state, crippling his mind. He suffers 10 points of temporary Int damage, which heals after 1d12 days of total bed rest (which may be difficult, given the character's weaker state of mind).
13–14:	<i>Coma.</i> After the formula's effects end, the user drops into a coma on the spot. He will remain comatose for 1d10 weeks, barring Sorté use.
15–16:	<i>Fever.</i> After the formula's effects end, the user's body grows intensely feverish. After one hour, he suffers a –4 Con penalty; after another, he suffers a –4 Str penalty. Should either effect reduce an ability to 0 or below, he dies of delirium. Otherwise, the effects last for 1d10 days.
17–18:	<i>High Fevers.</i> As the formula takes hold, a terrible fever grips the character. After half an hour, he suffers a –4 penalty to his Con; this penalty increases to –8 half an hour later. During the next hour, he suffers a –4 penalty to his Str, which increases to –8 in another hour. Should either ability drop to 0 or below, the character dies of delirium within the hour. Otherwise, the fever breaks in 4 x (1d4) hours of ingestion of the formula. Otherwise, the formula's effects play out as normal.
19–20:	<i>Fits.</i> The formula is only just a little off, but far enough that the drinker cannot properly digest it. The drink remains in his system for the rest of his life, permanently reducing Cha by 4 and Wis by 2. Additionally, the drinker remains twitchy and nervous for his remaining years.

4th Level

Cure Critical Wounds. Cures 4d8 +1/level damage (max +20).

Inflict Critical Wounds. Touch attack, 4d8 +1/level damage (max +20).

Ignore Injury. Gains damage reduction 10/- +1/- per level. (See page 90.)

Neutralize Poison. Detoxifies venom in or on subject.

Poison. Touch deals 1d10 Con damage, repeats in 1 min.

5th Level

Healing Circle. Cures 1d8 +1 level of damage in all directions.

Slay Living. Touch attack kills subject.

6th Level

Create Fog. Acidic fog causes 1d8 points of damage per caster level. (See page 86.)

Invisible College Inventor

Not every member of the Invisible College pursues such grisly ends as the Blood Scientists. Indeed, there are many inventors within their ranks who spend their days dreaming up wondrous creations the likes of which Théah has never seen. The Invisible College puts many of these contraptions to use in the war against the Inquisition, and they have found their way into the hands of honorable men and women all over the continent. Their creations are purely scientific — there is no sorcery or shamanism involved at all — though their belief in their abilities may eventually evolve into a form of shamanism. They are included here as an alternative to magic items in campaigns where magic doesn't exist, or where magic and science work side-by-side.

Game Rule Information

Alignment: Any (Note: Because science is almost always rigidly lawful, lawful alignments are both suggested and preferred. However, given their varied motivations, some practitioners may indeed be somewhat less than lawfully inclined.)

Hit Dice: d8.

Requirements

To become a Invisible College Inventor, a character must fulfill the following criteria:

Special: Membership in the Invisible College. (DMs may choose to waive this requirement in non-Théah campaigns, or replace it with a requirement specific to the setting.)

Skills: Knowledge (Arcana) 8 ranks, Knowledge (any other) 8 ranks.

Class Skills

The inventor's class skills (and the key ability for each skill) are Alchemy (Int), Appraise (Int), Bluff (Cha), Craft (Int),

Diplomacy (Cha), Disable Device (Dex), Gather Information (Cha), Heal (Wis), Knowledge (Int), Listen (Wis), Profession (Wis), Ride (Dex), Search (Int), Sense Motive (Wis), and Wilderness Lord (Wis). See the *Player's Handbook* for skill descriptions.

Skill points at each additional level: 6 + Int modifier.

Class Features

The following are class features of the Invisible College inventor.

Weapon and Armor Proficiency: An Invisible College inventor is proficient with all simple weapons, but not the use of armor, shields or fencing equipment such as bucklers, etc.

Leap of Logic: Starting at 1st level, inventors can make staggering intellectual leaps. An inventor may make a number of leaps of logic when conceiving, designing, or constructing inventions without suffering any penalty or paying any experience points. The number after the class feature name refers to the number of logic checks the inventor can make on any step of the invention process (see pages 80–81).

Logic Check: Whenever an inventor wishes to make a leap of logic, he must make a logic check. The Logic DC is equal to the DC for the relevant step in the invention process. (see pages 80–81) To make a logic check, the inventor rolls 1d20 and adds his inventor class level and Intelligence modifier.

Leaps of Logic: Nothing is invented in a vacuum. They usually come about through a series of intermediate steps or are based on previous discoveries which paved the way for their innovation. Modern artillery pieces, for example, could not be developed without calculus, and the light bulb would never have been created had someone not first conceived of harnessing electricity. Players, however, may not be that patient, especially with four hundred years of human progress between them and the era in which they are playing. If an inventor wishes to skip an important step in the process of creation (for example, to create rubber tires without first creating vulcanized rubber), it requires a leap of logic. Obviously, the task becomes more difficult (as shown on the *Conception, Design, and Construction Tables* on page 81) and normally requires the expenditure of an additional 100 experience points during the Conception check. The DM may assign one leap of logic for each step he feels is being skipped in the invention's creation, incurring the penalty for each. These penalties are incurred whenever such a leap is made without using the leap of logic class feature.

Spark of Genius: Starting at 3rd level, the inventor has honed his or her inspirational skills to the point of true genius. Whenever an inventor makes an invention roll he may reroll the die on certain results (20 at 3rd level, 19–20 at 4th level, and 18–20 at 5th level) and add the result to the previous roll.

Invention: You may use the Invention rules on the next few pages to invent objects, gadgets and contraptions.

TABLE 3-10: THE INVISIBLE COLLEGE INVENTOR

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+1	+1	+3	Leap of Logic: 1, Invention
2	+1	+1	+1	+3	Leap of Logic: 2, Experience Point Reduction
3	+2	+2	+2	+4	Leap of Logic: 3, Spark of Genius: 20
4	+3	+2	+2	+4	Leap of Logic: 4, Spark of Genius: 19–20
5	+3	+3	+3	+5	Leap of Logic: 5, Spark of Genius: 18–20

Invention Checks

When you make an Invention check you add your Invention bonus to the total. During Invention rolls, if you roll a 20 (or whichever number is indicated by the Spark of Genius class feature), you may roll the d20 again, adding that roll to the previous. There is no limit to the number of times that you re-roll (as a result of the Spark of Genius class feature) and add the new number to the previous total. Additionally, if you roll anything other than a 1, you may spend a number of experience points equal to your level times 100 to roll the die again. This will allow your character to conceive of a more complex idea. There is no limit to the number of times you may do this, however you may not spend experience points if the cost would drop your experience total below the minimum number required for your current level. If at anytime you roll a 1 you may not roll the d20 again.

Invention Rules

These rules are designed for inventors who wish to create new gadgets, whether they have real-world equivalents (the lightning rod) or are products of pure fancy (a rotating cannon). The process of inventing a gadget involves three steps: conception, design, and construction. Conception involves imagining a device or idea and defining how it will (or should) work. Design involves more specific planning: either drawing up detailed schematics for an invention, or writing down a theorem with as much accuracy as possible. Finally, the construction phase entails the inventor building a working prototype of the invention or gadget. Theorems (such as calculus, or physics equations) do not need to go through the construction phase

Step 1: Conception

Conception is the simplest part of the process. The inventor's player should write a brief description of the invention or theorem he has in mind, including an idea of how it will work in terms of game mechanics. The DM will then calculate a DC based on the conception modifiers, below. This process takes 1d6 rounds of game time. The character then spends 100 experience points and makes a Conception check (an Invention check + the inventor's ranks in the relevant skill). If the check fails, the experience points vanish to no effect, and the inventor must try again. If the check succeeds, the idea is sound, and the inventor can begin the design phase.

- The Base DC is 10.
- You gain no benefits for having more assistants than your Wisdom Modifier.
- No invention may be attempted if it can't be built even with today's technology, or if it requires a material currently unavailable (such as rubber or electrical power).
- The DM can automatically disallow any invention that he feels unbalances the game, or which he believes cannot be realistically created.

Example 1: The Blood Transfusion (1677)

The blood transfusion was invented on earth on or about the year 1677, which in Théah would increase the DC by +8 to 18. The DM decides, however, that Théans know enough about medicine to expedite the process (Ravenild Hibbot is already close to perfecting it), so no leaps of logic are necessary. However, blood transfusions were a vital development in the history of medicine, which adds another 10 to the DC, raising it to 28.

Example 2: The Lightning Rod (1752)

The lightning rod is a considerably more difficult invention. Not only is it some 83 years ahead of current Théan history, but it requires at least two significant leaps of logic to realize: the first to understand the nature of electricity, and the second to realize how it may be conducted. The DC would thus be 10 + 83 (the difference in years) + 20 (10 for each leap of logic) for a total of 113. The cost of attempting to conceive of the lightning rod would be 300 XP (100, plus 100 for each leap of logic).

Step 2: Design

Now that the inventor has an idea of what he wants to invent, he must have the skills to make it a reality. The DM now determines the appropriate skill for designing the gadget, referred to as the Primary skill, and then applies the pertinent Design modifiers, which follow. Once the DC is determined, the DM secretly makes a Primary skill check for the inventor, noting the total of the DC minus the result (referred to hereafter as the Design check). This check remains secret, the inventor has no idea whether he succeed or nor until he actually begins to build the device (or until his theorem is disproven). This process takes a number of weeks to complete equal to the DC divided by 5.

- The Base DC is 10.
- You may have no more assistants than your Wisdom modifier.

Example 1: The Blood Transfusion

Blood transfusions are fairly simple procedures, and don't require a lot of elaborate equipment (though the problem of blood types has not yet been tackled). The player decides that the device to facilitate it will be a little unwieldy (Medium-sized), and the DM decides that it should be very simple (Uncomplicated Complexity, without involving any unusual materials). The Primary skill involved will be Heal, since it entails a medical procedure. Making a secret Invention check (and adding the rank in the inventor's Heal skill) the DM gets a result of 35 and writes down -10 as the Design check for later. He tells the player that it took five weeks (25 divided by 5) to come up with a passable working design.

Example 2: The Lightning Rod

After a lot of work and some very lucky die rolls, the inventor makes his required DC. Now he has to design the lightning rod. The DM rules that the rod must be Large, and have an Uncomplicated Complexity, for a total of 20. However the two leaps of logic in the Conception stage bring the DC up to a total of 50. The DM rules that the skill Wilderness Lore is the most appropriate and makes the roll. He gets a 34, 16 less than the inventor needed. However, he does not inform the

player of this; he just gives him the time required to develop the design (ten weeks, or 50 divided by 5). He writes down +16 as the Design Check; the inventor will learn about the flaws in his work when the lightning rod is tested.

Step 3: Construction

In order to build the device, the inventor must assemble the proper materials and set time aside for construction. The DM must determine how many primary components the device requires (for example, a bicycle might require three components — a gear crank, a set of pedals, and a crossbar to steer). Each primary component must be built separately. The DM determines the DC for each using the Construction modifiers (found below), then assigns an appropriate skill, and finally makes a secret check (Invention check + ranks in appropriate skill) for each. If any check fails, the DM should make a note of it.

The cost of each component is set by the DM, but should be approximately $DC \times 1 G$, if the inventor builds it himself or has a friend build it, or $DC \times 2 G$ if a professional craftsman is required. He may increase or decrease the cost, depending on the particular circumstances. It takes a number of weeks equal to the DC divided by 10 to build each component, but they can be constructed simultaneously by different people.

Should any of the Construction checks fail, the DM may choose to have the resulting device malfunction when it is used. The results may range from simply failing to exploding and causing massive damage to the surrounding area, depending upon the complexity and potential danger of the device. The inventor is always welcome to begin the process again, and generous DMs might allow a +5 to +10 competence bonus to reflect what he has learned during the initial mishap.

- The Base DC is 10.
- You may have no more assistants than your Wisdom modifier.

Example 1: The Blood Transfusion

The only primary component a blood transfusion device requires is a pump to facilitate the flow of blood. The most pertinent skill involved is Profession: Glassblower, since glass tubing is required. The pump itself is a Forgiving, Medium Component making the finally DC of 25. The -15 Design check lowers that number to a 10. Normally, it would go down by another -10 since the pump is a modification of an existing device, but the DC can't be lowered below 10.

TABLE 3-11: CONCEPT TABLE

Modifier Name	Modifier Value
Invention/Theorem exists in our ("real") timeline	+1 / year in the future the invention/theorem was invented (Example: Théah's current date is 1669; an invention which appeared on Earth in the year 1676 would involve a +7 modifier)
Leap of Logic	+10 per leap (unless a successful Logic check is made)
Assistant with an Intelligence score equal to or greater than the inventor's	-2 per assistant
Invention was truly pivotal to the development of the modern world	+10
Other (DM's discretion)	Any (assigned by the DM)

TABLE 3-12: DESIGN TABLE

Modifier Name	Modifier Value
Size: Small (Handheld or smaller)	+20
Size: Medium (Handheld to two-handed)	+10
Size: Large (Two-handed to wagon-sized)	+5
Size: Enormous (Up to room-sized)	+10
Complexity: Very Complex (water clock, relativity)	+20
Complexity: Complex (wind-up toy, laws of motion)	+10
Complexity: Uncomplicated (carriage springs, bifocals)	+5
Rare or Expensive material used in construction (silver, gold, etc.)	-5 per material
Incredibly rare material used in construction (dracheneisen, etc.)	-10 per material
Assistant whose primary skill is equal to or greater than yours	-2 per assistant
Leap of Logic	+15 per leap (unless a successful Logic roll is made)

TABLE 3-13: CONSTRUCTION TABLE

Modifier Name	Modifier Value
Size: Small	+20
Size: Medium	+10
Size: Large	+5
Size: Enormous	+10
Delicacy: Very Delicate (a lens, a clock spring, etc.)	+20
Delicacy: Delicate (gun barrel, finely carved wood piece)	+10
Delicacy: Forgiving (steel bar, metal frame)	+5
Leap of Logic	+20
Assistant whose Primary Skill is equal to or greater than yours	-2 per leap (unless a Logic roll is successful)
Modification of an existing device	-10



The player easily make the roll, and the device works as planned, having cost 15 guilders or gold pieces (the DM increased the price since it involved glass) and 1 week to build.

Example 2: The Lightning Rod

A lightning rod is an exceedingly simple device, requiring only one primary component (the rod itself). It's a Large, Forgiving Component, which brings the DC to 20. However, the two leaps of logic add +40 to this. In addition, the +16 of the Design check brings the total to 76. Luckily, a rod can be considered a modification of an existing device, lowering the

DC to 66. The DM decides that Profession: Blacksmith is the primary skill and then makes the check. The result is a 37, well short. The inventor spends five weeks and 20 guilders on his work, only watch his lightning rod shatter into a thousand pieces the instant it is struck.

Modifying Existing Inventions

The process for modifying an existing device or theorem is the same as inventing an entirely new one. There are required no leaps of logic, and the inventor gains the -10 bonus as noted on the Construction table, but otherwise, the procedure is identical.

Sample Inventions

Below is a list of inventions which may be created — or perhaps have been created — through the use of the procedure above. At the DM's discretion, the player characters may have access to some of them, or perhaps even attempt to create them themselves. In most cases, only a few prototypes of these inventions exist; none of them are commonly available for sale.

Automatic Cooking Spit

Conception DC: 20

One of the College's more innovative creations, the automatic cooking spit rotates food over a flame on its own. Several fins along the ends of the spit catch the rising, heated air from the fire, and turn the meat; the hotter the fire, the faster it turns, ensuring cooked but unburnt food. This is a particular favorite of scientists on the run from the Inquisition, as it frees their time for more important duties.

Bicycle

Conception DC: 40

A single-speed, two-wheeled personal vehicle, the bicycle allows for quieter (if slower, especially over uneven or upward terrain) transport than a horse or carriage. The owner can disassemble and conceal it with relative ease. It is basically just a wooden board with a leather saddle, crossbar handles, two peddles, and a pulley chain to turn the rear wheel. It lacks a brake, and the rider must stop either by tapping the ground with his feet or gradually veering from side to side.

Riding the bicycle requires use of the Ride skill with all DCs increased by 5 (carrying more than 10 lbs. of articles causes the rider to suffer a further -10 penalty, -5 total to all Ride checks). The bicycle moves at a rate of 50 ft per turn, and a double move is possible. The rider may only turn 45 degrees (may not make 90 degree turns). To stop the bicycle you half the move of the previous turn (rounded down to in increments of 5 ft.) until it stops. If the rider attempts to stop more suddenly, he must make a Ref save (DC equal to the current movement speed) or tumble to the ground, taking 1d6 damage.

Diving Apparatus

Conception DC: 50 (1 leap of logic)

A pair of glass goggles, a watertight suit of leather, flipper-like shoes, webbed gloves, and a pair of wineskins full of air — these odd items combine to make not only a valuable piece of equipment for subaquatic studies, but also a potentially lethal form of sabotage. With proper training (the diver breathes in through the mouth and out through the nose to properly circulate the air in the wineskins), a man can remain underwater for 30 minutes (180 rounds) without needing to surface — plenty of time to cut nets or drill holes below the waterline. Movement in the device requires a Swim check, but all drowning rules are ignored as long as the suit's air supply holds out (or the wineskins are damaged, see the "Attacking an Object" section in the *Player's Handbook*™ for rules).

Encoding Device

Conception DC: 40

This clever contraption is a fully functional harpsichord with a slight modification: a hidden switch toggles the number of notes it plays, and a hidden press writes or encodes the ones it does not play. Using thin keys (often tin or wood),

a scientist may encode or read a dissertation from an overture, or a full book from an operatic score. Right-hand notes represent letters, while left-hand notes contain numbers, common words, and shorthand grammatical or mathematical symbols. Encoded documents must be written both musically and backward, due to the construction of the keys, requiring a Perform check of at least DC 15 to operate. The DM may increase the DC for more complicated messages.

Folding Furniture

Conception DC: 30

Dismissed as luxuries by many poorer scientists, folding furniture are godsend to others. They are designed to allow a comfortable seat and a stable writing position: tables and chairs with collapsible or hinged legs and struts. Once collapsed or opened, a series of locking nuts ensure that the furniture does not break under the strain of a man's weight. The table is two and a half by four feet, and collapses into a case half that size and a foot thick. The chair folds into a case two feet high and wide, with a mere six inches of thickness.

Mechanized Drum

Conception DC: 47

Almost certainly an Eisen invention, the mechanized drum works on a series of six drumsticks attached via cogs and gears to a pair of carriage wheels. As the wheels turn, the sticks strike at three large snare drums along the carriage, sounding out a cadence. The scientist may adjust the cogs to set a particular cadence, most commonly a steady beat, a fast beat, and a specialized beat designed by the scientist or his patron. Particularly complicated beats may require a Perform check, with a recommended DC of 10.

Multiple Barrel Artillery Pieces

Conception DC: 61 (1 leap of logic)

This device is a triplicate set of five small cannons mounted on an axle between two large wheels. An anchoring arm extends behind it, tapering into a spike that the gunner drives into the ground before firing the weapon (the better to limit

Real-Life Discovery Dates

Below is a brief list of historical scientific inventions, and the dates when they were produced. They should give you some sense of the technology of the era, and a means of devising modifier values for these rules. For those interested in learning more, we heartily recommend *Isaac Asimov's Chronology of Science and Discovery*, a first-rate reference guide on the course of human advancement.

Invention/Discovery	Historical Date
Calculus	1669
Weather Barometer	1672
Tourniquet	1674
The Speed of Light	1675
Pressure Cooker	1680
Thimble	1684
Steam Engine	1690
Binary Arithmetic	1703
Flintlock Machine Gun	1718
Ship's Chronometer	1728
The Flying Shuttle	1733

recoil). After the first volley fires, the gunner lifts a handle on the anchor, allowing him to roll the device forward and move the next row of cannons into firing position. A ratchet on the outer axle ensures that the wheels do not roll backwards during firing, but a turn of the handle allows free movement for repositioning. Each row of guns shares a common lighting point and measured fuses, allowing all five to fire almost simultaneously. Gunners load all three rows at once, then light the fuses as they roll the cannons into position.

The artillery consists solely of boarding cannons (anything else is too big), and due to their special arrangement, no more than two people may contribute actions towards loading each gun. Otherwise, they function just like the cannons (*the rules for which are located on page 92*). It takes 4 full actions for the next row of guns to be brought forward by the carriage's advancement.

Paddle Boots

Conception DC: 17

Though slightly thicker in the soles than most boots, paddle boots are otherwise nondescript until used. The wearer slides retractable fans out from the heels, locking them into place at the toes, then again from the other side of the boot. Hypothesized by a scientist familiar with the anatomy of aquatic amphibians, the increased swimming speed (double normal movement rate when swimming) more than makes up for soaked socks.

Parachute

Conception DC: 40 (+10 pivotal, 1 leap of logic)

A prototype at best, the parachute consists of a square frame of light wood, two bent poles connected to the corners of the frame and arching over it, a cloth sack, and straps to hold the payload in place. Due to the large space required to properly experiment with the device (as well as an imperfect understanding between payload weight and the size of the parachute) the working models that can thus far support up to 45 lbs. For purposes of determining falling damage, objects attached to a proper parachute (i.e., one large enough to handle their weight) are always considered to land on a yielding surface (the hardness of the item is considered to be doubled and the damage that "gets through" is halved).

Pontoon Bridge

Conception DC: 73 (1 leap of logic)

An innovation favored by General Montegue of Montaigne, this premade bridge consists of a series of wooden slats fitted to large, floating bladders. When lashed together, they can support the weight of fully laden troops and horses, then deflated and disassembled to fit into a wagon. The Bridge measures 15 ft. across and 10 ft. long for each pontoon when inflated; each pontoon requires two hours of work to inflate.

Porté Dampener

Conception DC: 15

The Inquisition is but one of many enemies of the Invisible College, and the late Empereur Leon had a habit of favoring those who endowed him with amusing knickknacks for his court. Many an unscrupulous patron, eager to ingratiate himself, secretly blooded a scientist's invention, stealing the device and taking credit for its discovery. In response, three Montaigne scientists made these locket: simple pieces of

jewelry consisting of nothing more than two tiny mirrors, and a single, miniature mirror ghost trapped between them. This easily transportable trinket snuffs out all Porté magic within a thirty-foot radius. Woe to the owner, however, if the device ever breaks and the mirror ghost escapes.

Rope Descending Device

Conception DC: 20

Not all devices emerge from either the desire for the betterment of humanity or the fear of Inquisition reprisal. The rope descending device is one such exception. Its inventor was quite popular at court, specifically with the ladies there. Consequently, he found himself constantly fleeing through bedroom windows ahead of irate husbands or lovers. Though originally passed off as a method of retracting a kites during windy days, his device allowed him to flee awkward situations at a dignified rate, and without cutting his hands. A wooden cylinder resembling an overlong walking stick, the device bears a telltale groove spiraling down its length, just wide enough to hold its rope. The bearer fits the rope into the groove, then encloses the whole cylinder in a wooden case with leather grips. This done, he secures one end of the rope, then descends as gently or quickly as the situation demands he must (the user may move down at a rate of 5 ft. a turn to a full fall, if not stopped). The device subtracts 10 from the DC of any Climb checks while it is used... provided that the climb in question involves travel downward, not upward.

Sword-Sharpening Scabbard

Conception DC: 21

A favorite of the swordsman-scientist, the sword-sharpening scabbard does precisely what its name suggests: due to whetstones placed within the scabbard, the every drawing or sheathing of the blade sharpens it, freeing the scientist from this tedious task (though the blade will still need oiling and cleaning). With an appropriately dramatic flourish, a swordsman can even cause sparks to light from his blade as he draws it (requiring the Weapon Finesse feat to execute properly)

Table Lamp

Conception DC: 28

A modified oil lamp, the table lamp is a glass ball of water containing a second globe which holds the actual oil lamp itself. A valve on the ball allows water to be drained or added, which intensifies or diminishes the light. Arciniaga has pioneered the use of dyes in the water as means of studying colored light, but to date this phenomenon has proven more pretty than practical. The lamp provides light in a radius of up to 45 ft., though it is awkward and cannot be easily carried.

APPENDIX:

New Spells and Errata

New Spells

This section describes the new spells (those not based on spells available in the *Players Handbook*™) which appear in the various class sections throughout this book. In Théah, these spells are strictly limited to the bloodline from which they spring. Only those who possess the proper sorcerous heritage may use them. In non-Théan campaigns, they may be used by whichever spellcasting class the DM sees fit.

Class Abbreviations: The following abbreviations are used for each sorcerous class: Blood (Blood Scientists' knacks), EFA (*El Fuego Adentro*), Glam (Glamour), L (Lærdom), Por (Porté), Py (Pyeryem), Scr (Scrying), Sha (Shamanism), Sor (Sorte), Zer (*Zerstörung*).

Acidic Touch

Level: Zer 2
Components: V, S
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 2 rounds + 1 round per level
Saving Throw: None
Spell Resistance: No

The mage's hands are surrounded by a bright green aura that seems to churn and bubble, as if it were a liquid. The mage's touch deals 1d6 points of acid damage, +1 for every 2 caster levels (i.e. 1d6 + 1 at level 2, 1d6 + 2 at level 4, 1d6 + 3 at level 6, etc.).

Additional Flame

Level: EFA 4
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./level)
Target: 1 fire
Duration: Concentration
Saving Throw: None
Spell Resistance: No

As a standard action the mage may attempt to take control of another flame by making a Concentration check (DC 12) to control and maintain the second flame. The mage may not have more than one additional flame active, but he may discontinue the support of a flame as a free action.

Aeloren's Fleshy Curse

Level: Zer 9
Components: V, S
Casting Time: 1 minute
Range: Touch
Target: Creature touched
Duration: Permanent
Saving Throw: None
Spell Resistance: No

The mage alters the very composition of his victim's mind and body, causing devastating physical and mental damage. The victim suffers 2d8 points of permanent ability drain from each of his Wis, Int, and Cha, counterbalanced by his Str, Dex, and Con which each permanently increase by 1d4 points. If any of the victim's ability scores are reduced to 0, he dies instantly.

Boiling Blood

Level: Zer 6
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: One creature
Duration: Concentration
Saving Throw: See text
Spell Resistance: No

This terrible spell was the delight of the von Drachens, who viewed its use by younger members as almost a coming of age. By concentrating on a living thing, the sorcerer unleashes his own malefic desires upon his victim. While the target at first only notices a sudden and terrible fever, the reality is far worse as his blood literally boils in his veins. Worse still, the ever-greater heat threatens to destroy the victim's circulatory system, and this secondary damage may kill the target sooner than the actual damage would with some victims exploding in a bloody miasma.

You may cause the target's blood to boil. The victim suffers 2d6 points of damage per round. Further, every round after the first, the victim suffers 1 point of temporary Con damage, unless a successful Fortitude save each round. If the victim's Con is reduced to 0, he dies and his body explodes in a bloody blossom of gore with the superheated blood dealing 1d10 points of damage to everyone within 10 ft. of the body. After a

victim is killed, the mage may choose to select a new target and continue concentrating. Selecting a new target requires a Concentration check (DC 20). If this check is unsuccessful, then the spell ends immediately.

Corrosive Touch

Level: Zer 0
Components: V, S
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 1 round
Saving Throw: None
Spell Resistance: No

The mage's hands are surrounded by a flickering, pale green aura that makes their very touch corrosive in nature. The touch deals 1d4 points of acid damage to any organic material it contacts.

Create Fog (Acid/Chemical)

Level: Blood 6
Components: S, M
Casting Time: 1 round
Range: Medium (100 ft. + 5 ft. /2 levels)
Effect: Two 10 ft. cubes per level
Duration: 1d6 rounds + 1 round per level
Saving Throw: None
Spell Resistance: No

The most dangerous expression of the Scientist's newfound powers over the human body, he can now use his knowledge to alter the very lifeblood of others. Combining with air, the new alchemical mixture turns both gaseous and acid-based, almost eagerly devouring anything in its midst.

You may cause blood (from wounds, blood spilt on the ground, etc.) to boil and turn into a highly acidic fog. The fumes prove deadly to living things, killing exposed vegetation (grass and small plants succumb in 2 rounds, bushes/shrubs in 3 rounds, small trees in 7 rounds, and large trees in 1 turn). Any creatures caught within the fog suffer 1d8 points of damage per caster level as long as they remain. Movement through the fog is reduced to 1 foot per round, and visibility is reduced to 5 feet.

Note: Use of this knack requires at least one pint of blood.

Detect Illness

Level: Blood 0
Components: S, M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft. /2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

As the Scientist's studies progress, he gains new insights into how not only his own body works, but the functions of others' anatomy. With a glance and some slight calculations, he can formulate a diagnosis on a patient in moments rather than hours or days, the better to save the subject's life... or take advantage of his condition.

Use of this knack will determine whether a creature is currently infected with any illnesses or diseases. You can



determine the exact type of disease with a Wisdom check (DC 20). A character with the Heal skill may try a Heal check (DC 20) if the Wisdom check fails, or he may try the Heal check prior to the Wisdom check.

Doomgrasp

Level: Zer 7
Components: V, S
Casting Time: 1 round (or more; *see text*)
Range: Touch
Target: Creature touched
Duration: 5 rounds + 1 round / 2 levels
Saving Throw: None
Spell Resistance: No

The mage's hands are surrounded by flickering black and blue flames. His touch deals 2d12 points of negative energy damage and deals 1d2 points of permanent Con drain. For every full round spent casting the spell, the damage increases by +1d12 and +1d2 points of Con.

Endure Illness

Level: Blood 1
Components: S, M
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 round per level
Saving Throw: None
Spell Resistance: No

Unlike the similar *endure poison* knack, *endure illness* represents a more active defense on behalf of the scientist. Strengthening his own immune system while forcing it into an almost unhealthy level of aggression, the scientist can overcome even the White Plague, albeit less often than he can simply experience lesser attacks of it.

You gain a +4 to all saving throws made to resist or avoid the effects of disease. In addition, the initial and secondary effects of diseases are reduced by half (unless they were incurred prior to using this knack).

Endure Poison

Level: Blood 2
Components: S, M
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 round per level
Saving Throw: None
Spell Resistance: No

A more advanced version of *resist poison*, this knack represents a greater control and understanding of the body processes. You gain a +4 to all saving throws made to avoid the effects of poison. Also, the initial and secondary effects of poison are reduced by half (unless they were incurred prior to using this knack).

Extinguish

Level: EFA 3
Components: V, S
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)

Target: Target non-magical fire (*see text*)
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

As a move equivalent action the mage may make an *El Fuego Adentro* check to extinguish a fire burning within a single 5 ft. by 5 ft. area. The DC of the check has a base of 10, and the mage may target wider area by raising the DC by 5 for each additional 5 ft. by 5 ft. area he wishes to affect. There is no limit to the size of the area that the mage may target. Magical fire is immune to this spell.

Feed

Level: EFA 1
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: 1 fire or flame per 3 levels
Duration: Concentration
Saving Throw: None
Spell Resistance: No

When a fire cannot be fed with flammable material, the *El Fuego Adentro* mage may feed it with his own life force. He may take 1d2 hit points of damage to maintain one 5 ft. by 5 ft. square of fire that cannot be fed by normal means. However, if something happens that would extinguish the fire (the person on fire dives into the water, for example) the mage takes 1d6 hit points of damage to keep the fire fed.

Note: the mage may keep the fire burning in any condition, even underwater, with this knack. Feeding a flame is a free action.

Fingerflames

Level: EFA 2
Components: V, S, MF
Casting Time: 1 action
Range: Medium (100 ft. + 5 ft./level)
Target: Target creature
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: No

Most *El Fuego Adentro* sorcerers first feel truly in control of the flames when they use the *Fingerflames* knack. Dipping their fingers into any fire, they may then fling it, creating an incendiary stream of blazing heat. While it will not burn for long without fuel (just long enough to land on something), the heat is surprisingly great, fed as it is by sorcerous will. When hurling the fiery bolt, the mage must succeed at a ranged touch attack roll to hit. The bolt deals 2d4 + 2 points of damage + (1d4 + 2) points of damage for every 2 levels beyond 3rd (maximum 10d4 + 20).

Fiery Doom

Level: EFA 9
Components: V, S, MF
Casting Time: 1 round
Range: Long (400 ft. + 50 ft./level)
Area: four 10 ft. cubes per level
Duration: 1 round per level
Saving Throw: Reflex half
Spell Resistance: No

The mage may, as a standard action, make an *El Fuego Adentro* check (DC 22, adding his bonus). If successful he suffers 3d6 hit points of damage to create an enormous storm of fire and brimstone that rains down upon his enemies (made from a fire of at least 50 ft. by 50 ft.). The damage suffered may not be healed until the knack's duration ends. The sorcerer may voluntarily end the knack at any time.

If the first *El Fuego Adentro* check is successful, the sorcerer immediately makes a second *El Fuego Adentro* check to determine damage. The DC for this check is 10 + 1 per 1d10 points of damage to be dealt (maximum 20d10.) If it succeeds, fire and brimstone rain down upon the knack's area of effect, dealing the specified damage to everything within the area each round. If the check is unsuccessful, however the knack's full damage (the amount of damage multiplied by the number of rounds of the knack's maximum duration) is inflicted upon the sorcerer, with no saving throw allowed. For instance, if the second check fails and the sorcerer intended to deal 20d10 points of damage, and he is a level 10 *El Fuego Adentro* mage, he would immediately suffer 200d10 points of damage.

Any creatures slain by this knack's effects are reduced to fine white ash. This knack only harms living matter; inanimate matter is unaffected by *Fiery Doom*. In the case of a failed second *El Fuego Adentro* check, the sorcerer takes the requisite damage and, if the injury proves fatal, explodes in a torrent of flame.

Firebird

Level: EFA 9
Components: V, S, MF
Casting Time: 1 minute
Range: Close (25 ft. + 2 ft./ level)
Effect: See text
Duration: 24 hours (or until dispelled; see text)
Saving Throw: None
Spell Resistance: No

The mage may, as a standard action, make an *El Fuego Adentro* check (DC 18, adding his bonus). If successful he suffers 3d6 hit points of damage to create an enormous and strangely beautiful bird made of flames from a fire of at least 20 ft. by 20 ft. The damage suffered when creating the firebird may not be healed until the bird is destroyed by immersion in water or dispelled by its creator, which is a free action.

The firebird's wingspan is approximately 40 ft. (but for game purposes is placed on a 20 ft. by 20 ft. base) and has a movement of 60 ft. when moving (flying). It can be controlled by its creator without a die roll. The bird cannot be harmed except by immersion in water (which causes it to be dispersed) or by water-based magic. Historically, Castillian sorcerers used firebirds as steeds that could carry a total of six people up to 250 miles a day. The firebird's touch does not burn, but it can explode in a huge ball of fire (5d6 concussion damage and 5d6 fire damage to all creatures within 10 ft. of the firebird) if its creator wishes. This is done as an attack action for the firebird; doing so causes it to extinguish itself utterly. The firebird may not attack or take any actions other than moving, carrying passengers or exploding.

This knack has no direct connection with the creature of the same name (see page 45, *Heroes, Monsters, and Villains™*), although legend holds that the earliest *El Fuego Adentro*

sorcerers made a bargain with it for use of the knack. It is unknown whether such stories have any truth to them. Modern mages cannot verify them and the Firebird itself isn't talking.

Fireflies

Level: EFA 6
Components: V, S, MF
Casting Time: 1 round
Range: Medium (100 ft. + 10 ft./level)
Effect: See text
Duration: See text
Saving Throw: None
Spell Resistance: Yes

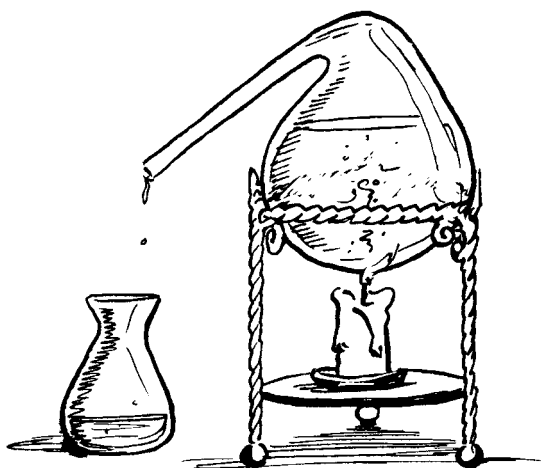
The mage may, as a standard action, make an *El Fuego Adentro* check (DC 13, adding his bonus). If successful he suffers 1d2 hit points of damage to create a 10 ft. by 10 ft. cloud of living "fireflies" from a fire at least 5 ft. by 5 ft. in size. The hit points suffered when creating the fireflies may not be healed until the fireflies are killed by immersion in water or dispelled by their creator, which can be done as a free action.

These creatures are controlled by their creator and resemble burning embers of flame floating on the wind. They last for 1 minute and do not need to be maintained with the Feed knack, nor do they require any combustible material as fuel. After one minute, the sorcerer may take an additional 1d2 hit points of damage to extend the life of the cloud for another minute. The sorcerer may continue extending the life of the cloud as long as he chooses, suffering an additional 1d2 hit points for every extra minute. Any creature caught in the cloud suffers 1d4 hit points of damage every round unless wearing heavy clothing or some other sort of protection (at least light armor). The fireflies can move up to 10 ft. per turn. An *El Fuego Adentro* mage can have one cloud of fireflies in existence starting at 12th level, two at 14th level, three at 15th level, four at 16th level, and five at 17th level.

Flaming Blade

Level: EFA 3
Components: V, S, DF
Casting Time: 1 action
Range: Touch
Effect: See text
Duration: See text
Saving Throw: None
Spell Resistance: Yes

The sorcerer may plunge his blade into a fire, using his magic to protect the metal from the heat, and to keep the flame burning along the blade. The fire must be no smaller than 2 ft. by 2 ft., and the effect requires an *El Fuego Adentro* check (DC 12, adding his bonus). If successful, he provides a bonus to the weapon's damage equal to +1d6 at 3rd level. It causes the user 1d4 hit points of damage at the start of each turn it is in effect, but it lasts as long as the mage wishes. It may be dispersed at any time as a free action. While aflame, the blade can ignite combustible materials. This spell may not affect a magical or extraordinary weapon, nor can it harm any creature which is immune to non-magical fire (though the blade can still cut as normal).



Flame Serpent

Level: EFA 8
Components: V, S, MF
Casting Time: 1 round
Range: Medium (100ft. + 10 ft./level)
Effect: See text
Duration: See text
Saving Throw: None
Spell Resistance: Yes

The *El Fuego Adentro* mage may, as a standard action, make an *El Fuego Adentro* check (DC 15, adding his bonus). If successful, he suffers 1d4 hit points of damage and creates a serpent of fire from a 5 ft. by 10 ft. or bigger fire. The hit points suffered when creating the serpent may not be healed until the serpent is destroyed by immersion in water, or dispelled by its creator, which can be done as a free action.

The creature can be controlled by its creator without a die roll. The serpent's size is 5ft. by 10 ft., and it can only be harmed by immersion in water (which causes it to be instantly destroyed) and by water-based magic. The serpent moves at a rate of 20 ft. per round. The sorcerer may attack with the serpent by making a melee touch attack with his flame serpent rating (1 at 16th level, 2, at 17th level, 3 at 18th level, 4 at 19th level and 5 at 20th level) as a bonus. If the serpent hits, it deals damage equal to a 1d4 × its creator's flame serpent rating. s

On every subsequent hit, the serpent's damage is reduced by 1d4. This continues until the serpent can deliver no more damage, at which point it is a tiny wisp of flame that crawls away to recuperate (requiring an open flame, which will restore it at the rate of 1d4 damage per round of immersion, up to its original maximum). A sorcerer can maintain a number of flame serpents equal to his flame serpent rating.

Fobula's Curse of Ages

Level: Zer 9
Components: V, S
Casting Time: 1 minute
Range: Touch
Target: Creature touched
Duration: Special
Saving Throw: None
Spell Resistance: No

The mage's touch causes his victim's body to deteriorate rapidly. For every round the mage maintains contact with his victim, the victim suffers 1d10 points of damage and loses 1d10 points from a randomly chosen ability score. If contact is broken even for a moment, the spell ends. For every 10 points of ability drain the mage inflicts, he ages 1 year; the effects of this are cumulative.

Greater Acidic Touch

Level: Zer 5
Components: V, S
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 1 minute
Saving Throw: None
Spell Resistance: No

The mage's hands are surrounded by a bright green aura that churns and bubbles, as if it were a liquid. The mage's touch deals 5d8 points of acid damage, +1 per caster level.

Greater Corrosive Touch

Level: Zer 4
Components: V, S
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 4 rounds + 1 round per level
Saving Throw: None
Spell Resistance: No

The mage's hands are surrounded by a flickering, pale green aura that makes their very touch corrosive in nature. The touch deals 3d6 points of acid damage to any organic material it touched.

Hand of Doom

Level: Zer 6
Components: V, S
Casting Time: 1 round
Range: Touch
Target: Creature touched
Duration: 1 minute
Saving Throw: None
Spell Resistance: No

The mage's hands are enveloped with flickering black flames. The mage's touch deals 2d10 points of negative energy damage and causes the victim to age 1d6 years.

Hurl Fire

Level: EFA 5
Components: V, S, MF
Casting Time: 1 round
Range: Thrown
Effect: See text
Duration: See text
Saving Throw: None
Spell Resistance: No

The *El Fuego Adentro* mage may, as an attack, reach into a roaring fire, pick up a handful of fire, and throw it at an opponent, hoping to set him on fire. The range increment on this attack is 10. This is thrown as a ranged attack and armor bonuses are ignored. Should he hit successfully, the attack inflicts 1d6 points of damage. This amount increases to 2d6 at 15th level and 3d6 at 20th level (The fire is treated as described in “Alchemist’s Fire” in the *Player’s Handbook™* and “Catching on Fire”, in the *DUNGEON MASTER’S Guide™*). It is then immediately extinguished, unless it has some form of fuel, as per the cited rules (i.e., the tossed fire cannot be kept burning with the Feed feature). The sorcerer suffers 1 hit point each time this feature is used.

Note: Use of this knack does not use up one of the sorcerer’s daily knack slots.

Ignore Injury

Level: Blood 4
Components: S, M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft. /2 levels)
Target: One creature
Duration: 1 round per level
Saving Throw: None
Spell Resistance: No

The scientist’s ties to biology allow him to forcefully evolve a creature’s defenses, albeit only on a temporary basis. The skin thickens slightly, while the layers of fat and muscle below its surface tighten and blood flow increases.

You gain damage reduction 10/–, + 1/– per Blood Scientist class level.

Larenthar’s Mental Meltdown

Level: Zer 9
Components: V, S
Casting Time: 1 round
Range: Touch
Target: One creature
Duration: Permanent
Saving Throw: Will negates
Spell Resistance: Yes

The von Drachen family suffered terribly from infighting, and few of its members ever learned to use their powers in more subtle manners. Those who did were terrors even to their own kin, and Larenthar von Drachen especially proved a frightening patriarch to his family. Before his death (ironically due to undercooked beef rather than any true treachery), he would twist the minds of his rivals until their already fragile psyches frayed and snapped.

You may alter the internal chemistry of the target, instilling within him some sort of insanity. The insanity is permanent, but can be assuaged by clerical healing (*heal*, *cure disease*, or the like; the affliction is considered a disease), or the tender ministrations of the local exorcist. See the tables on page 91 to determine the type of insanity suffered by the target.

Resist Poison

Level: Blood 0
Components: S, M
Casting Time: 1 action

Range: Personal
Target: You
Duration: 1 round per level
Saving Throw: None
Spell Resistance: No

With small effort, the scientist can modify the humours of his own body, increasing immunities or the elimination of wastes. Though a clumsy, inaccurate technique compared to the more refined knacks of higher levels, it suffices to grant temporary resistances.

By handling so many arcane compounds, your body begins to develop an immunity from toxic materials. You gain a +2 to all saving throws made to avoid the effects of poison.

Spark Cloud

Level: EFA 0
Components: V, S, MF
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Cloud spreads 30 ft., 10 ft. high
Duration: 1 round/2 levels
Saving Throw: None
Spell Resistance: Yes

Casting *spark cloud* creates a burst of tiny sparks, much like a Cathayan firecracker. It is also potentially quite deadly — aboard a ship’s powder room, for instance, or near oil lamps. Indeed, any area with flammable materials will likely become an unstoppable inferno within moments. Any creatures with exposed flesh suffer 1d4–2 (minimum 1) points of damage every round they are in the cloud. Also, any flammable materials within the cloud have a 10% non-cumulative chance per round spent in the cloud of igniting.

Transmute Blood to Dust

Level: Zer 8
Components: V, S
Casting Time: 1 round
Range: Touch
Target: Two creatures touched
Duration: Instantaneous
Saving Throw: Fortitude partial
Spell Resistance: Yes

A natural extension of the *Boiling Blood* spell, this more refined variant erases both the gore and time required for the previous version. Instead of focusing hatred and spite towards a foe, the mage would utterly dismiss any emotions they held for their enemy. Their frustrations and jealousies would dry up and blow away, followed by the blood of their victims which coagulated and crumbled in an instant.

You may alter the molecular structure of your victim’s blood, causing it to become a fine red powder akin to dust. Any creature that fails its Fortitude save is killed instantly, as all of his blood literally crumbles in his veins. A creature that makes a successful Fortitude save (DC 20) is only partially affected. It takes 5d8 points of damage and 2 points of temporary Str, Dex, and Con damage. The temporary ability damage returns at the rate of 1 point of each per day.

RANDOM INSANITY TABLE

D6 roll	Insanity Type
1–2	Affective Disorder
3–4	Dissociative Disorders
5–6	Psychosis

AFFECTIVE DISORDERS

D6 roll	Disorder	Effect
1	Acousticophobia	The victim is mortally terrified of anything louder than the spoken voice. When confronted with his fear, he must make a Will save (DC 25) or flee in terror until he can no longer hear loud noises. If flight is not possible, he will collapse into a catatonic stupor until the stimulus is removed.
2	Aichmophobia	The victim is terrified of sharp/pointy things, because he is afraid of being injured by them. He will not, under any circumstances, handle or possess any such items, and will endeavor to remain at least 5 ft. away from any such items.
3	Pacifism	The victim will not engage in any form of violence, even in self defense.
4	Compulsive Liar	The victim always lies, even if good. He must make a Will save (DC 20) any time he wishes to tell the truth.
5	Hatred of Humor	The victim loathes jokes, humor, and those who tell jokes. He will try to stop or destroy anyone who tells more than one joke or humorous story.
6	Achluophobia	The victim is completely helpless when in the dark. The victim collapses into a mindless stupor and babbles endlessly until he is returned to a well-lit environment.

DISSOCIATIVE DISORDERS

D4 roll	Disorder	Description
1	Multiple Personalities	The victim develops 1d4 multiple personalities. Roll-up a character for each personality, including physical and mental ability scores. The different personalities will only use the abilities/powers of their character class. Further, they will act as if their ability scores are “real.” Anytime the character is under stress (combat, intense argument, etc.), he must make a Will save (DC 20) to avoid a personality shift. Whenever a personality shift occurs, determine randomly which personality emerges. Note that the separate personalities are completely unaware of each other’s existence.
2	Dissociative Fugue	The victim completely forgets everything about himself and his past, essentially starting anew with a “clean slate.” He instantly develops a new personality and begins at 1st level in another character class. He will never remember his original self, and he has no access whatsoever to any powers/abilities gained in his “old” life.
3	Amnesia: Total	The victim is unable to recall any personal information about himself, his friends, his history, etc. He retains all class abilities, skills, powers, etc. He simply cannot remember who he is or anything specific about himself. He doesn’t remember his abilities/powers in the traditional sense; he just has access to them and uses them “instinctively.”
4	Amnesia: Anterograde	The victim retains all memories up to the moment he was affected by this spell. However, he cannot form any new long-term memories. Thus, he cannot gain new class abilities or powers. He can gain levels, but he will only gain the benefit of increased hit points, saving throws, and spells per day.

PSYCHOSIS

D10 Roll	Disorder	Description
1–2	Psychogenic Blindness	Whenever under stress, the character must make a Will save (DC20) or become “blind.” The character is not really blind, but his mind completely ignore visual stimuli, rendering him effectively blind. Blindness lasts for 1d6 turns.
3–4	Paranoia	The character believes that everyone hates him and is plotting against him. He maintains no friendships and trusts no one. Whenever he perceives someone as taking action against him (DM’s discretion) he must make a Will save (DC20) or attack them.
5–6	Schizophrenia	The character constantly suffers from auditory and visual hallucinations telling him to do horribly nasty things. Once per minute, he must make a Will save (DC25) to avoid attacking someone or something randomly.
7–8	Homicidal Mania	Continually berserk, attacking everyone and everything within sight. The character can act normally one day per week.
9–10	Rebirth	The character’s alignment and outlook on life completely reverse. Good becomes evil, evil becomes good, lawful becomes chaotic, chaotic becomes lawful, and neutral is randomly changed.

Cannons

The following rules were mistakenly omitted from the *Swashbuckling Adventures™* handbook. They are reprinted here for your convenience.

One of the deadliest weapons in the naval arsenal is the cannon. In real life, few people who have been hit with a cannonball (or even had one fly too close to them) have lived to tell the tale. Cannon stats are provided in the following format:

The common name for the cannon.

Cost: How much gold the cannon costs.

Damage: The number of hit points the cannon inflicts to its target.

Critical: The damage multiplier applied (i.e., the number of times you roll damage, with all modifiers) in the case of a critical hit

Range Increment: The Range Increment of the cannon. When you roll to hit with a cannon, you make a Profession (siege engineer) check (DC 20). The Range penalty is applied to the skill check.

Crew: The number of crew needed to operate the weapon. The text will describe the penalty for operating the cannon without the required crew (this is usually applied to the Aim and reload times).

Aim: The time required to aim the cannon at a new target or to initially aim the cannon at its first target. Crew are considered to make minor adjustments to the cannon between volleys; this is not considered aiming, but rather part of the reload process.

Reload: The time it takes to load or reload a cannon after it has been discharged.

Move: The distance the canon can be moved as a move equivalent action with a full crew participating.

When the crew of the cannon wish to fire it, one of them makes a Profession (siege engineer) check (DC 30) and subtracts any range penalties from his roll. If the check is successful, the user rolls another d20. If the result is a natural 20 on the second roll the cannon hits the desired location; on any other roll the DM rolls 1d4 and consults the 1 ft. to 5 ft. deviation chart in the "Grenadelike Weapons" section of the *DUNGEON MASTER'S Guide™*. The result is where the cannon was aimed and hits.

If the Profession check fails, the DM rolls 1d12 and consults the 10 ft. to 16 ft. deviation chart in the "Grenadelike Weapons" section of the *DUNGEON MASTER'S Guide™*. The center of the chart is the desired hit location. The result is where the cannon actually hit, and should be used to check for deviation on the 1 ft. to 5 ft. chart.

It takes one person to fire a cannon. The cannon may be reloaded and aimed with only one person, but this triples the number of full-round actions that it would normally take. If two men are aiming and loading, the time taken is only doubled. This holds true for moving the cannon as well.

Standard Boarding Cannon

Cost: 250 G

Damage: 2d8

Critical: 19–20 (this weapon scores a threat on a natural 19 or 20, instead of just a 20)/× 3

Range: Increment: 200

Crew: 3

Aim: None.

Reload: 3 full-round actions

Move: 10 ft.

Hit Points: 25

Wt. (tons): 1/16

Standard 6 pound Cannon

Cost: 300 G

Damage: 3d6

Critical: × 4

Range Increment: 225

Crew: 3

Aim: 3 full-round actions

Reload: 6 full-round actions

Move: 10 ft.

Hit Points: 30

Wt. (tons): 1/12

Standard 10 pound Cannon

Cost: 400 G

Damage: 3d6

Critical: × 4

Range Increment: 250

Crew: 3

Aim: 5 full-round actions

Reload: 8 full-round actions

Move: 10 ft.

Hit Points: 40

Wt. (tons): 1/10

Standard 12 pound Cannon

Cost: 500 G

Damage: 4d8

Critical: × 4

Range Increment: 275

Crew: 3

Aim: 5 full-round actions

Reload: 10 full-round actions

Move: 10 ft.

Hit Points: 60

Wt. (tons): 1/8

Standard 20 pound Cannon

Cost: 1,000 G

Damage: 5d10

Critical: × 4

Range Increment: 300

Crew: 3

Aim: 5 full-round actions

Reload: 20 full-round actions

Move: 5 ft.

Hit Points: 80

Wt. (tons): 1/3

Horse Cannon

Cost: 600 G

Damage: 5d6

Critical: × 4

Range Increment: 200

Crew: 3

Aim: 3 full-round actions

Reload: 8 full-round actions

Move: 10 ft.

Hit Points: 60

Wt. (tons): 1/6

Horse cannons can be incredibly deadly, but are bulky and difficult to aim. The Montaigne have attempted to address this weakness by hitching some of their smaller cannons to teams of horses. The horses must be unhitched before the cannon is fired, but the procedure is still much faster than pushing the enormous weapon around.

It takes a full-round action to hitch or unhitch the cannon from a team of four horses. When unhitched the cannon may move up to 5 feet as a move equivalent action. However, when a horse cannon is hitched up, it can move as far as 40 feet. In addition, aiming the cannon only requires 1 full round action, due the assistance the horses provide when hitched.

Eisen Roaring Cannon

Cost: 2,000 G
Damage: 5d12
Critical: × 4
Range Increment: 300
Crew: 4
Aim: 5 full-round actions
Reload: 10 full-round actions
Move: 5 ft.
Hit Points: 116
Wt. (tons): ½

The Eisen have built on the strength of cannons to make them even more powerful at the expense of maneuverability. When an Eisen roaring cannon is fired, it sounds as though lightning has struck nearby. Men and horses evaporate as the screaming balls tear through the ranks and the survivors often run for their lives. In addition, anyone within twenty feet of a person killed by a roaring cannon must make a Will save (DC 15) or suffer the effects of fear.

Setine Clockwork Cannon

Cost: –
Damage: 4d10
Critical: × 4
Range Increment: 150
Crew: 1
Aim: 3 full-round actions
Reload: –
Move: 10 ft.
Hit Points: 60
Wt. (tons): ⅓

Clockwork weapons are sometimes found in Setine sites. They are usually incomplete and require repair from a skilled weaponsmith (typically a Profession (weaponsmith) check (DC 20) required). When operational they deliver a blast of energy unlike anything seen on Théah. The weapon usually only has 3d6 charges before it becomes completely useless. The clockwork cannon does not need to be reloaded between firings. It does not fire like a standard cannon; Instead the clockwork cannon is fired like a ballista. Its makes its attack with a straight 1d20. No modifications are made to this roll (no bonuses, attack bonuses, ability modifiers, etc.). The AC of a non-moving target is always 10.

Clockwork cannons are very rare, and as such cannot be purchased normally. A few crop up for sale on the black market every now and then, and Setine sites may produce a few samples as well. Details and the exact cost of the cannon in such circumstances is up to the DM.

Other Non-Cannon Artillery

Some older technology is still used by the more primitive cultures of Théah, such as the Vestenmannavnjar. Their game statistics have been provided below.

Small Catapult

Cost: 500 G
Damage: 3d6
Critical: –
Range Increment: 150
Crew: 2
Aim: 5 full-round actions
Reload: 10 full-round actions
Move: 10 ft.
Hit Points: 50
Wt. (tons): ¼

Large Catapult

Cost: 800 G
Damage: 5d6
Critical: –
Range Increment: 200
Crew: 5
Aim: 5 full-round actions
Reload: 20 full-round actions
Move: 5 ft.
Hit Points: 90
Wt. (tons): ½

Ballista

Cost: 500 G
Damage: 4d8
Critical: × 4
Range Increment: 275
Crew: 1
Aim: 3 full-round actions
Reload: 5 full-round actions
Move: 10 ft.
Hit Points: 40
Wt. (tons): ½

Swivel Base

Cost: 75 G

When a cannon is attached to a swivel base it reduces the number of actions required to aim or reaim the cannon by 2 (to a minimum of 1 full round action). And the required crew needed to aim or reaim the cannon is reduced to 1. This does not affect the time or crew needed to operate it.

CHARACTER NAME _____
RACE _____
CLASS _____

PLAYER _____
SIZE _____ SPEED _____
LEVEL _____

AGE _____ GENDER _____
HEIGHT _____ WEIGHT _____
EYES _____ HAIR _____



CHARACTER RECORD SHEET

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

HP HIT POINTS	TOTAL	CURRENT	SUBDUAL DAMAGE
AC ARMOR CLASS	TOTAL	= 10 +	
		ARMOR BONUS	DEX + SIZE + MISC
INITIATIVE	TOTAL	DEX	MISC

CHARACTER SKETCH

SAVING THROWS	TOTAL BONUS	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMP. MODIFIER
FORTITUDE CONSTITUTION						
REFLEX DEXTERITY						
WILL WISDOM						

ATTACKS	TOTAL BONUS	BASE ATTACK	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMP. MODIFIER
MELEE						
RANGED						

WEAPON			ATK BONUS	DAMAGE
RANGE	WEIGHT	TYPE	SIZE	CRITICAL
SPECIAL PROPERTIES			AMMO COUNT	

WEAPON			ATK BONUS	DAMAGE
RANGE	WEIGHT	TYPE	SIZE	CRITICAL
SPECIAL PROPERTIES			AMMO COUNT	

ARMOR			DEFENSE BONUS	ARMOR CHECK PENALTY
TYPE	MAX DEX MOD	SPEED	WEIGHT	SPECIAL PROPERTIES

ARMOR			DEFENSE BONUS	ARMOR CHECK PENALTY
TYPE	MAX DEX MOD	SPEED	WEIGHT	SPECIAL PROPERTIES

SKILLS

CLASS SKILL	SKILL NAME	KEY ABILITY	SKILL BONUS	RANKS	ABILITY MOD.	MISC. MOD.
☐	ALCHEMY	INT	_____	= _____	+ _____	+ _____
☐	ANIMAL EMPATHY	CHA	_____	= _____	+ _____	+ _____
☐	APPRAISE ■	INT	_____	= _____	+ _____	+ _____
☐	BALANCE ■	DEX*	_____	= _____	+ _____	+ _____
☐	BLUFF ■	CHA	_____	= _____	+ _____	+ _____
☐	CLIMB ■	STR*	_____	= _____	+ _____	+ _____
☐	CONCENTRATION ■	CON	_____	= _____	+ _____	+ _____
☐	CRAFT (_____) ■	INT	_____	= _____	+ _____	+ _____
☐	CRAFT (_____) ■	INT	_____	= _____	+ _____	+ _____
☐	CRAFT (_____) ■	INT	_____	= _____	+ _____	+ _____
☐	DECIPHER SCRIPT	INT	_____	= _____	+ _____	+ _____
☐	DIPLOMACY ■	CHA	_____	= _____	+ _____	+ _____
☐	DISABLE DEVICE	INT	_____	= _____	+ _____	+ _____
☐	DISGUISE ■	CHA	_____	= _____	+ _____	+ _____
☐	ESCAPE ARTIST ■	DEX*	_____	= _____	+ _____	+ _____
☐	FORGERY ■	INT	_____	= _____	+ _____	+ _____
☐	GATHER INFORMATION ■	CHA	_____	= _____	+ _____	+ _____
☐	HANDLE ANIMAL	CHA	_____	= _____	+ _____	+ _____
☐	HEAL ■	WIS	_____	= _____	+ _____	+ _____
☐	HIDE ■	DEX*	_____	= _____	+ _____	+ _____
☐	INNUENDO	WIS	_____	= _____	+ _____	+ _____
☐	INTIMIDATE ■	CHA	_____	= _____	+ _____	+ _____
☐	INTUIT DIRECTION	WIS	_____	= _____	+ _____	+ _____
☐	JUMP ■	STR*	_____	= _____	+ _____	+ _____
☐	KNOWLEDGE(_____)	INT	_____	= _____	+ _____	+ _____
☐	KNOWLEDGE(_____)	INT	_____	= _____	+ _____	+ _____
☐	KNOWLEDGE(_____)	INT	_____	= _____	+ _____	+ _____
☐	LISTEN ■	WIS	_____	= _____	+ _____	+ _____
☐	MOVE SILENTLY ■	DEX*	_____	= _____	+ _____	+ _____
☐	OPEN LOCK	DEX	_____	= _____	+ _____	+ _____
☐	PERFORM ■	CHA	_____	= _____	+ _____	+ _____
☐	PICK POCKET	DEX*	_____	= _____	+ _____	+ _____
☐	PROFESSION (_____)	WIS	_____	= _____	+ _____	+ _____
☐	READ LIPS	INT	_____	= _____	+ _____	+ _____
☐	RIDE ■	DEX	_____	= _____	+ _____	+ _____
☐	SCRY ■	INT	_____	= _____	+ _____	+ _____
☐	SEARCH ■	INT	_____	= _____	+ _____	+ _____
☐	SENSE MOTIVE ■	WIS	_____	= _____	+ _____	+ _____
☐	SPELLCRAFT	INT	_____	= _____	+ _____	+ _____
☐	SPOT ■	WIS	_____	= _____	+ _____	+ _____
☐	SWIM ■	STR	_____	= _____	+ _____	+ _____
☐	TUMBLE	DEX*	_____	= _____	+ _____	+ _____
☐	USE MAGIC DEVICE	CHA	_____	= _____	+ _____	+ _____
☐	USE ROPE ■	DEX	_____	= _____	+ _____	+ _____
☐	WILDERNESS LORE ■	WIS	_____	= _____	+ _____	+ _____
☐	_____	_____	_____	= _____	+ _____	+ _____
☐	_____	_____	_____	= _____	+ _____	+ _____
☐	_____	_____	_____	= _____	+ _____	+ _____
☐	_____	_____	_____	= _____	+ _____	+ _____

Skills marked with ■ can be used normally even if the character has zero (0) skill ranks.

Mark class skills with *. *armor check penalty, if any, applies.

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EXPERIENCE POINTS



WEALTH

OTHER WEALTH:

EFFECT

LANGUAGES

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